

SNS-9W-USA

AN AMERICAN TAIL FIEVEL GOES WEST®



HUDSON GROUP
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Hudson Soft USA, Inc.
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PRINTED IN JAPAN

INSTRUCTION BOOKLET

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

AN AMERICAN TAIL FIEVEL GOES WEST



THANK YOU !

Thank you for adding AN AMERICAN TAIL: FIEVEL GOES WEST® to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title.

In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

**WARNING: PLEASE READ THE CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING
YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**



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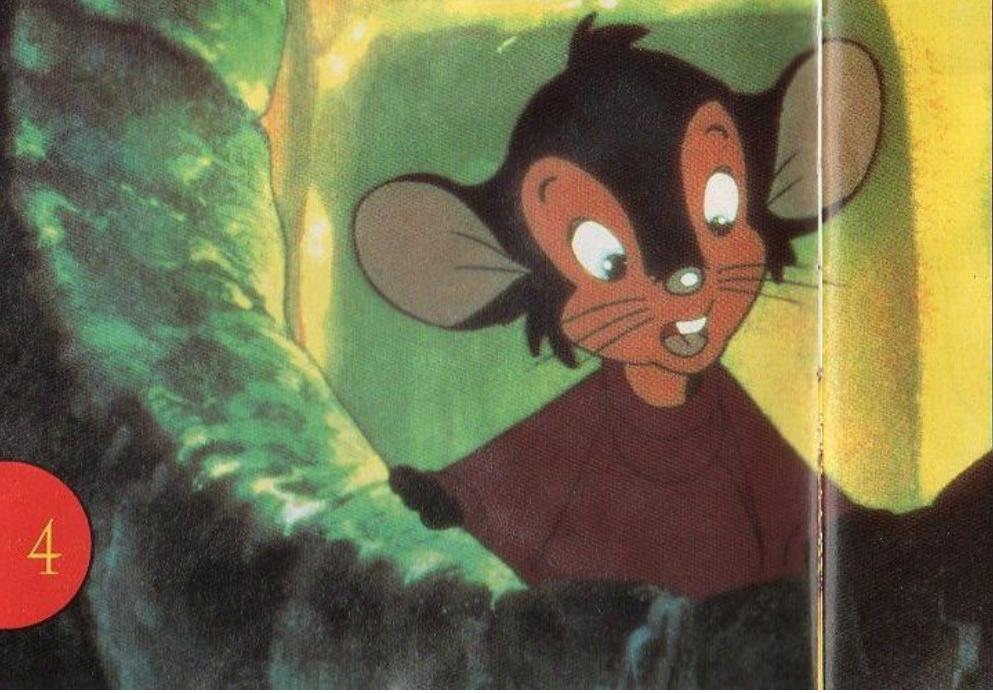
THIS OFFICIAL SEAL IS YOUR
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Story



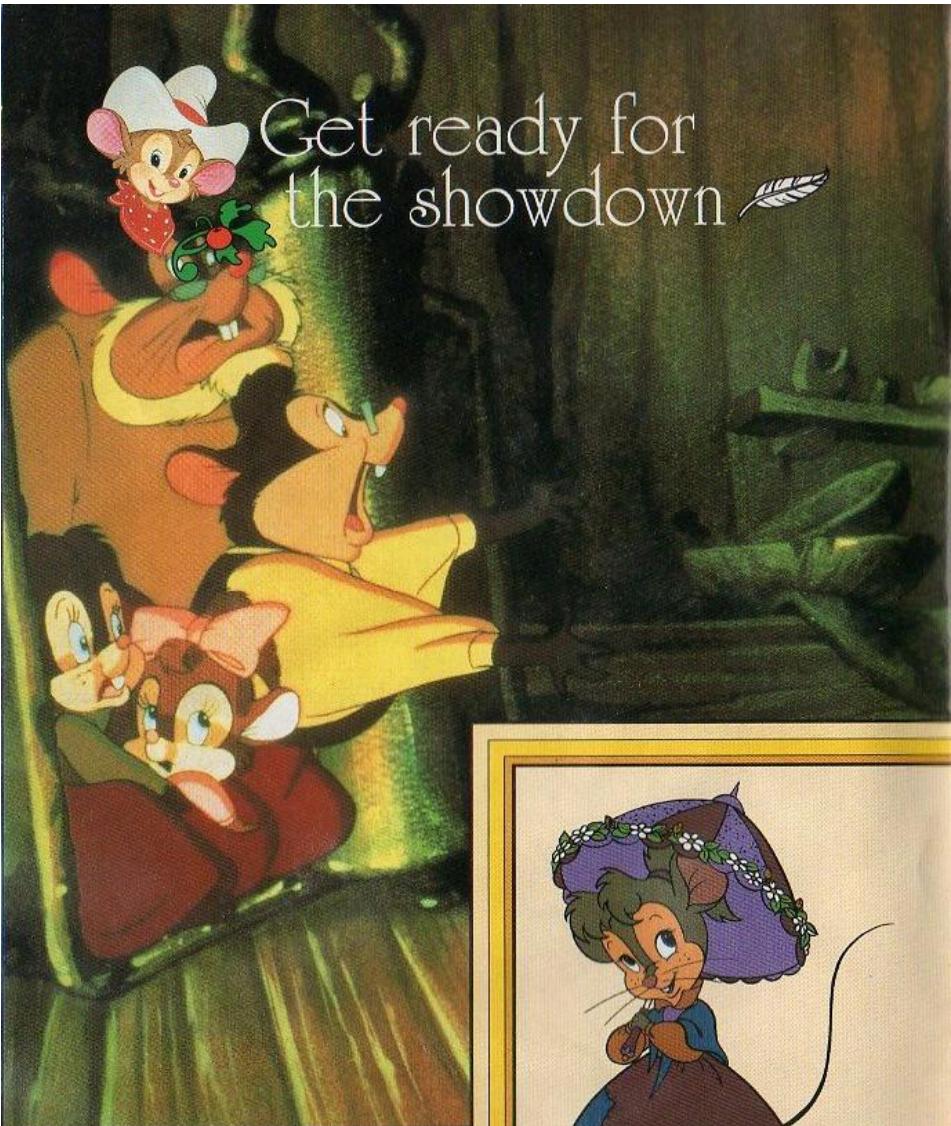
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America -- the land of opportunity. Filled with hopes and dreams the Mousekewitz family comes to start a new life. Tanya dreams of becoming a singer and Fievel wants to become a great lawdog like his hero, Wylie Barp. But soon they discover the cheese is not always bleu-er on the other side of the fence. Far along comes Cat R. Waal with his tales of opportunity out west where Mice and Cats work together to make a perfect town. Lured by Cat R. Waal's promise of utopia, the Mousekewitz family decides to head west, unaware of his true intentions: **TO MAKE MOUSEBURGERS OUT OF THEM!** Stumbling onto Cat R. Waal's secret, Fievel sets out to save his family. Can Fievel with your help defeat the scheming cat and save his family from being served along with fries?



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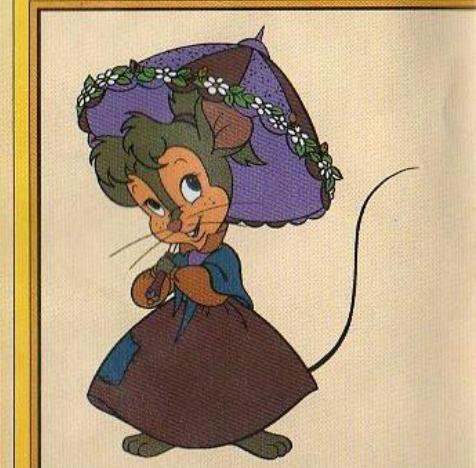


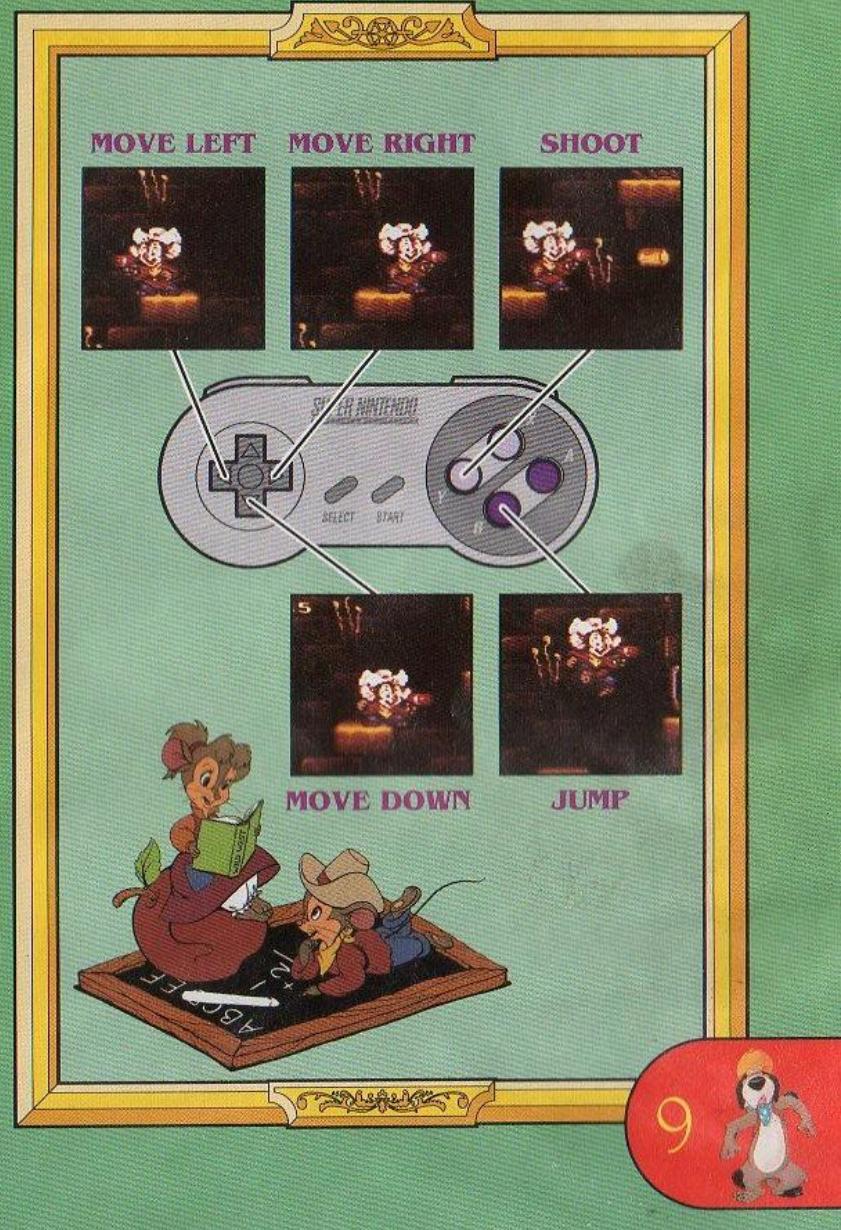
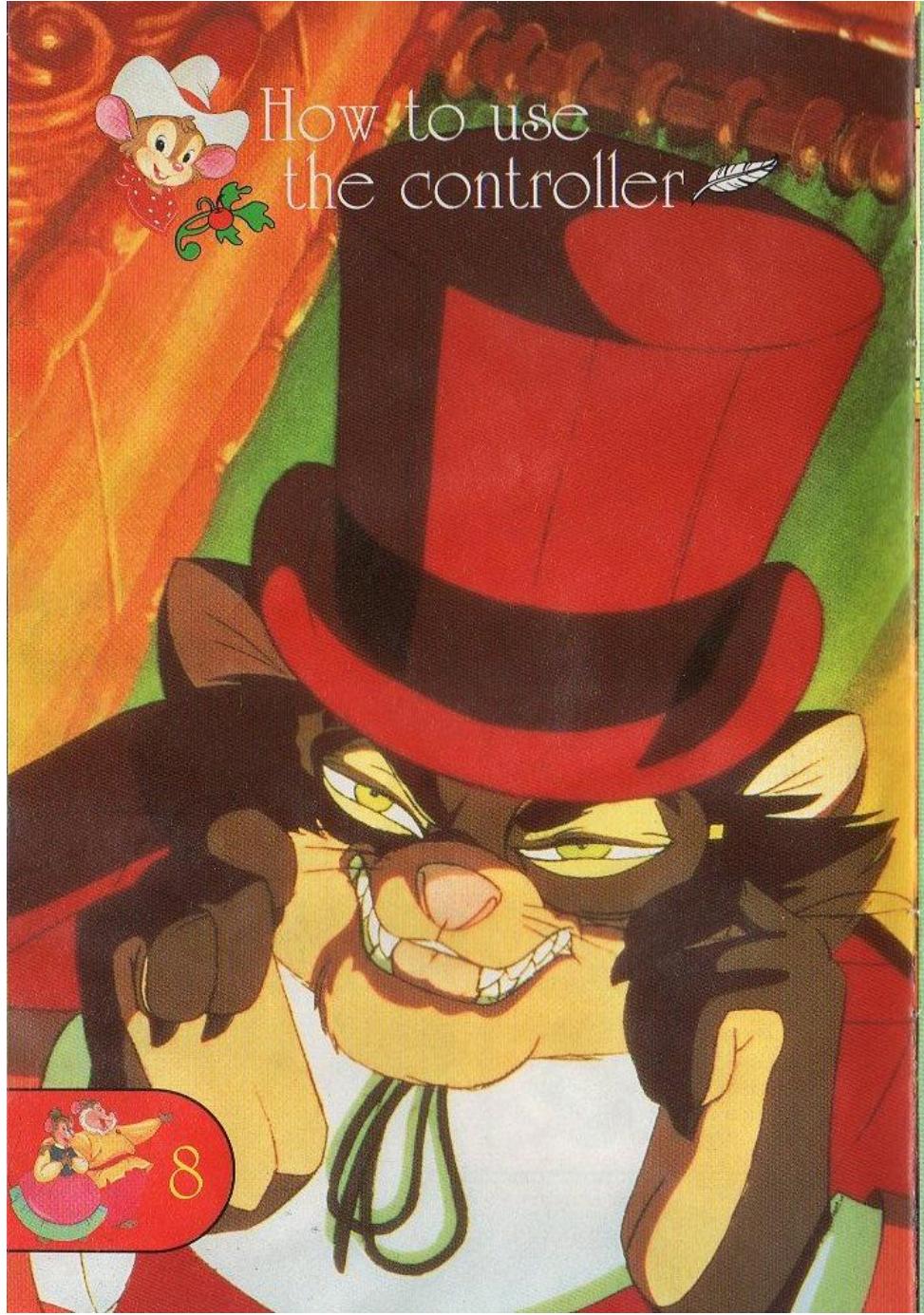


Get ready for
the showdown



- 1.** Make sure the power switch is OFF on your Super NES.
- 2.** Insert FIEVEL GOES WEST Game Pak into the slot on the Super NES as described in the Super NES Manual.
- 3.** Turn the power switch ON.
- 4.** A short demo will appear. Press the START button to skip the demo and begin the game.







Game screen

Tries The Clock

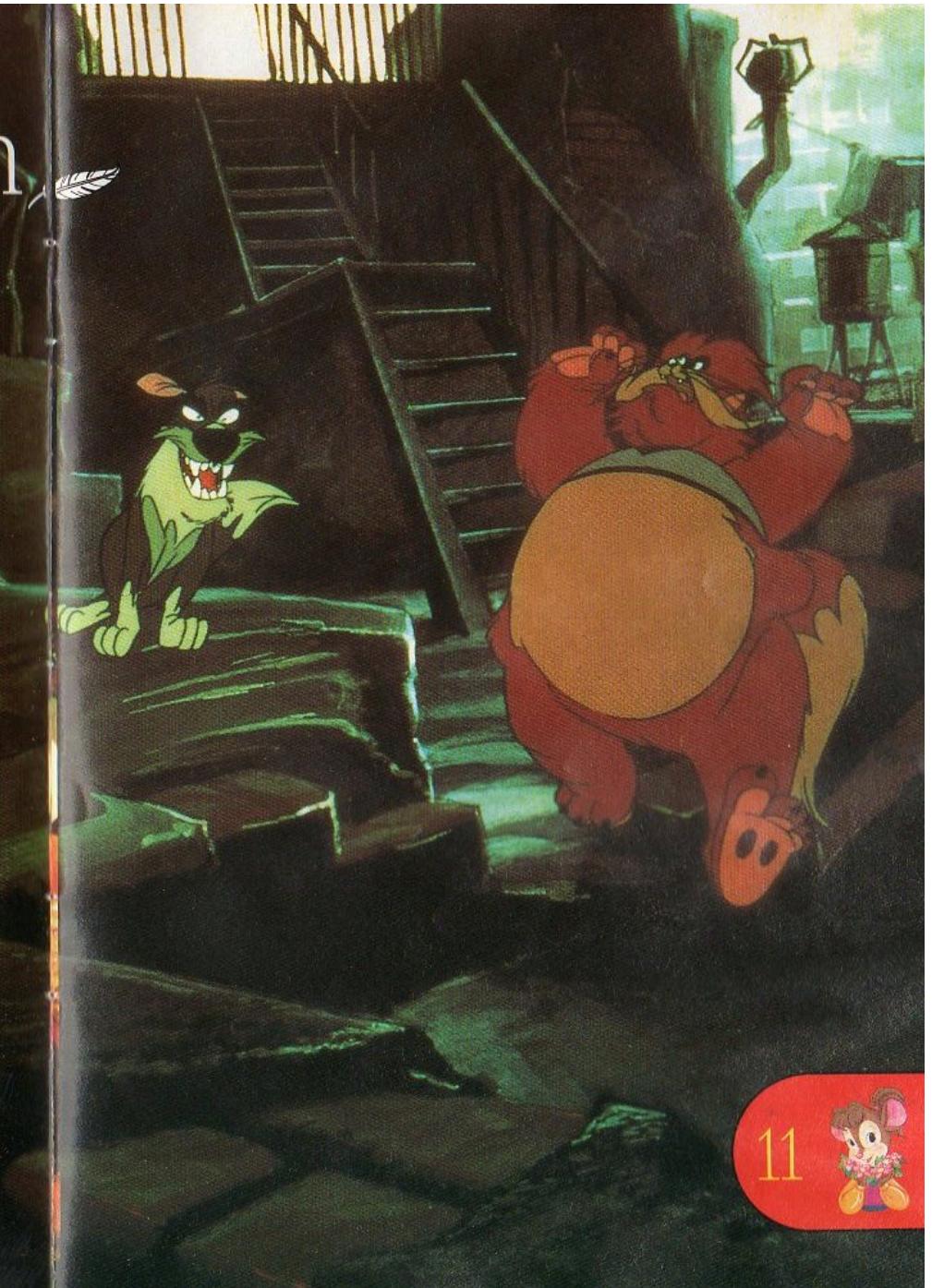


Tries

They say cats have nine lives but our mouse only has three. But don't worry, by picking up the 1-up icons, Fievel can get extra lives to shoot it out with the feline gang. BEWARE... when Fievel loses all the hearts, he loses a life.

The Clock

Remember Fievel must reach Green River to save his family before Cat R. Waul turns them into Mouseburgers in his Giant Mousetrap. So keep your eye on the clock, because Fievel only has three minutes to clear each level.





Stage

Stage

1



NEW YORK CITY

With Cat R. Waul's feline gang in hot pursuit, Fievel must fight his way through the streets of New York to make his escape.

Stage

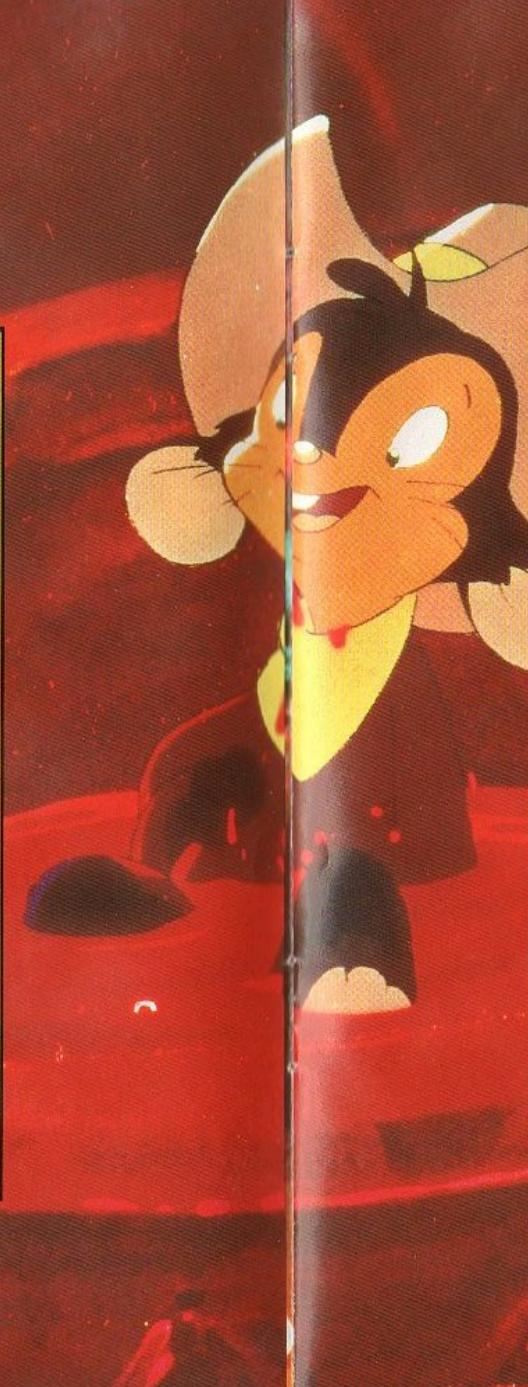
2



SEWER

Escaping down a sewer, Fievel eludes the gang. But now he's got to face whatever danger lurks in the sewers of New York.

12



Stage

3



TRAIN RIDE

Leaving the sewers, Fievel must catch up with the train which holds his family.

Stage

4



THE DESERT

Falling from the train, Fievel must brave his way across the desert.

Stage

5



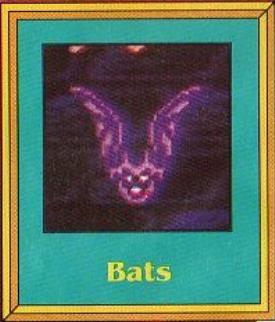
GREEN RIVER

The final confrontation with Cat R. Waul. Can Fievel defeat the scheming cat and save his family from the giant mousetrap?

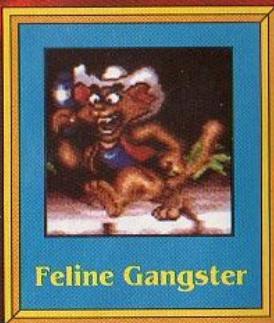
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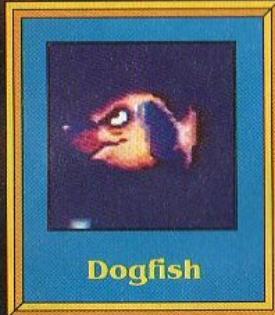
Enemies



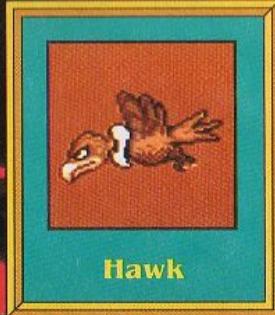
Bats



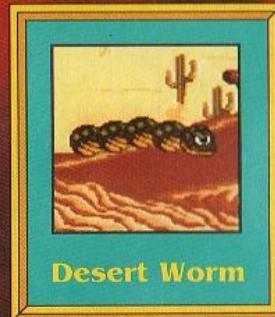
Feline Gangster



Dogfish



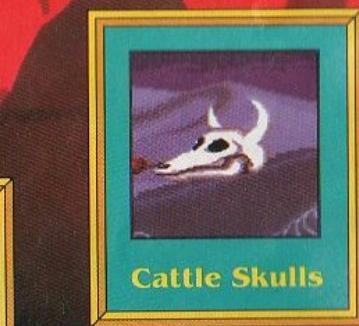
Hawk



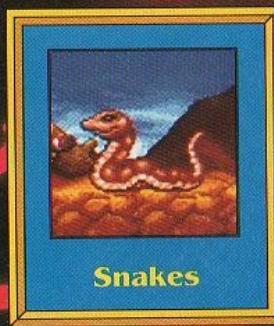
Desert Worm



Scorpion



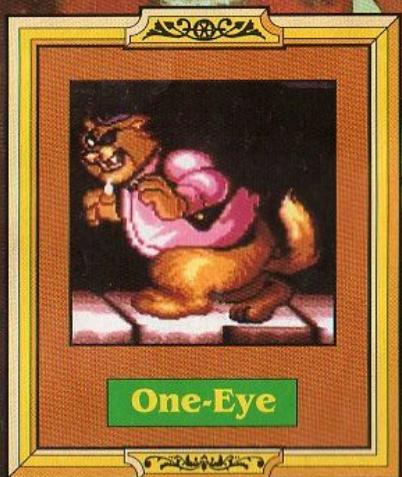
Cattle Skulls



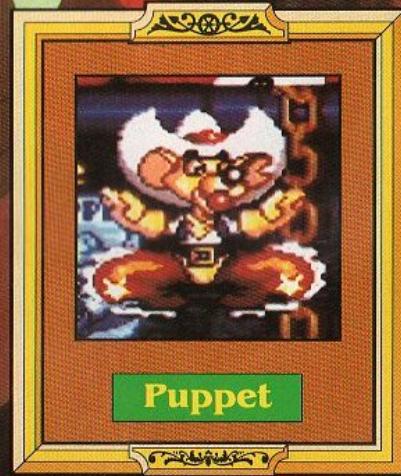
Snakes



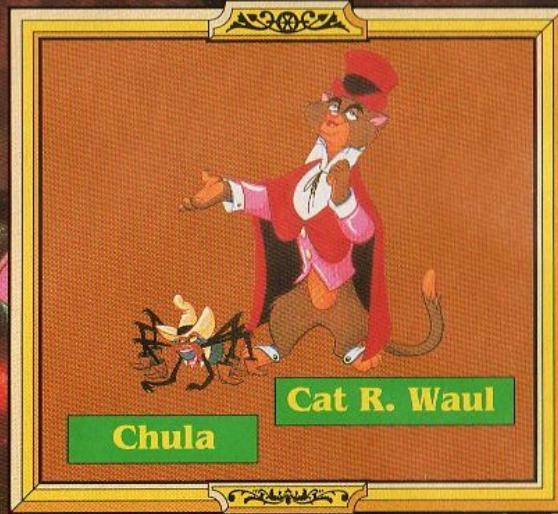
Bosses



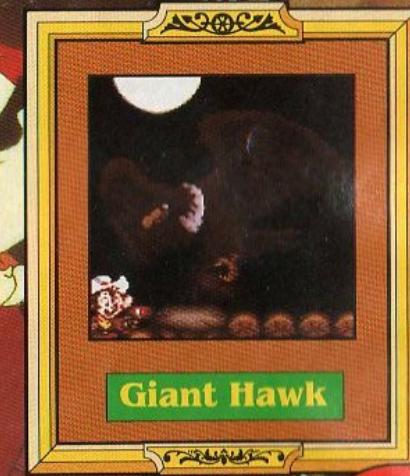
One-Eye



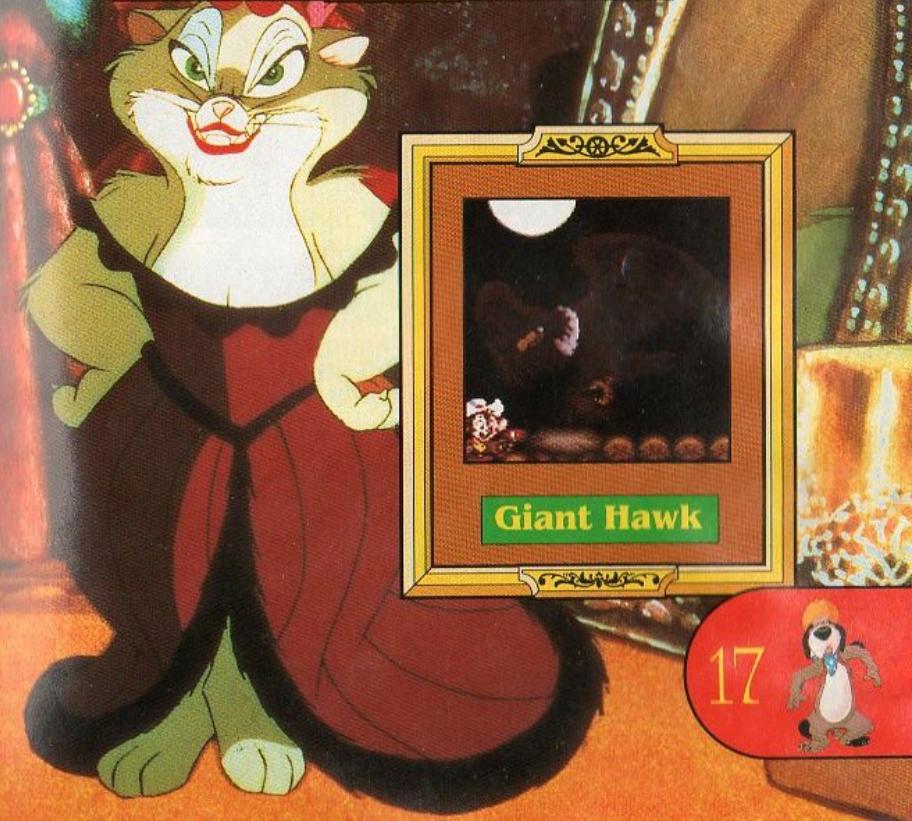
Puppet



Chula



Cat R. Waul



Giant Hawk



Tips and Hints



Collect a hundred coins to receive an extra life.

Aim for the head of the enemies.

Even if you miss a water gun item at the burning block stage, there will be another one hidden somewhere.



You can jump on tumbleweeds and the wheels to get a better aim of the enemy.

Make sure to pick up the Wylie Burp icons. You'll be able to start from that point even after you lose a try.





Items



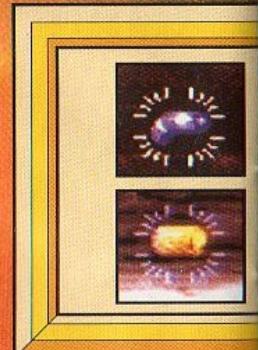
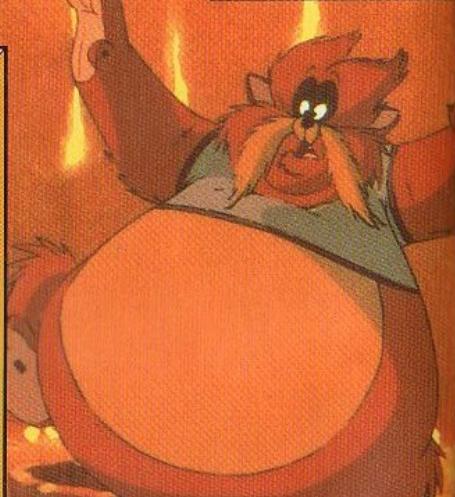
Special Item



1 up
Adds one extra life



20



Changes your pop gun
to a water gun

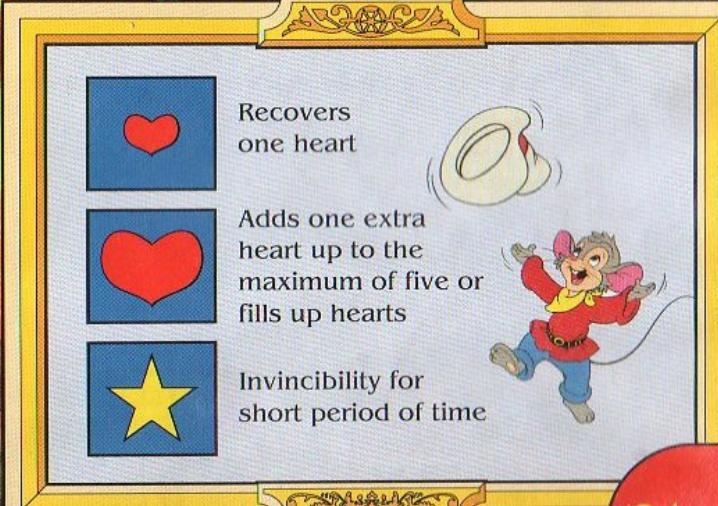


Makes your water gun
rapid-fire

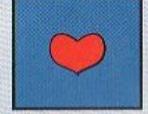
Makes your pop gun
rapid-fire



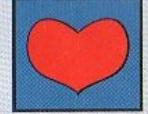
Adds five coins to
your coin total



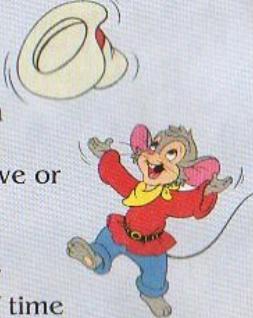
Recovers
one heart



Adds one extra
heart up to the
maximum of five or
fills up hearts



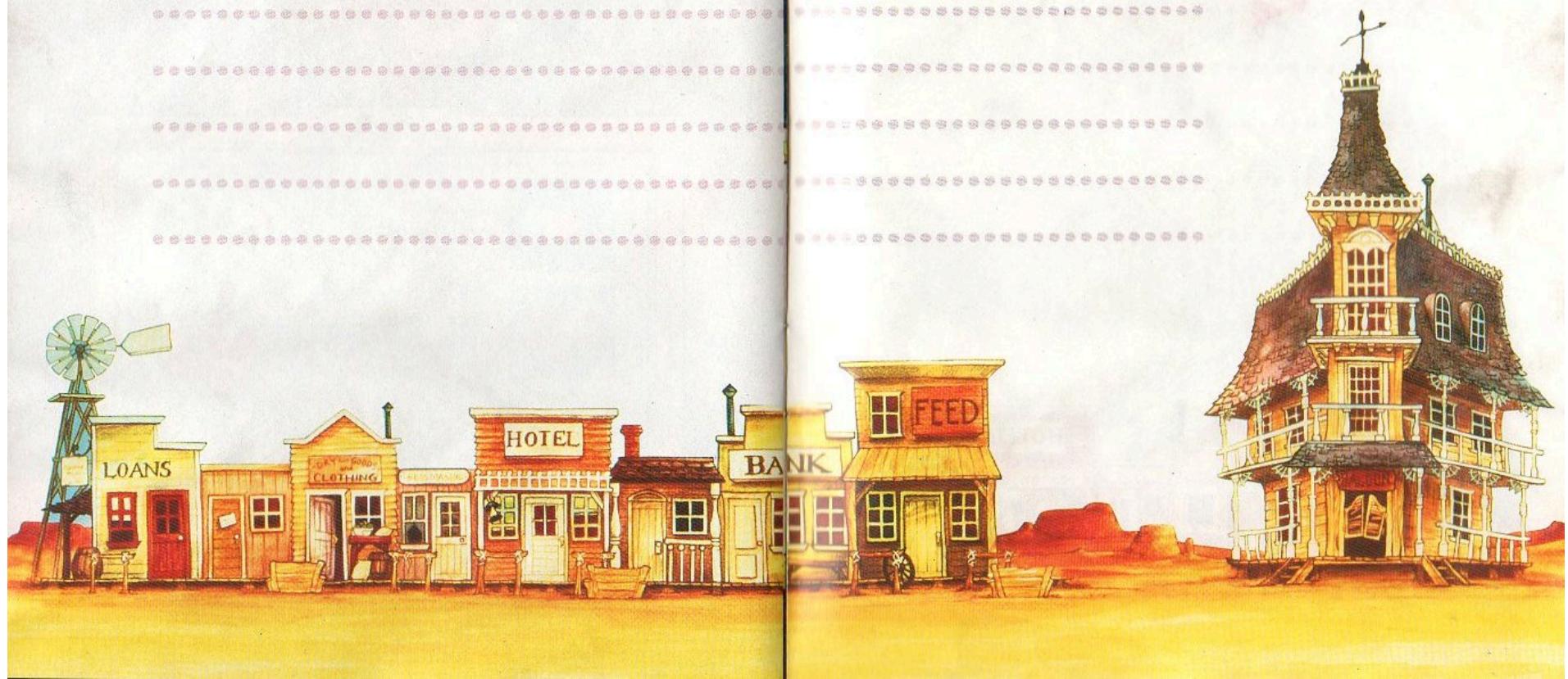
Invincibility for
short period of time



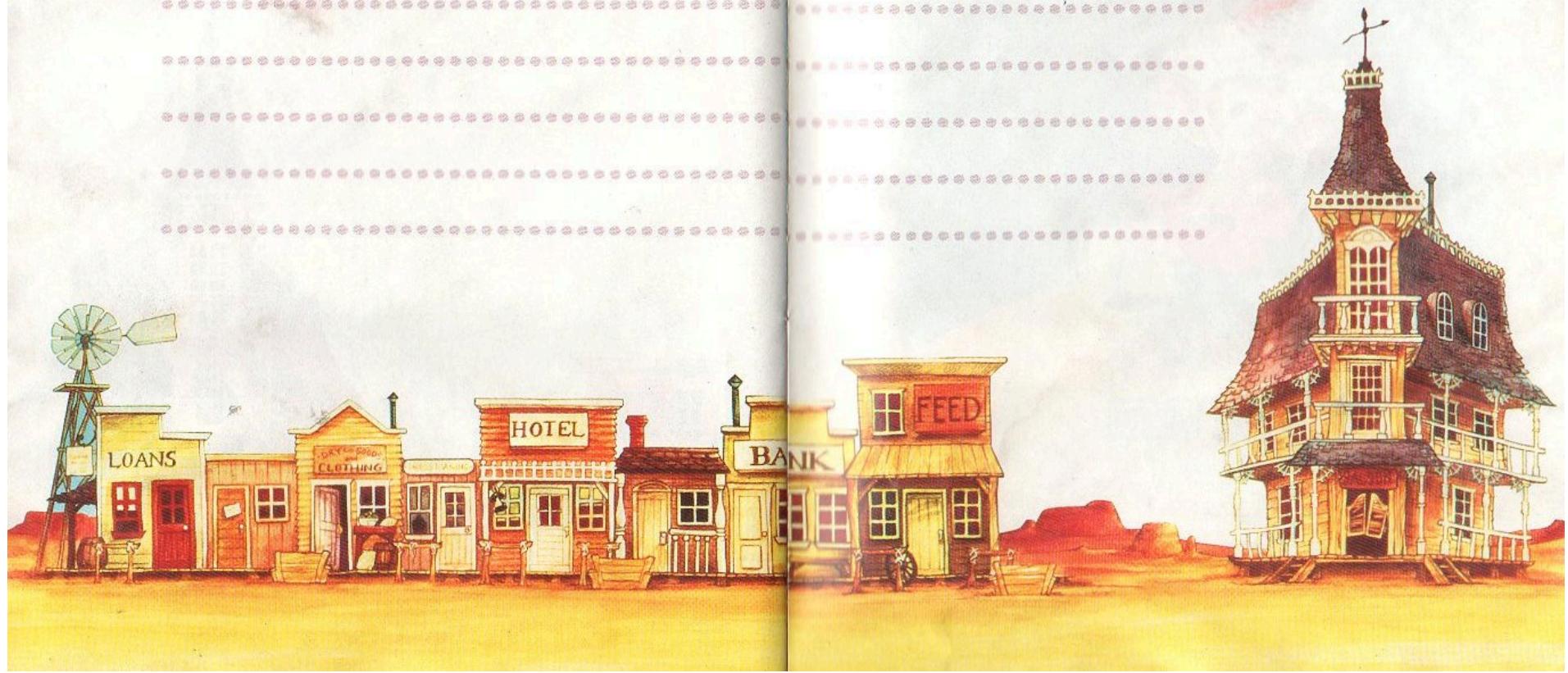
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Strategy Notes



Strategy Notes

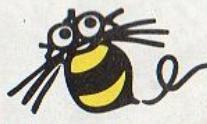
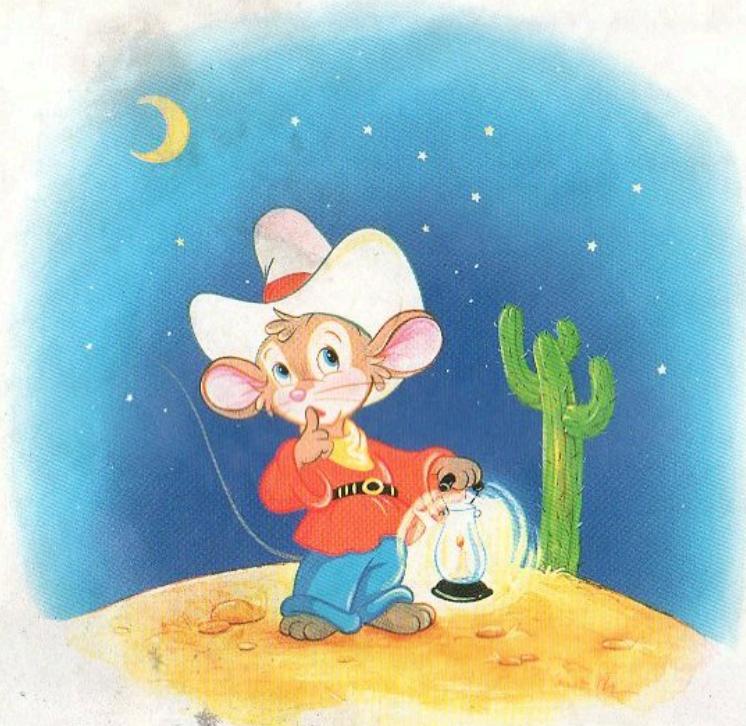


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