

Nintendo Gateway - Super NES Executive Game Summary

Game Title **Boogerman™**

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Game Description In the lab built high in the hills, a local mad scientist, Professor Stinkbaum invented a device that could transport the world's pollution to another dimension; a dimension that had come to be known as Dimension X-crement. An out of practice super hero, Boogerman began work at the lab, and re-entered the exciting world of crime fighting.

Controller Information

Run:	Press Left or Right on the Control Pad.
Jump:	Press the B Button.
Push:	Press Left or Right on the Control Pad when standing next to the object
Flick:	To flick a booger, press the Y Button.
Loogie:	Press the Y Button when Boogerman has the milk bottle power-up.
Burp:	Press and release the A Button.
Super Burp:	Press and hold the A Button until the Gas Meter flashes, then release the A Button.
Duck:	Hold Down on the Control Pad.
Frrt:	Hold down on the Control Pad to duck, then press and release the A Button.
Super Frrt:	Hold Down on the Control Pad to duck, then press and hold the A Button until the Gas Meter flashes, then release the A Button.
Fly:	Jump and then press and hold the A Button when Boogerman has the chili power-up. Move Boogerman Left and Right with the Control Pad. By alternating holding and releasing the A Button, Boogerman can fly at any height.
Hang:	Hold Up on the Control Pad while jumping to an object that can be held onto. Press Down on the Control Pad to slide down.
Swing:	Jump to a swingable object. Boogerman will automatically grab hold of the object. Press Left or Right on the Control Pad to swing from object to object.
Butt Whomp:	Jump on top of them.
Dig:	Boogerman can dig through trash to find hidden items by pressing down while standing in a pile of trash. Hold Down until Boogerman has finished digging and an item will appear.
Look Up/Down:	Press and hold the Left Button to look up or the Right Button to look down.