

Nintendo

GAME BOY[®] COLOR



CGB-ALXE-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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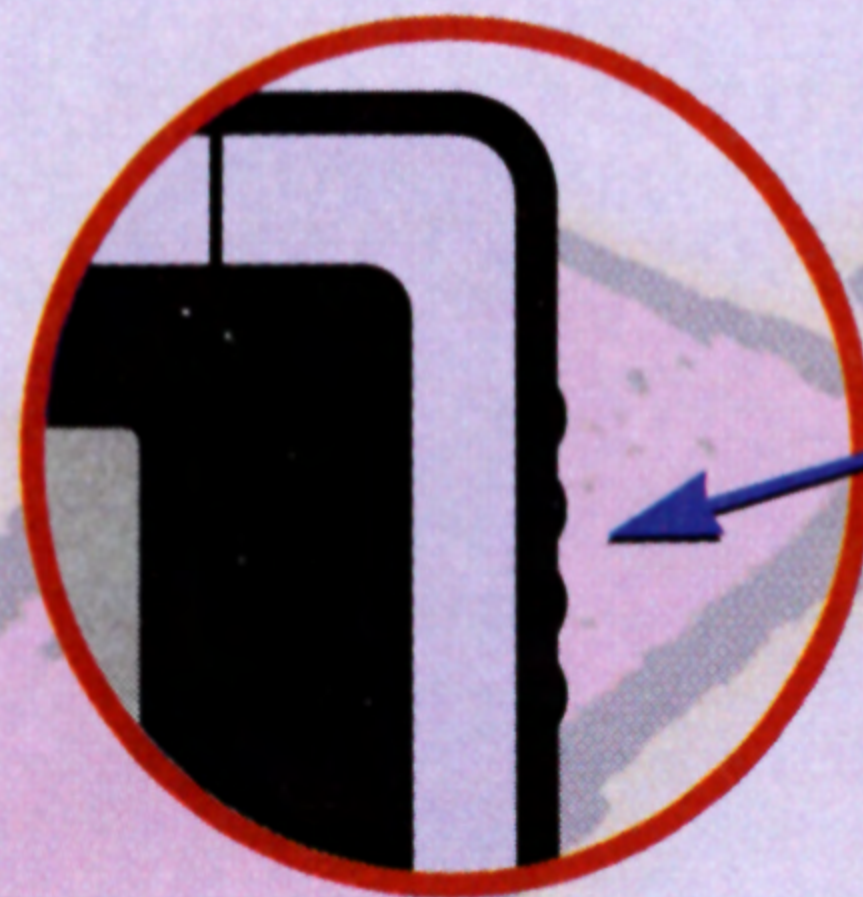
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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

Getting Started	.3
Klax Controls	.4
What is Klax?	.5
Playing the Game	.6
Klax Options	.7
Gameplay Styles	.8
Scoring	.9 - 11
Klax Examples	.12
Credits	.13
Warranty	.14

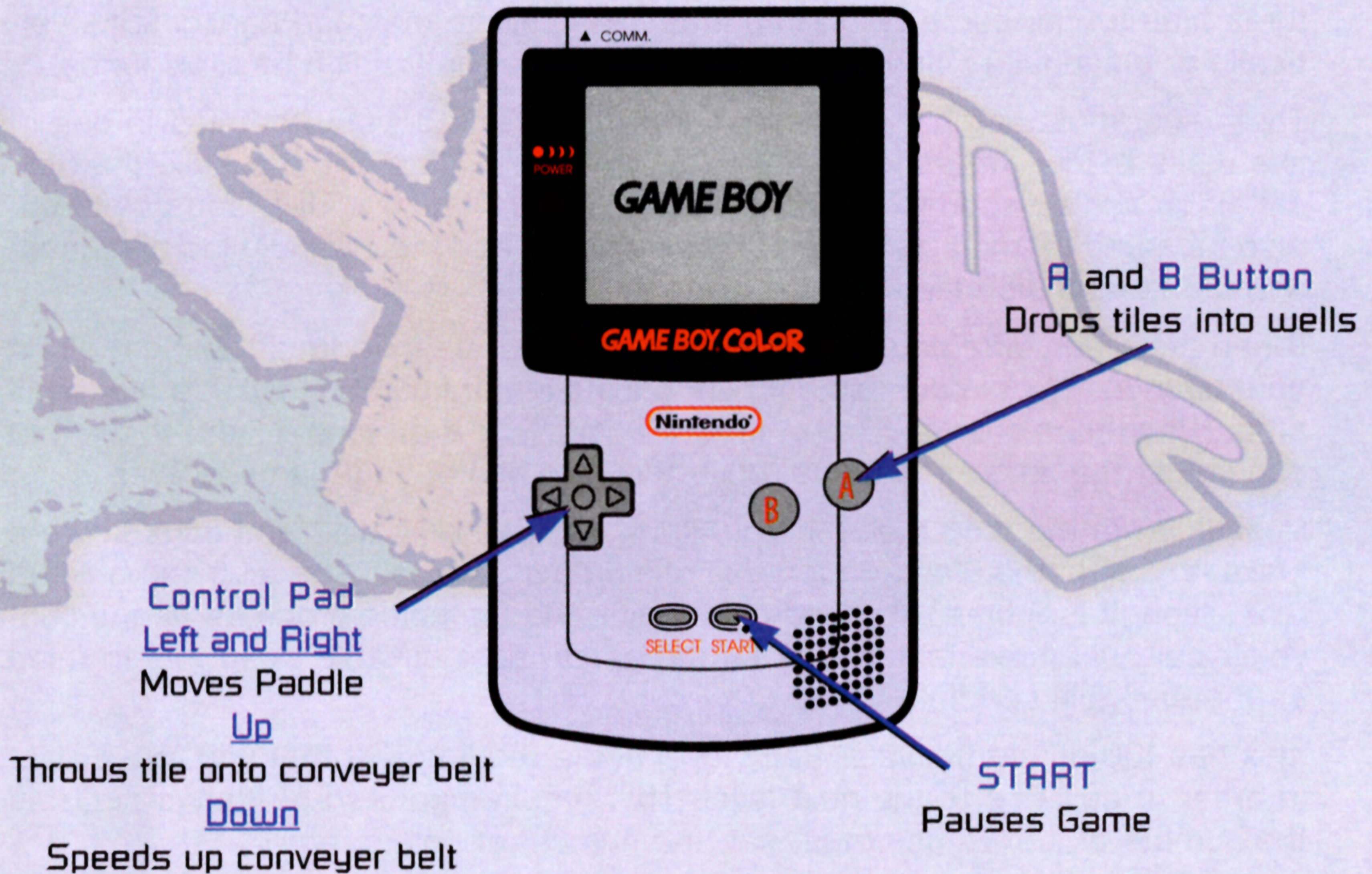
GETTING STARTED



Power On / Off

- Make sure the **POWER** switch is in the **OFF** position.
- Insert the Nintendo **GAME BOY** Game Pak into the slot on the back of the Game Boy body, label facing **AWAY** from play side.
- Slide the **POWER** switch to the **ON** position to turn **ON** the power.
- Follow gameplay instructions throughout this manual.

KLAX CONTROLS



WHAT IS KLAX?

Klax is a challenging puzzle game. The object is to get a "Klax" by matching three tiles (of the same color) in a row. Tiles can be matched horizontally, vertically or diagonally. Tiles move down a conveyer belt which has five lanes.

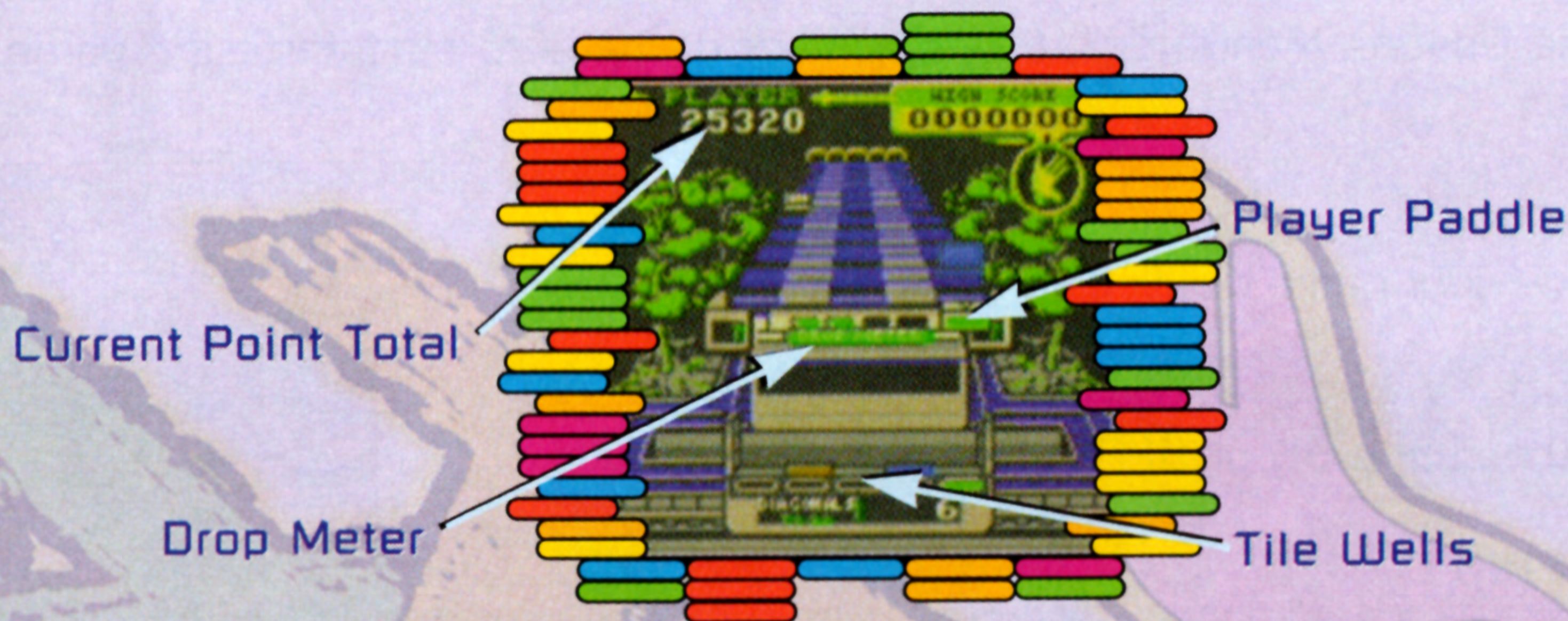
The player must catch the tiles on their paddle and deposit the tiles in one of five wells below the paddle. When you match the tiles or get a klax, the tiles will flash and disappear. Points are awarded for getting a klax, and points are also awarded for multiple klaxes. These occur when the original tiles disappear and the surrounding tiles can make a klax.

When the tiles come down the belt, you may not be able to catch them all on your paddle. Your paddle can hold up to five tiles. If you don't catch a tile it will drop. When tiles drop, a "Drop Meter" records the drop with a light. While you can adjust the amount of lights, once they are all lit...your game is over.

In addition to the drop meter, if you fill up the well with tiles and don't score a klax with any of the tiles...your game will be over as well. The well can hold up to 25 tiles. It is 5 tiles wide and 5 tiles high. As the game progresses, the conveyer belt will move faster, making the game more difficult. Keep this in mind as the well will certainly fill up.

Klax has 100 different levels. Each level has a requirement that you must meet in order to advance to the next level. This requirement can be things such as the number of klaxes you must get, the number of points, etc.

PLAYING THE GAME



The object of the game is simple: collect tiles on your paddle as they come down the conveyer belt (you can hold up to five tiles). Drop your tiles into the wells and connect them to tiles with the same color to earn points. Move your paddle by pressing **Left** and **Right** on the **Control Pad**.

The paddle will hold the tile until you decide to drop it. To drop tiles, move your paddle over the well that you want. Press the **A** or **B Button** to drop. If the conveyer belt is moving too fast (and it will be) or you don't wish to use the tile you have, you can throw the tile back onto the belt by pressing **Up**. You can speed up the belt by pressing **Down**.

KLAX OPTIONS

Under the Options Menu you'll find a number of ways to customize the game to your liking.

DIFFICULTY

Change your game's difficulty. Easy, Medium & Hard.

SOUND

Turn the sound **ON** or **OFF** throughout the game.

RAMPING

As the game progresses, the tiles will come down the conveyer belt or ramp faster and faster. If Ramping is on, the game gets harder the longer you play.

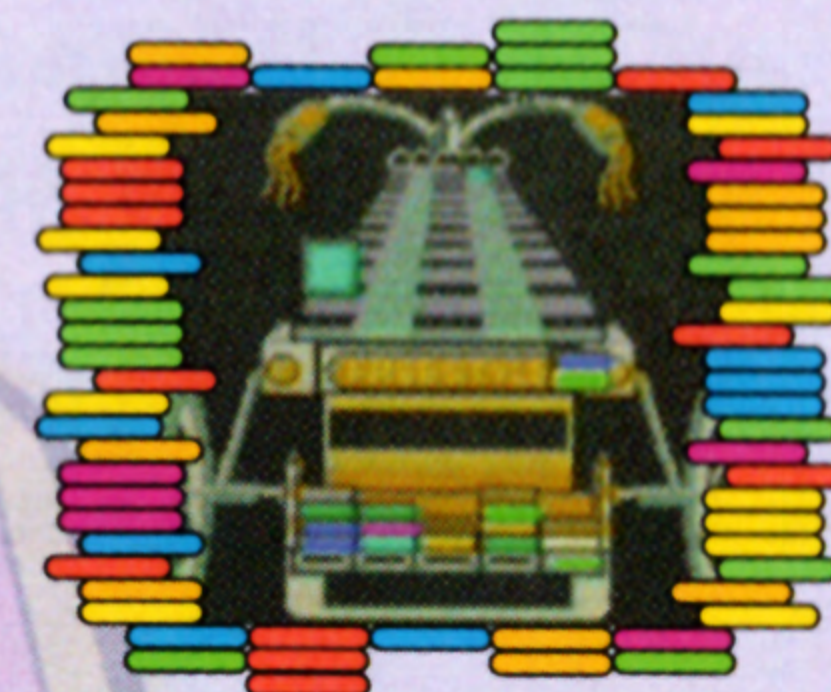
FIRST WAVE DROPMETER

If you choose **OFF**, the dropmeter on the first wave will not be activated. This allows you to experiment and practice making different types of klaxes.



GAMEPLAY STYLES

In addition to the three difficulty settings you can have in Klax, there are also the different waves or levels you must pass. Freestyle is another way to practice making different klaxes. The dropmeter is active, so it is more difficult than if you were to turn off the dropmeter on First Wave.



Some of the different waves in Klax test your ability to score points, get different styles of a klax and get multiple klaxes. In a **Klax Wave**, you must get the specified number of klaxes to advance to the next level. In a **Diagonal Wave**, you must get a set number of diagonal klaxes to advance. **Point Wave** will challenge you to score a certain number of points. The screen before you start the wave will specify what you have to do in order to reach the next level.



You can also enter passwords which will take you to different levels in the game. Passwords are given after completing waves. To enter a password at the Password Menu, press **Up** or **Down** on the **Control Pad** to select the appropriate icon. Then press **Left** or **Right** to select what row you need. When you're all set, press **START** to enter the password.

SCORING

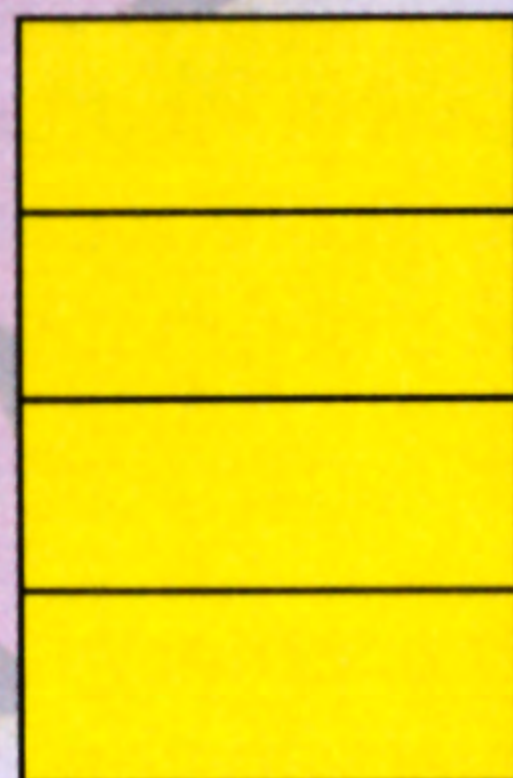
As mentioned before, Klax features numerous ways to score. There are a total of ten tiles, each with a specific color. Match the tiles by color to get a klax. You can arrange the tiles in order to score more points. Three tiles equal one klax, but if you connect five tiles...that counts as three klaxes! This really helps on the Klax Waves. Here are some examples of how tiles can be stacked and what they're worth:

VERTICAL SCORING:



50 points

3 Tiles = 1 Klax



10,000 points

4 Tiles = 2 Klaxes

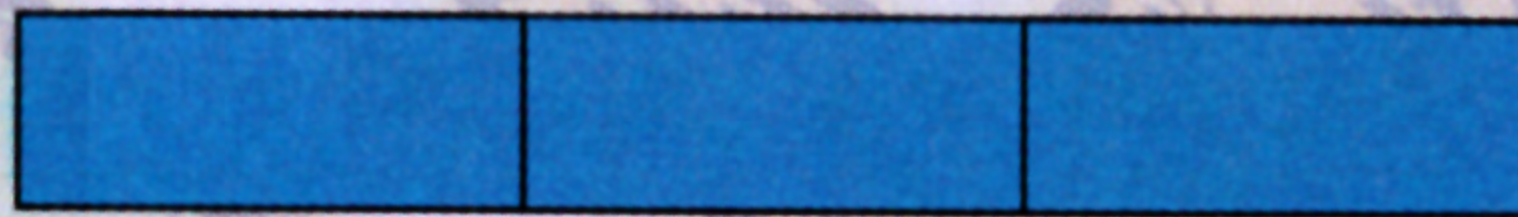


15,000 points

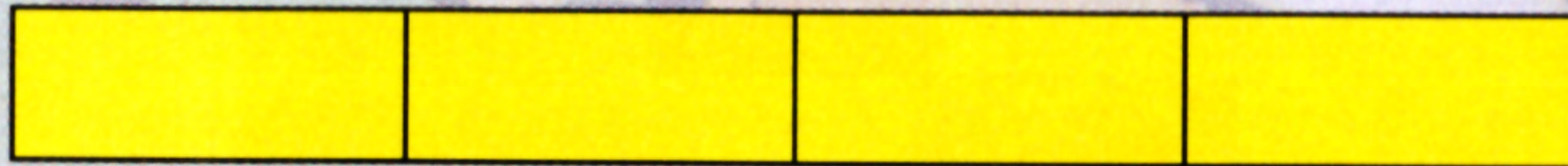
5 Tiles = 3 Klaxes

SCORING

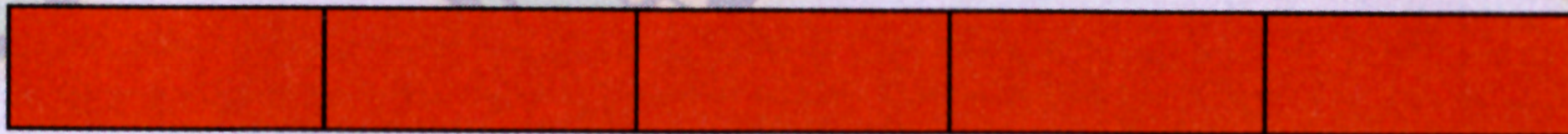
HORIZONTAL SCORING:



1,000 points



5,000 points



10,000 points

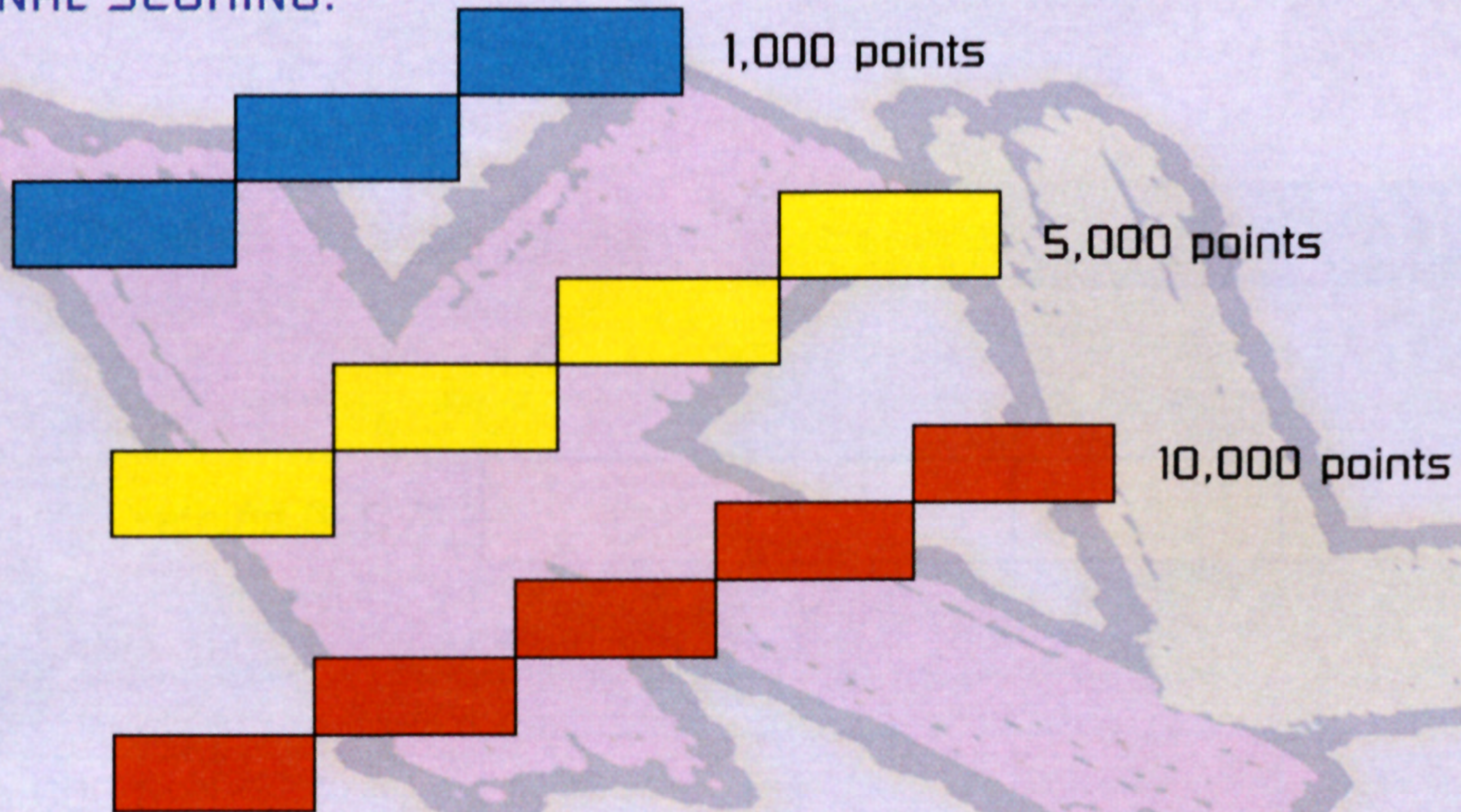
3 Tiles = 1 Klax

4 Tiles = 2 Klaxes

5 Tiles = 3 Klaxes

SCORING

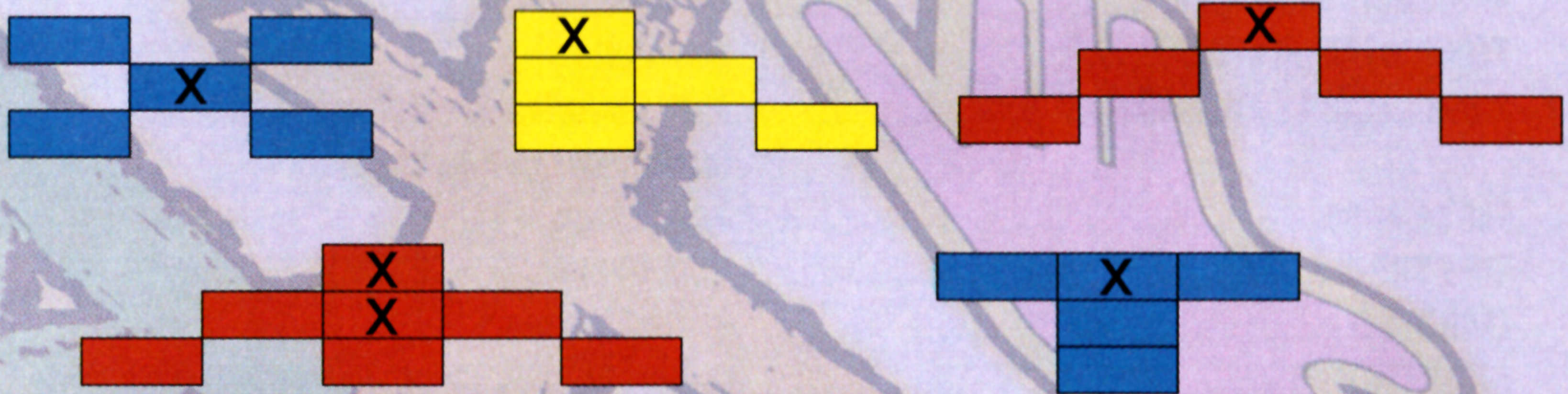
DIAGONAL SCORING:



Remember that you can score multiple points by dropping a tile to connect surrounding tiles. For example, if you drop a tile to make a small "X", you will get bonus points for making two diagonal klaxes. For more examples of how to make a multiple klax, see [Klax Examples](#), next page.

KLAX EXAMPLES

Here are some examples of how to score multiple klaxes. An "X" denotes the tiles that should be dropped last to complete the klax.



The last key thing to remember while playing Klax is the **Wild Tile**. This tile will flash as it comes down the conveyer belt. The tile has no specific color and can be used to connect whatever tiles it can in order to get a klax. Wild tiles are very helpful when trying to get multiple klaxes.



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