AGB-B6EE-USA

Board game classics

INSTRUCTION BOOKLET

DSI GAMES

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:
- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.

2. Insert the Board Games Classic™ Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.

3. Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

4. Press START to enter the Main Menu.

Select Game

From the select game menu, you can choose whether you want to play Chess, Checkers, or Backgammon. You can also access the Password screen and view the Credits for the game.

Password

The Password screen allows you to resume play with any of the items you have unlocked. See page 15 for more information on unlockable items.

Credits

The Credits displays every one of our team members who made this game their labor of love.

Game Select Options

The Game Select Options allows you to customize your game so you can play exactly the way you want to. All games share the same four modes: Quick Play, Custom, Watch, and Tournament.

Quick Play

Choosing Quick Play will skip past the selection of your avatar, piece set, and the board that you will play on. After choosing your starting options on this screen, you will go straight into the game.

Custom

Choosing Custom will allow you to set further options after this screen, such as choosing your avatar, the board to play on, and selecting variant rules.

Watch

Choosing Watch allows you to set up a game where the computer plays itself, while you watch and learn.

Tournament

Choosing Tournament will take you into a series of matches against five opponents, playing one right after the other. As you beat opponents, the difficulty increases. Beating Tournament mode on different difficulties will unlock special bonuses.

Opponent

Here you choose whether you want to play with a human opponent or a computer-controlled opponent. This is only available with Quick Play and Custom.

Difficulty

If you are taking on a computer-controlled opponent, you can choose what difficulty level you want the game to be at here. If you selected Watch, you will have to choose the difficulty level for both computer-controlled players.

Timed Game

For Checkers and Chess, you can play a timed game. A timed game is played normally, except you have a limited amount of time to make moves during your turns. If a timer reaches zero, that player automatically loses the game. Players choose from 5, 10, 15, 20 and 30 minutes.

Scored Game

For Backgammon, Timed games are replaced by Scored games, which have players battling for points over multiple rounds. You can choose 3, 5, 10, 25, or 50 points, or select 'OFF' and play a scoreless game. For more information, see Scored Games on page 13.

Music

On the right side of the screen, you can select which of the four music tracks you want to listen to while playing the game, or turn music off. The music can also be changed during the game from the Pause menu. (See page 14 for more on the Pause menu.)

Character and Board Select

The Character & Board Select screen lets you choose which character will represent you, and also

determines the piece set you use. If you are playing with more than person, the first player will select followed by the second player. **(Note: Selecting Quick Play skips this.)** When you have selected your character(s), you may pick which board you want to play on. **(Note: In Tournament mode, each board is selected for you.)** Each piece set (and board) has two versions: light and dark, and the avatars are different for each. Light and dark have no direct effect on the game, and players can have light versus light and dark versus dark.

Traditional
The Traditional piece set has the everyday classic chess and checker pieces.
Light Avatar: Robbie
Dark Avatar: Earl

Toys
The Toy piece set has a teddy bear king and doll queen in chess, along with several other toys that make up the pieces. The checkers are Frisbees.
Light Avatar: Robbie
Dark Avatar: Earl

Science Fiction
The Science Fiction piece set has a boy and girl in bubblehead spacesuits for a king and queen, along with aliens and robots for chess pieces. The checkers are UFOs.
Light Avatar: Zeep
Dark Avatar: Klutch

Other Sets

There are two other sets that must be unlocked before they can be used. They are the Fantasy piece set and the Atlantis piece set. To unlock these sets, you must win Tournament mode on the Easy and Normal settings.

Variant and Other Rules

Here you will see a list of variant rules for the game that you selected, allowing you to change how each game is played. There are also some general options such as lighting and animation preferences.

Checkers

Checkers only has one variant rule. In standard checkers, if you can take an opponent's piece by jumping it, you must take that move over a move that does not take a piece. In the variant rules, you can turn off these forced jumps.

Chess

Chess has three variant rules relating to specific kinds of moves: castling and en passant. By default, these moves are turned on, but you can turn off either of them so they cannot be performed. You can also turn battle animations on and off. (This can also be accessed from the Pause menu.)

Backgammon

Backgammon has two variant rules, both of which apply only to scored games. One options controls the point value of a 'backgammon,' as the points double for European rules and triple for

North American rules. The other rule, Automatic Doubles, has the players doubling the game's value if they role the exact same numbers on the dice when they see who goes first.

Chess

Chess is a battle of two competitors, each with their set of a king and queen, two bishops, two knights, two rooks, and eight pawns. The object of the game is to manipulate your pieces into a position where your opponent's king is in the line of movement of one of your pieces (check) where the opposing player cannot move their king out of your path, nor can they place any other piece in between their king and the pieces putting him into check (checkmate).
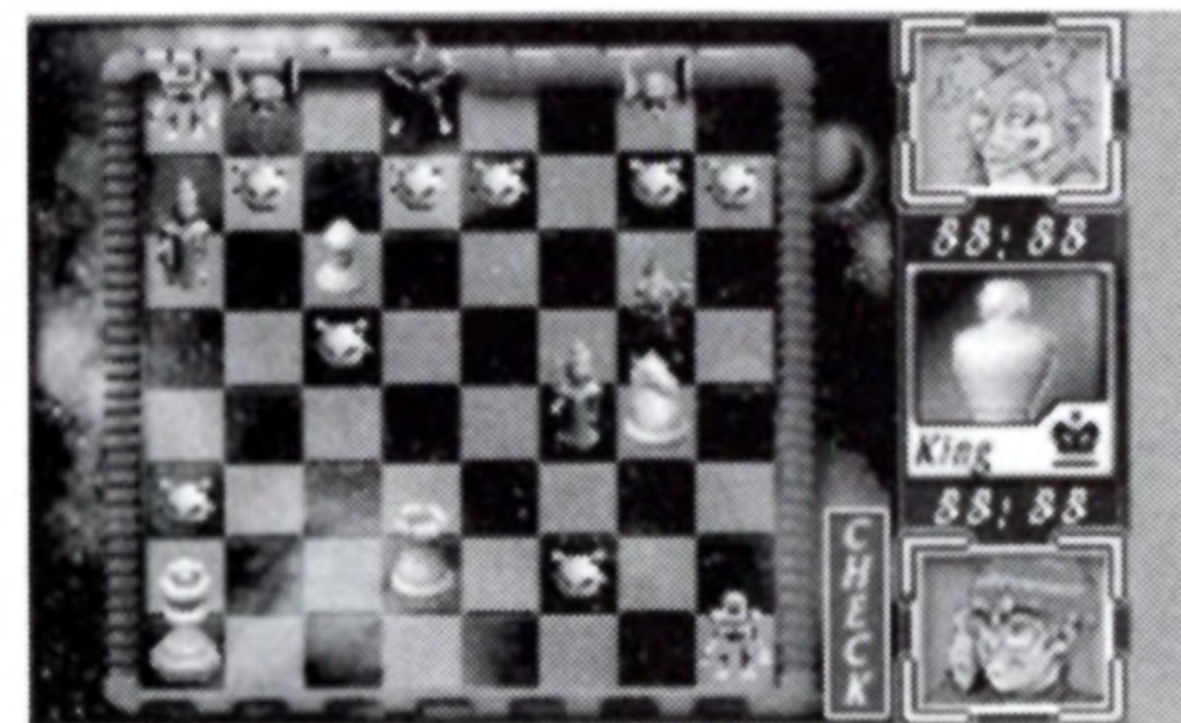
Moving Pieces
Select a piece: Move cursor over piece, press the A Button
Place a piece: Select a piece, move cursor over spot, press the A Button
Cancel move: Press the B Button when a piece is selected.

Each type of chess piece can move in a different way. When a piece is selected, arrows will show you all of the legal moves that piece has.

Piece Portraits
When you have the cursor over a piece, or have a piece selected, a piece portrait will appear on the right side. This is to help you keep track of what pieces are when playing with themed piece sets.

Pawn Transformation

When a pawn reaches the opposite end of the board, it can be turned into any other piece besides a king. Players choose which of the four pieces you would like it to become (rook, bishop, knight, or queen).

Checkers

Checkers, like chess, is a battle of two sides on an eight-by-eight board of squares. Unlike chess, you only start off with one piece type in checkers, and can only move diagonally. The object is to jump over your opponent's checkers, which removes them from the field. When all of a player's checkers have been removed from the field of play, the other player is declared the winner.
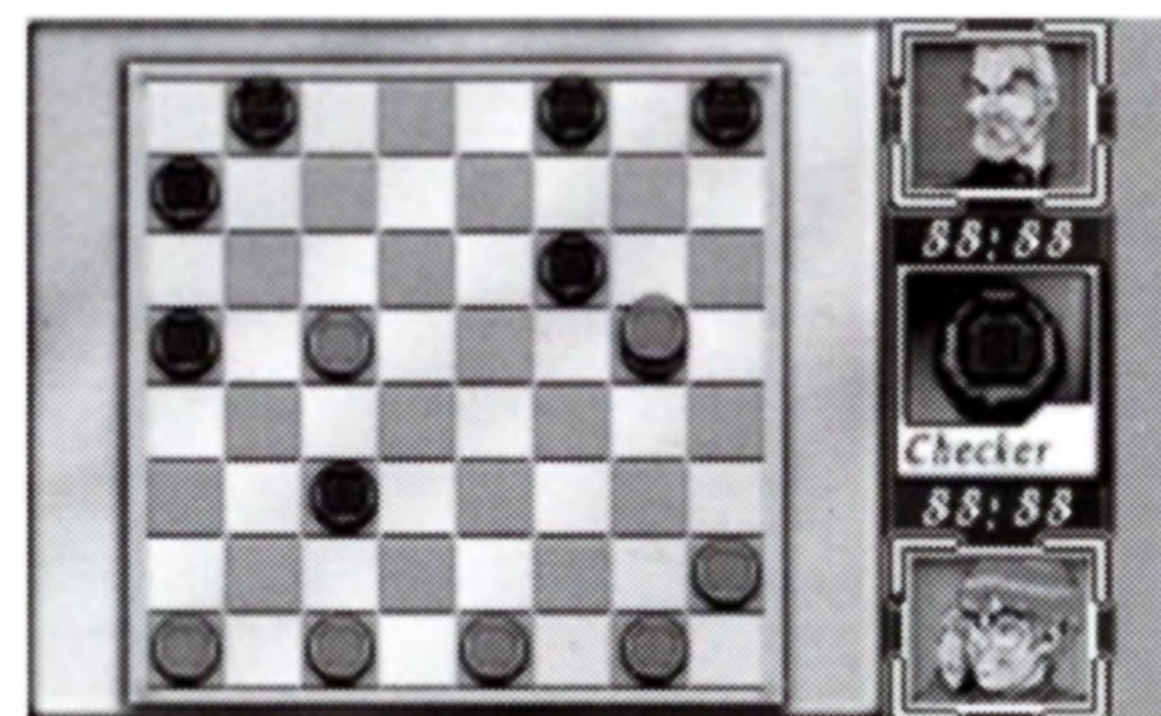
Moving Pieces

Select a piece: Move cursor over piece, press the A Button
Place a piece: Select a piece, move cursor over spot, press the A Button
Cancel move: Press the B Button when a piece is selected.

A standard checker can only move forwards one square, and can only jump opponent's pieces that are in front of them. A checker king can move, and jump pieces, in any direction.

Multi-jumping

If you jump over an opponent's checker, and there is another checker you are eligible to jump over

after that, it is considered a multi-jump. You must select each individual jump, pressing the A Button to confirm the path you wish to take. If at any time during the selection of your path you wish to take back a move, simply press the B button.

Backgammon

Backgammon is a very different game from chess and checkers. Instead of playing off the pure skills of two opponents, as chess and checkers do, backgammon adds in the luck of the dice. Players face off on a distinct two-sided board, each with a set of a dozen spike-shaped slots. The object of the game is to clear off your own pieces before your opponent is able to clear off their pieces.
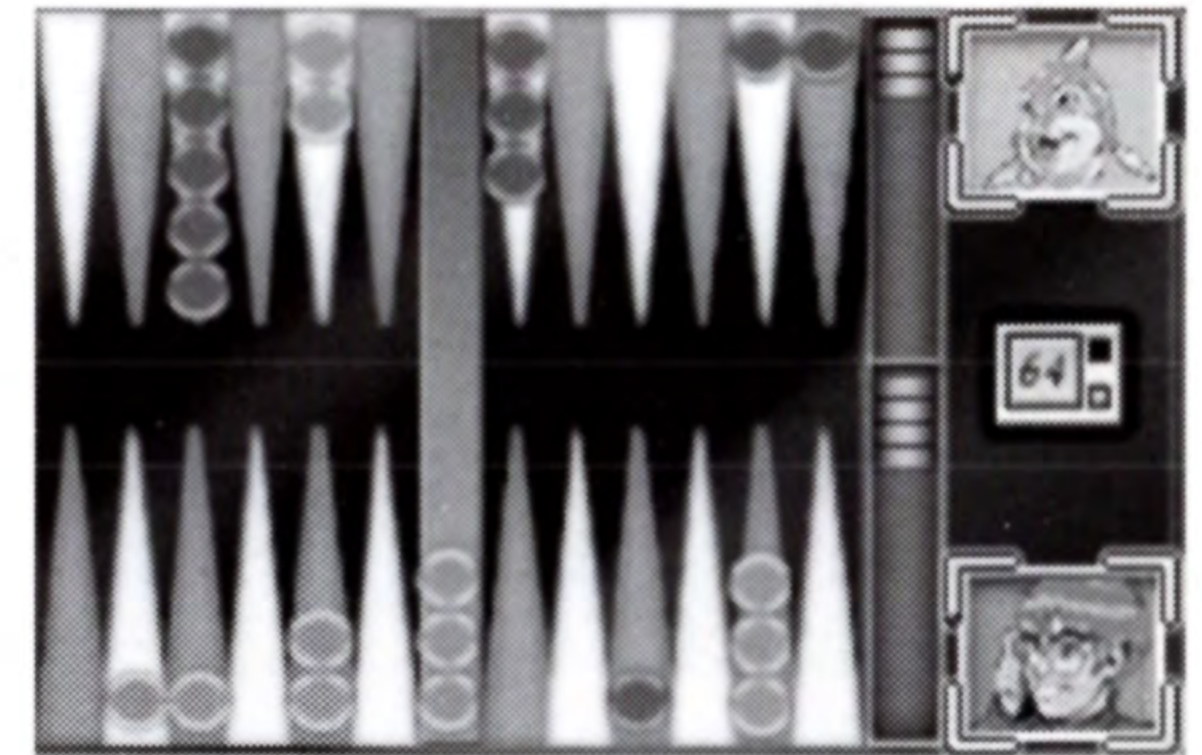
Moving Pieces
Select a piece: Move cursor over piece, press the A Button.
Place a piece: Select a piece, move cursor over spot, press the A Button.
Cancel move: Press the B Button when a piece is selected.

The first thing to know is that one player will move clockwise around the board while the other will move counterclockwise. Two dice are rolled, and a player can move any of their eligible pieces the number of slots on one of the dice. You would then move either the same piece or another piece the number of slots on the other die. If the other player has more than one piece on a slot, you cannot move your piece there. If the slot has only one of the opponent's pieces, you can not only move a piece there but move the opponent's piece onto the bar. (This is explained more in 'Moving off the Bar.')

Doubles

During the course of play, there is a chance you will roll the same number on each of the two dice, which is called doubles. When you do this, both dice will be colored gold, and you get TWICE as many moves. For example, if you roll a five and six, you can move one piece five and one piece six. If you roll two sixes, you get four moves of six slots.

Moving off the Bar

If a single piece is landed on by an opponent, it is moved onto the bar. In order to move a piece off the bar, your roll must give you a legal move in your home area. (The home area is the six slots furthest from where you are trying to move off.) If you have a legal move, you can select the piece on the bar and move it to that slot. **Note that no other actions can be taken by a player until all of their pieces have been removed from the bar.**

Bearing Off

When a player has all of his pieces in the final quadrant (the six slots opposite of where your home quadrant is), and they have no pieces on the bar, they may begin to move pieces off of the board.

Another requirement to bear off is that you must take full advantage of your roll. If a roll will take a piece directly off with no remaining moves, it is fine to move that piece off. (For instance, a piece has two spots in between it and the side of the board, and the player rolls a three. There would be no wasted movements.) The downside is that, if you had that situation and rolled a four, and you had another piece that was five or six spaces away, the piece that can utilize the full roll must be used.

Scored Games

When playing a scored game, each time a player clears his pieces off the field, they score one point. Players continue to battle until they reach the pre-determined score. Players can also increase the value of the game by offering the doubling cube, which is explained in the next section. Scored games can go to 3, 5, 10, 25, and 50 points.

Offering the Doubling Cube

The doubling cube represents how many points will be awarded to the winner of the game. At the beginning of each game, the cube has no 'owner' and may be offered by one player to the other before they roll the dice. Players will have the chance to offer the doubling cube before they roll the dice on their turn. To offer the cube, press the R Button. If the player accepts the cube, they own the cube and only they can offer it. The value of the game also doubles. If they refuse, the game ends and the player who offered the cube gets points equivalent to whatever the game was worth before the cube was offered. The doubling cube sides show 2, 4, 8, 16, 32, and 64. The game starts with the cube on 64, but is actually worth one point.

Gammons and Backgammons

In the event the game ends where one player bears off all of their pieces before the other player bears off any pieces, the winner has a gammon, and gets double the points for winning. Also, in the event that the losing player has not only beared off no pieces, but also has at least one piece on the bar, the winner has a 'backgammon' and gets either double or triple the points for winning based on which rule set you chose.

Pause menu

When you press START during any of the games, the Pause menu will appear. The Pause menu will show you the pieces that have been captured in Chess and Checkers, and the pieces that have been borne off in Backgammon. There are also game options that can be changed

Changing Players

The option to change players between human and computer will allow friends to join in a single player game, or to switch a two player game to single player in case one player has to leave. The game can even be changed to watch mode by switching both players to computer.

Changing Options

At any time, you can turn Battle Animations on or off. **(Note: Battle Animations only affect chess.)** You can also change the current music that you are listening to, or turn off music. Finally, you can return to the game or exit the game completely.

Password

The pause menu will display your current password, which will allow you to start playing again with any of the items you have unlocked.

Tournament

Tournament mode is when you will play five games in a row against different computer opponents. As you play through a tournament, the games will gradually become more difficult, although you can still select the overall difficulty of the tournament.

Show Opponent

This screen shows the opponent you are about to face in the next match. It will also show you what board you are playing on, and remind you of which game you are playing (chess, checkers, or backgammon.) From this screen, you go into the match.

Rematch

In the event that you play a tournament match and lose or have a stalemate, you are taken to the rematch screen, where you can decide whether to try again. You can have as many rematches as you want, but the game does keep track of how many times you have been defeated.

Loser Comment

If you beat an opponent in tournament mode, you are taken to this screen, where your opponent will either congratulate you on a well-played game or mutter that the match was not fair. From here you are taken to your next opponent, unless there are no other opponents.

Win the Tournament

When you defeat the fifth and final opponent, you have won Tournament mode, and you will be honored on this screen as the champion. From here you will be taken back to the Game Select menu, unless you managed to unlock something special.

Unlockables

There are three unlockable items that you can acquire by playing through Tournament mode on the three difficulties. Two of those items are different piece sets, while the other is the Genius difficulty setting. Once you have these unlocked, make sure you keep track of the password so you never lose them.

Fantasy

The Fantasy piece set has the boy king who is guarded by his queen, a fierce dragon. Mythical creatures make up the rest of their ranks, and shields are the checkers.
Light Avatar: Telem
Dark Avatar: Glorp

Atlantis

The Atlantis piece set has a merman king and mermaid queen, and many undersea creatures for chess pieces. The checkers are oysters.
Light Avatar: Bubble
Dark Avatar: Chomp

Genius Difficulty

If you thought that the Hard difficulty was a challenge, you will meet your ultimate match with the Genius difficulty. Only play this mode if you are prepared for the challenge of a lifetime.

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