

Nintendo

GAME BOY[®] color

CGB-AYPE-USA

PAPERBOY[®]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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EVERYONE
MILD ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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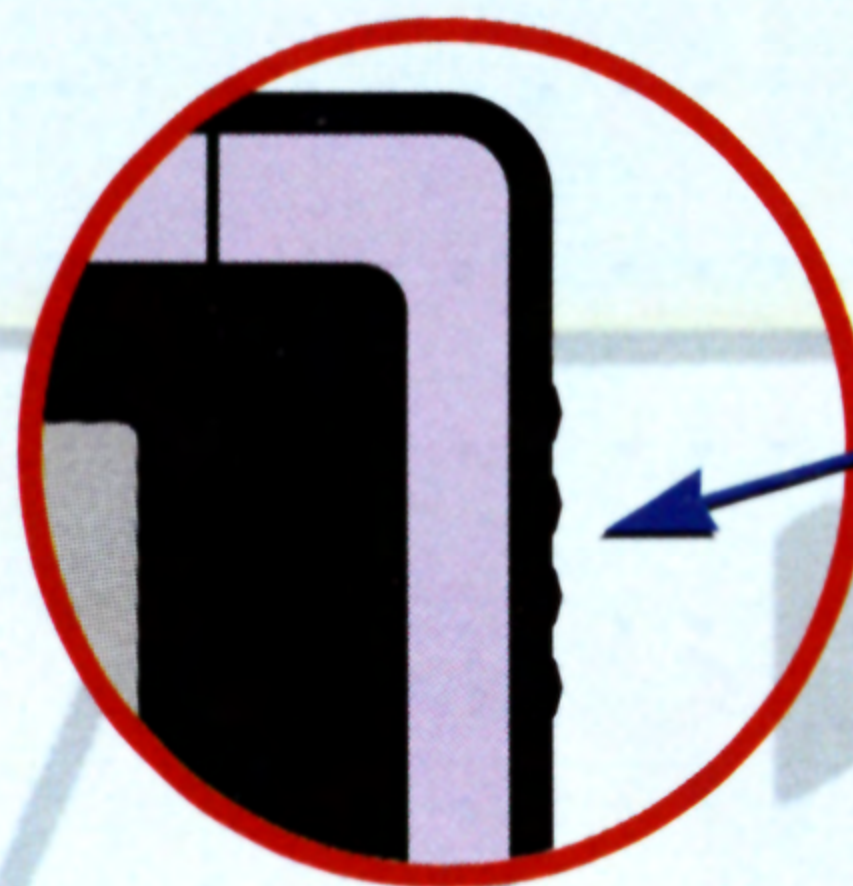
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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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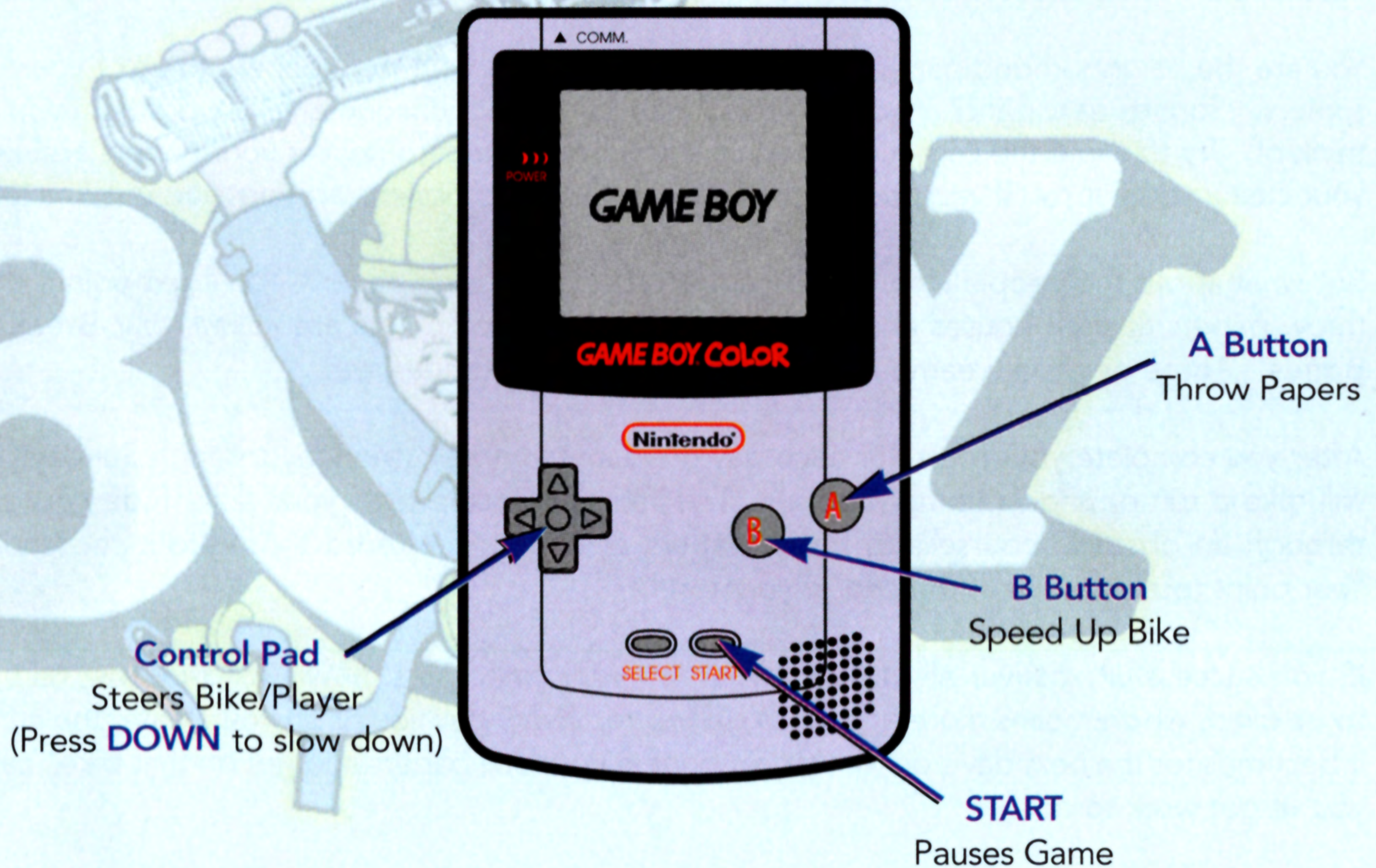
GETTING STARTED



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.

PAPERBOY CONTROLS



IT'S A TOUGH JOB...

First jobs are rough...but not like this!

You are the neighborhood paperboy. Your job is to deliver your newspapers to all of your customers. Sounds easy right? Wrong. Along your route you'll encounter every problem you can think of. Try to avoid the cars, kids, animals and other hazards to deliver your papers and keep your customers happy. If you don't, they'll cancel their subscriptions and put you out of a job!

But what about the people who didn't want you to deliver their paper? You'll get points if you throw papers at their houses and do some damage. These points are called your **Breakage Bonus**. These points are earned after breaking windows, statues, etc.

After you complete your route for each day of your work week (Monday through Sunday), you will take a run on the **Training Course**. The Training Course tests your skills. Ride your bike through an obstacle course and throw papers at targets scattered throughout the course. Your point total is tallied at the end of your run.

IF you successfully deliver all of your papers to your customers, new subscriptions will have to be filled, which means more houses to deliver to. Every day you finish your route, the harder it becomes for the next day's deliveries. So bundle up those papers and get on that bike, 'cause you've got work to do!

PLAYING THE GAME



Travel up your delivery route and control your bike with the **Control Pad**. Throw your papers with the **A Button**. If you need to speed up, press the **B Button** to accelerate on your bicycle, or press **Up** on the **Control Pad**. If you go too fast, slow down by pressing **Down** on the **Control Pad**. Your customers' houses will have blue walls while your non-customer houses will have black walls. Try to get the paper into their mailbox for the most points. If not, the front porch will do. Also, earn a **Breakage Bonus** for trashing your non-customer's houses. If you run out of papers, pick up the paper bundles that you see. These will replenish your supply.

PAPERBOY OPTIONS

To access the **Options Menu**, you must first press **Select** at the **Difficulty Selection** screen. From there you'll have four options to choose from. Use these options to customize your game. To change an option press **Up** or **Down** on the **Control Pad** until you reach that option. Once there, press **Left** or **Right** on your **Control Pad** to change the option. When you are finished, press **Select** to exit back to the **Difficulty Selection** screen to begin your game.

MUSIC

This option turns the background music **On** or **Off**.

SFX

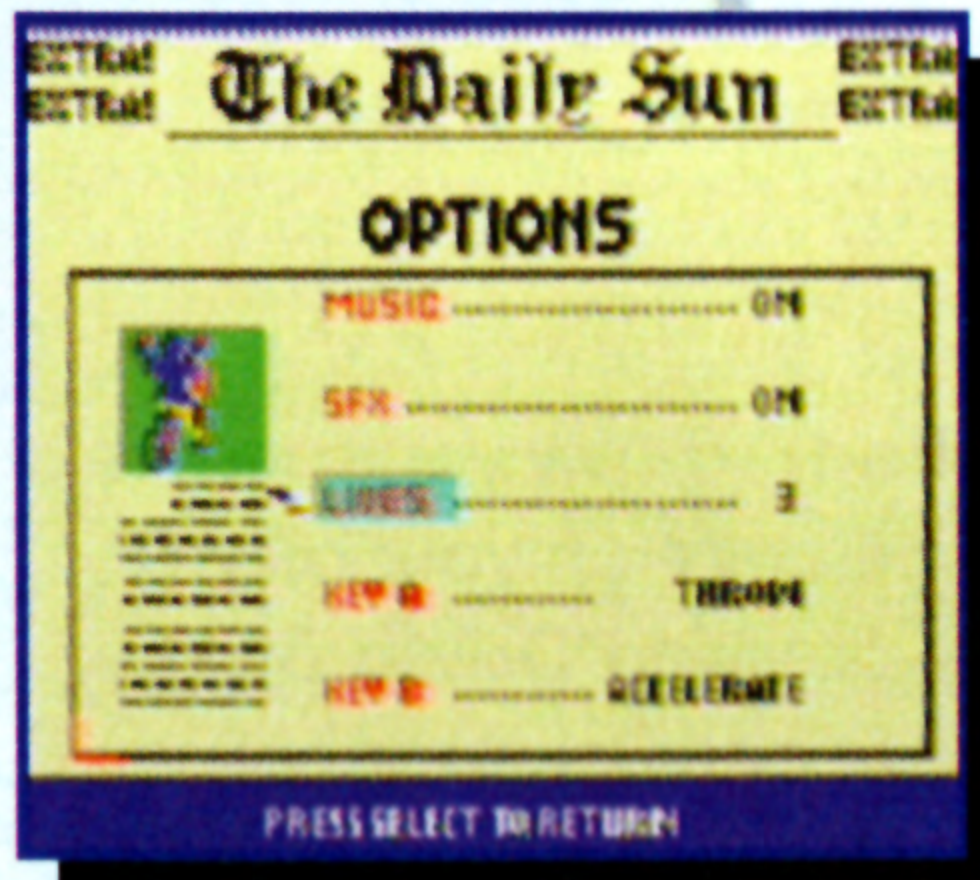
You can turn the game's Sound Effects **On** or **Off** with this option.

LIVES

Choose the number of lives you'd like to start with. You can choose from **1** to **5**.

KEY A & KEY B

This option allows you to change your button configuration.



DIFFICULTY LEVELS



When you begin a game, the first screen you will see is the **Difficulty Select** screen. There are three difficulty levels (routes) in Paperboy. **Easy Street**, **Middle Road** and **Hard Way** are your different delivery routes you can choose from. Your point totals will be different for each route you choose. At the end of each day's delivery, you will have access to the **Training Course** at the end of your delivery. Each Training Course is different depending on what street you delivered on. Each of these routes has their own dangers and hazards that you'll encounter. Get to know them well as it will certainly help you keep your job!

SCORING

In order to make the most out of your deliveries, there are many ways to score points in the game. Remember that the higher the difficulty of the game, the more points you earn. Here are some examples of points on **Easy Street**:

CUSTOMER HOUSES

Always try to land the paper in the mailbox. This will allow you to earn the most points (**250 points**). If not, you must make sure the paper lands on the porch of the house (**100 points**).

NON-CUSTOMER HOUSES

Try to damage as much as possible to raise your **Breakage Bonus**. Throwing the paper through windows, at statues or knocking over trash cans will give you **100 points**.

PEOPLE AND OBJECTS

In addition to windows and statues, you can hit people and objects such as lawnmowers and trash cans. People are worth **250 points** while objects are worth **100 points**.

TRAINING COURSE

Try to complete the course as fast as you can. The faster you complete it, the higher your score. Every time you hit a target or go off of a jump, your score will increase by **25 points**.

HINTS

Well, it's time to go to work! But before you hop on your bike and hit the streets, here's a couple of things to remember:

- Remember to pick up the bundles of newspapers you see. These will help replenish your supply and help you to make your deliveries.
- Throw your newspapers with caution. Sure you can rack up some points, but if you don't deliver to a customer's house, they'll cancel their subscription!
- Watch out for moving objects. These are sometimes difficult to avoid.
- Slow down when approaching an intersection. Make sure you know how fast the cars are going before you try to cross the street!
- Stay away from storm drains in the street.

Use this space to write down any notes you have.

DATE

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