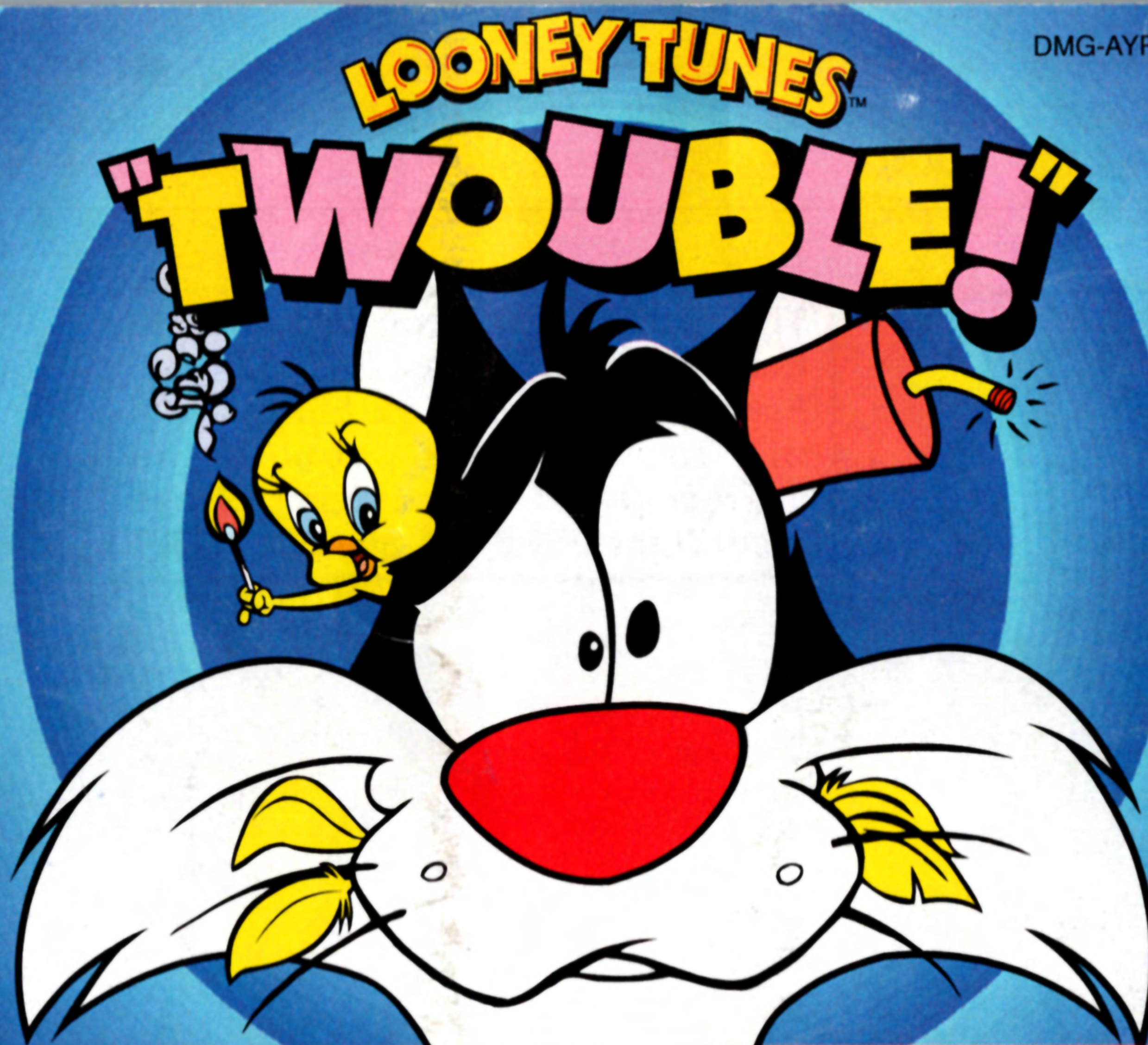


Nintendo

GAME BOY color

DMG-AYRE-USA



Infogrames

INSTRUCTION
BOOKLET

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HOW TO PLAY

+ CONTROL PAD

- Move around
- Change an option

SELECT BUTTON

- Move the cursor through a menu

A BUTTON

- Jump

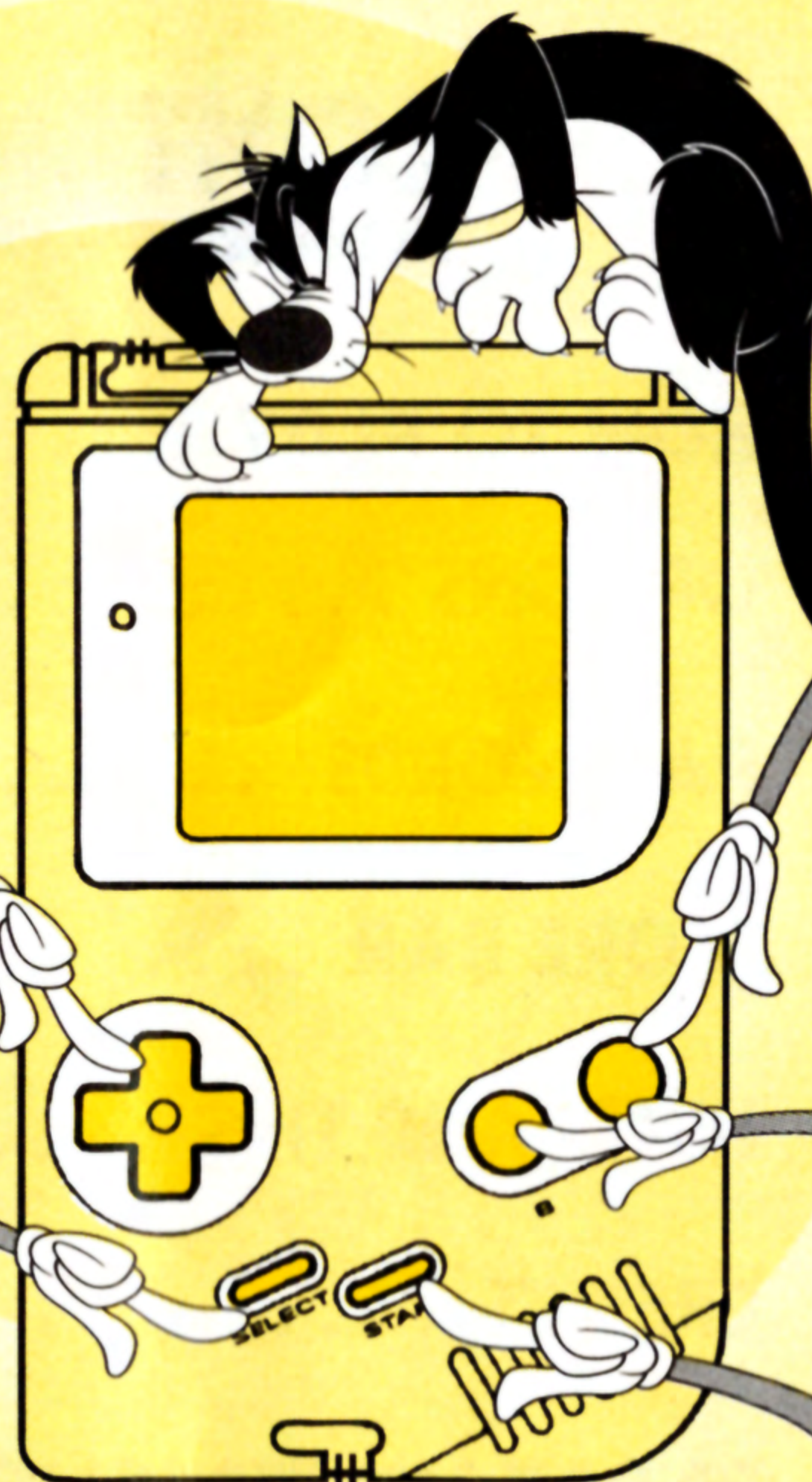
B BUTTON

only in 3D mode

- Pick up or drop an object
- Try combinations

START BUTTON

- Start a game
- Pause
- Confirm options





OPTIONS



Level of difficulty: "easy" or "hard".

Music On/Off: play with or without music.

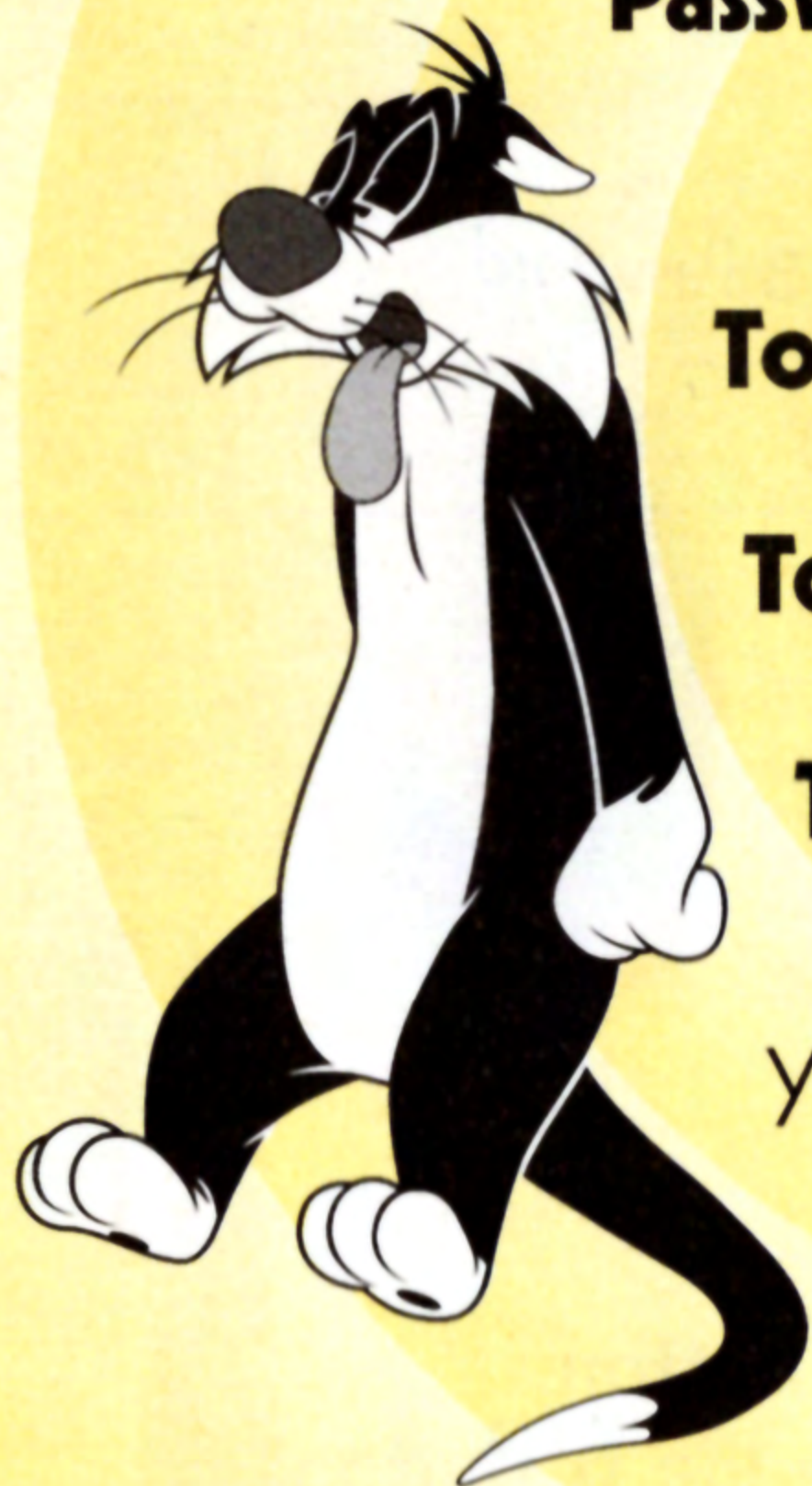
Password: enter the code which lets you pick up where you left off.

To choose an option: press Up or Down.

To change an option: press Left or Right.

To confirm your choice: press Start.

You can leave the options menu at any time by pressing the **B Button**.



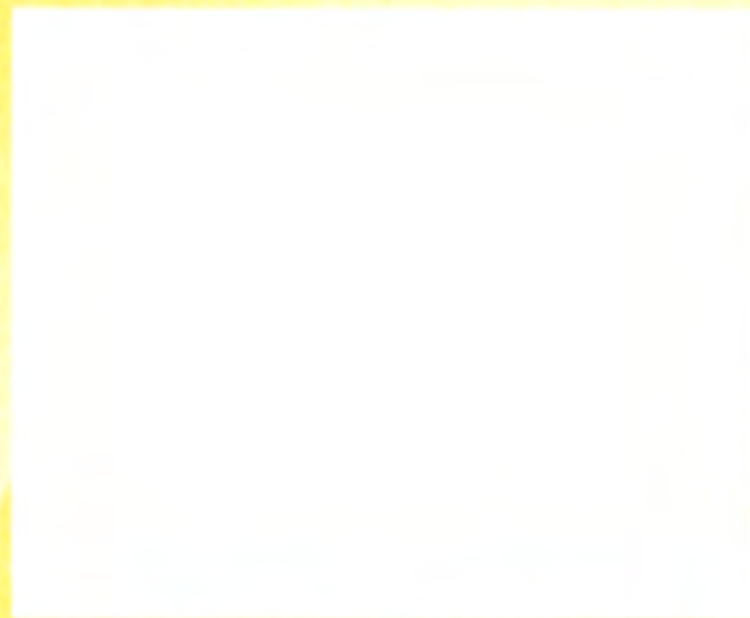


PASSWORDS

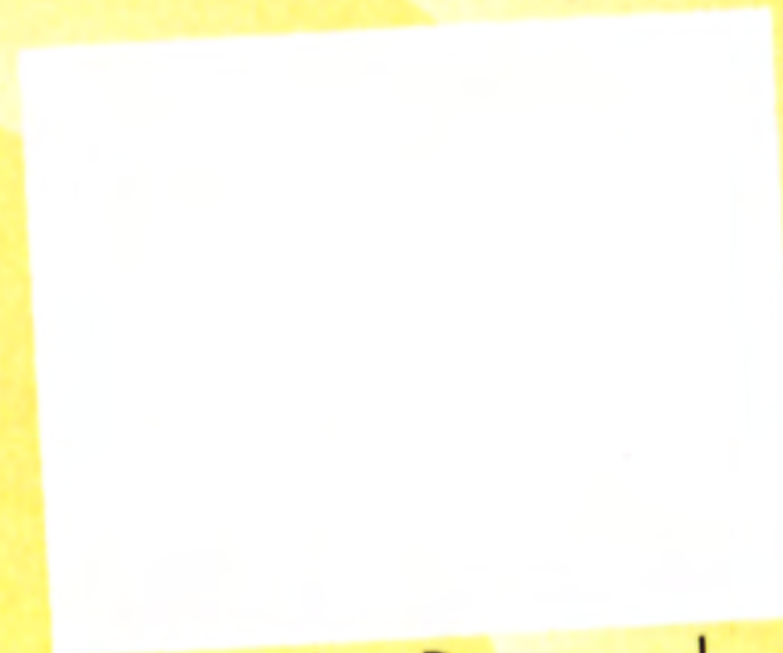
Write down the passwords given to you during the game.
Using these, you can resume a game.



Level 1 Password



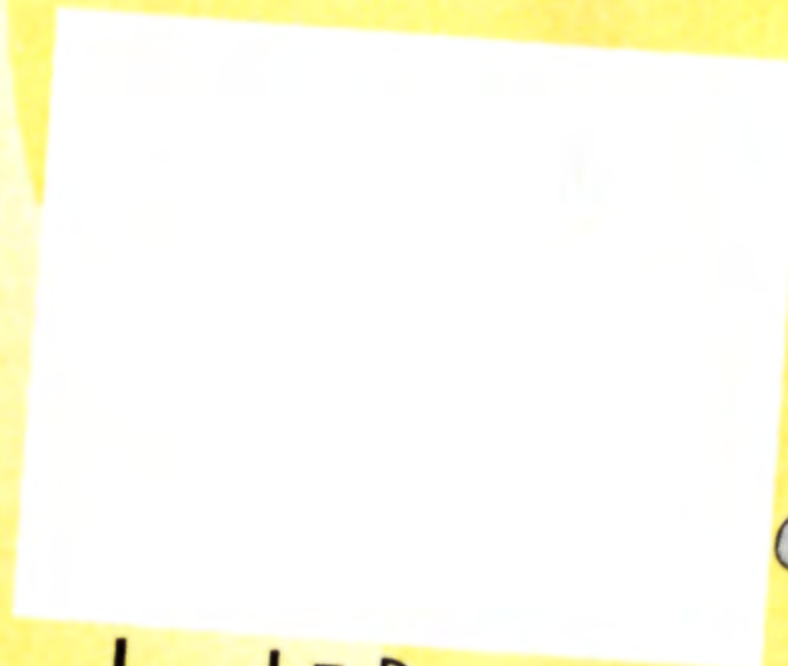
Level 2 Password



Level 3 Password



Level 4 Password



Level 5 Password



Use the **+** **Control Pad** to change the faces.
Once you've found the right combination, press the **Start Button**.
You can return to the options menu at any time by pressing the **B Button**.



THE SCORE BAR

Number of tries you have left.

The combo icon:

When you have two items in your inventory, you can combine them to make a new item. Press the **B Button** (the cursor will start to blink on your inventory) and place the cursor on the combo icon, provided you've got the right combination.



Collected bonuses:
Show the number of bonuses you have.
(In easy mode, 5 bonuses are needed to restore a try, in hard mode 10 are needed.)

Collected items:

You can pick up two items and carry them with you. To pick up an item, walk over it and press the **B Button**. To drop an item, press the **B Button**, place the cursor on the item and press the **B Button** again.



HINTS AND TIPS

Furniture's too high?

Make a cushion
to jump higher.

No light in a room?

Look for the switch
in another room.

Hector's bothering you?

Give him a bone
to keep him busy.

Dangerous obstacles to get past?

Jump on the bowling ball and
make it roll under your feet.



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COMO JUGAR ?

BLOQUE DE CONTROL:

- Desplazarse
- Modificar una opción

BOTON SELECT:

- Desplazar el cursor por un menú

BOTON A:

- Saltar

BOTON B:

(sólo en modo 3D)

- Coger o dejar objetos
- Probar combinaciones

BOTON START:

- Iniciar una nueva partida
- pausa
- Confirmar una opción





OPCIONES

Dificultad: "fácil" o "difícil"

Música On/Off: para jugar con o sin música.

Contraseña: para dar la contraseña que te permite continuar una partida donde la dejaste.

Para seleccionar una opción: pulsa el bloque de control hacia arriba o hacia abajo.

Para modificar una opción: pulsa el bloque de control hacia la derecha o la izquierda.

Para confirmar una selección: pulsa el Botón Start.

Puedes salir del menú de opciones en cualquier momento pulsando el Botón B.





CONTRASEÑA

Aquí tendrás que indicar la contraseña que se te dió durante el juego.

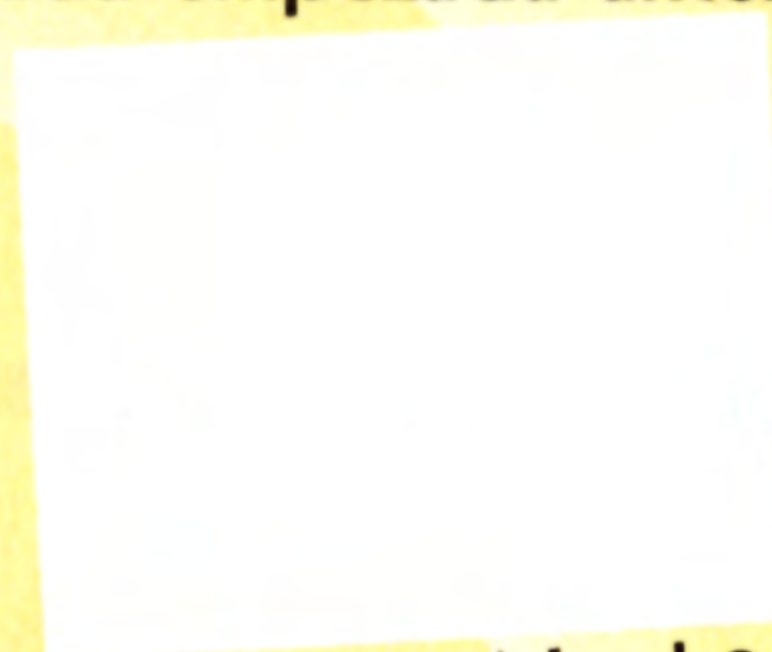
Utilizando estas contraseñas, **podrás seguir una partida empezada anteriormente:**



contraseña Nivel 1



contraseña Nivel 2



contraseña Nivel 3



contraseña Nivel 4



contraseña Nivel 5



Utiliza el **Bloque de control** para modificar las caras.

Para dar por buena la combinación, pulsa el **Botón Start**.

Puedes volver al menú de opciones en cualquier momento pulsando el **Botón B**.



LA BARRA DE PUNTUACIONES

El icono de combinación:

si dispones de dos objetos en tu inventario, puedes combinarlos para formar un nuevo objeto. Pulsa el **Botón B** (el cursor se pondrá a palpadear en tu inventario) y coloca el cursor en el icono de combinación, siempre y cuando tengas la combinación adecuada.

Número de intentos que te quedan.



Bonus recogidos:

Aquí se indica el número de bonus de que dispones. (En modo Fácil, **necesitas 5 bonus** para conseguir un "intento", en modo "Difícil", **necesitarás 10**).

Objetos recogidos:

Puedes recoger hasta 2 objetos y llevarlos contigo. Para recoger un objeto, colócate encima del objeto y pulsa el **Botón B**. Para soltar o dejar un objeto en alguna parte, pulsa el **Botón B**, coloca el cursor sobre el objeto y cuestión y pulsa el **Botón B** de nuevo.



TRUCOS

¿Muebles demasiado altos?

Haz un cojine para saltar mas alto.

¿No hay luz en una habitación?

Busca el interruptor en otra habitación

¿Hector te está molestando?

Dale un hueso para que se entretenga.

¿Peligrosos obstáculos que pasar?

Salta sobre la bola de la bolera y hazla rodar bajo tus pies.



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COMMENT JOUER ?

FLÈCHE MULTI-DIRECTIONNELLE :

- Déplace-toi
- Modifie une option

BOUTON SELECT :

- Déplace le curseur dans un menu

BOUTON A :

- Saute

BOUTON B : en 3D seulement

- Ramasse ou dépose un objet
- Fais des combinaisons

BOUTON START :

- Commence une partie
- Fais une pause
- Valide les options





LES OPTIONS



Niveau de difficulté : « facile » ou « difficile »

Musique On/Off : joue avec ou sans musique.

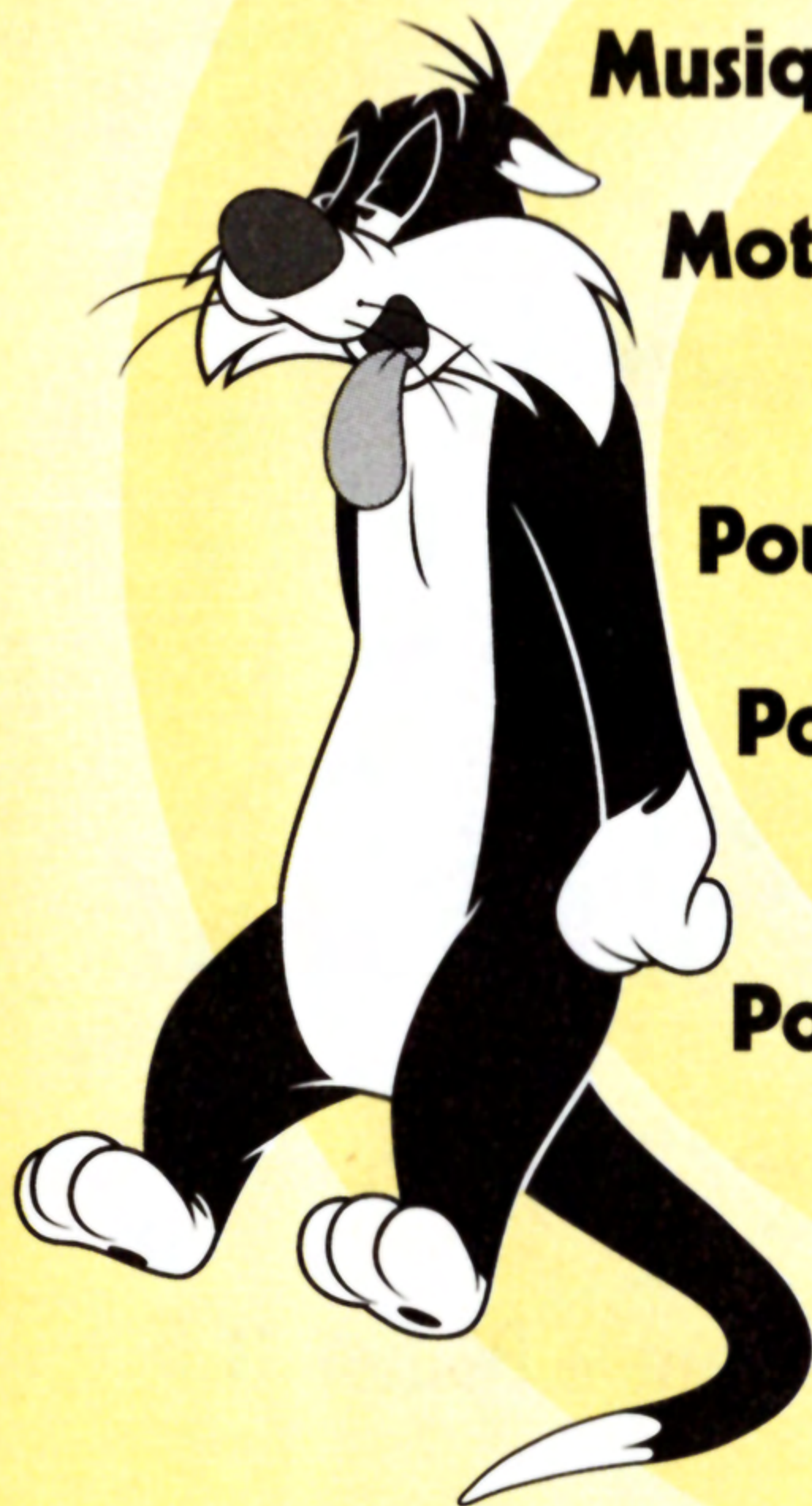
Mots de passe : entre le code qui t'évite de recommencer au début du jeu.

Pour choisir une option : utilise les Flèches haut-bas.

Pour modifier une option : utilise les Flèches droite-gauche.

Pour valider ton choix : appuie sur le Bouton Start.

Tu peux à tout moment quitter les options en utilisant le Bouton B.





LES MOTS DE PASSE

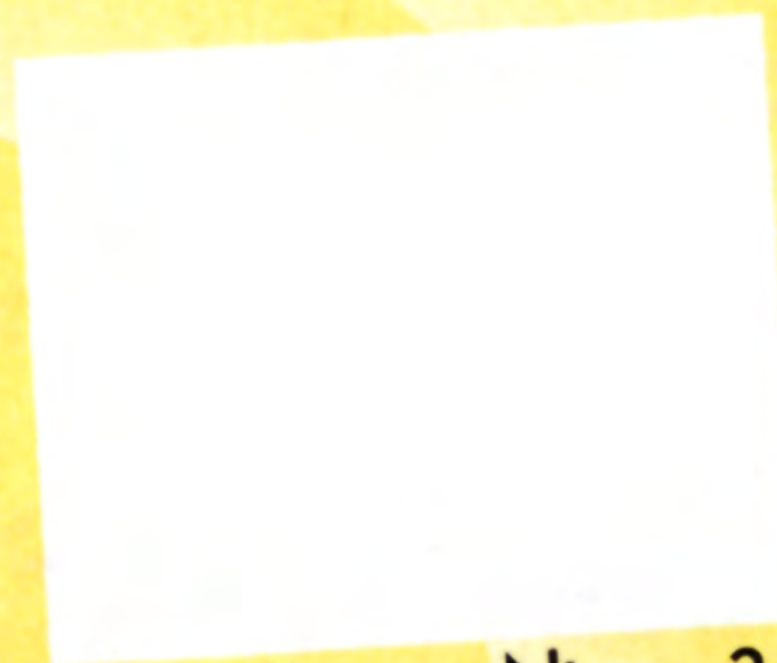
Note ci-dessous les mots de passe qui te seront donnés dans le jeu. Tu pourras ainsi reprendre une partie en cours.



Mot de passe Niveau 1



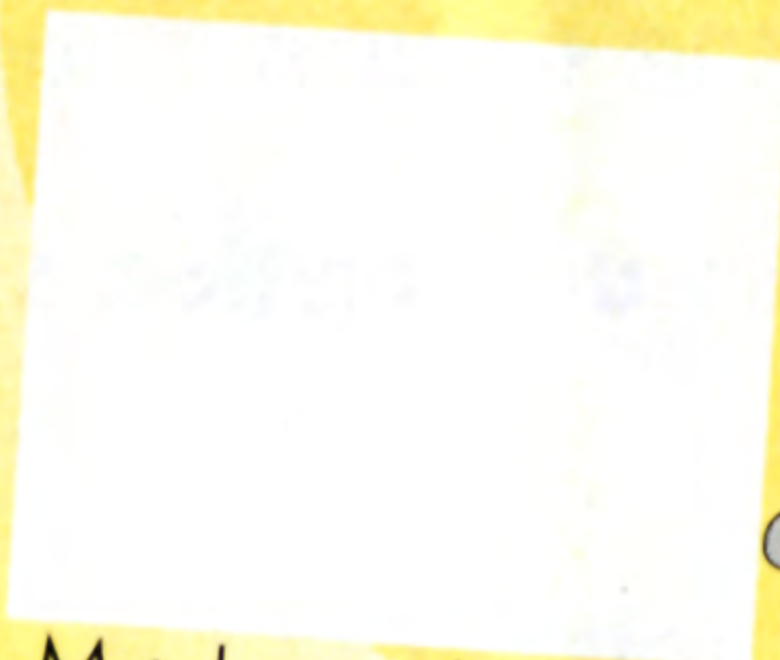
Mot de passe Niveau 2



Mot de passe Niveau 3



Mot de passe Niveau 4



Mot de passe Niveau 5



Utilise la **Flèche Multidirectionnelle** pour changer les visages. Lorsque tu as trouvé la combinaison qui convient, appuie sur le **Bouton Start**.

Tu peux à tout moment revenir au menu des options en utilisant le **Bouton B**.



LA BARRE DES SCORES

le nombre de vies qu'il te reste.

L'icône de combinaison :

quand tu as deux objets dans ton inventaire, tu peux essayer de les combiner pour fabriquer un nouvel objet. Appuie sur le **Bouton B** (le curseur se met à clignoter dans ton inventaire) et positionne le curseur sur l'icône de combinaison, mais trouve la bonne combinaison.



Les bonus ramassés :
indique le nombre de bonus que tu possèdes.
(en mode facile, il faut 4 bonus pour regagner une vie, en mode difficile il en faut 8.)

Les objets ramassés :

tu peux ramasser deux objets et les transporter avec toi.

Pour ramasser un objet, monte dessus et appuie sur le **Bouton B**.

Pour poser un objet, appuie sur le **Bouton B**, positionne le curseur sur l'objet, et appuie encore une fois sur le **Bouton B**.



TRUCS ET ASTUCES

Des meubles trop hauts ?

Fabrique un gros coussin pour sauter plus haut !

Pas de lumière dans la pièce ?

Trouve l'interrupteur dans une autre pièce.



Hector, le chien t'embête ?

Donne lui un os pour l'occuper.

Des obstacles dangereux à surpasser ?

Saute sur la boule de bowling et fait la rouler sous tes pieds pour gagner.





CREDITS

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Thanks to

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PRINTED IN JAPAN