

Nintendo

GAME BOY[®] color

DMG-ARXE-USA

ROX



Instruction Booklet

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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CONTROLS

Ensure the power source is off before inserting or removing a game pak. Insert the "ROX" Game Pak into your Game Boy® compact video game system and turn the POWER switch to the "ON" position. "NINTENDO" will appear on the screen followed by the license and copyright screen.

CONTROL PAD : block movement

A BUTTON : OK/block right rotation

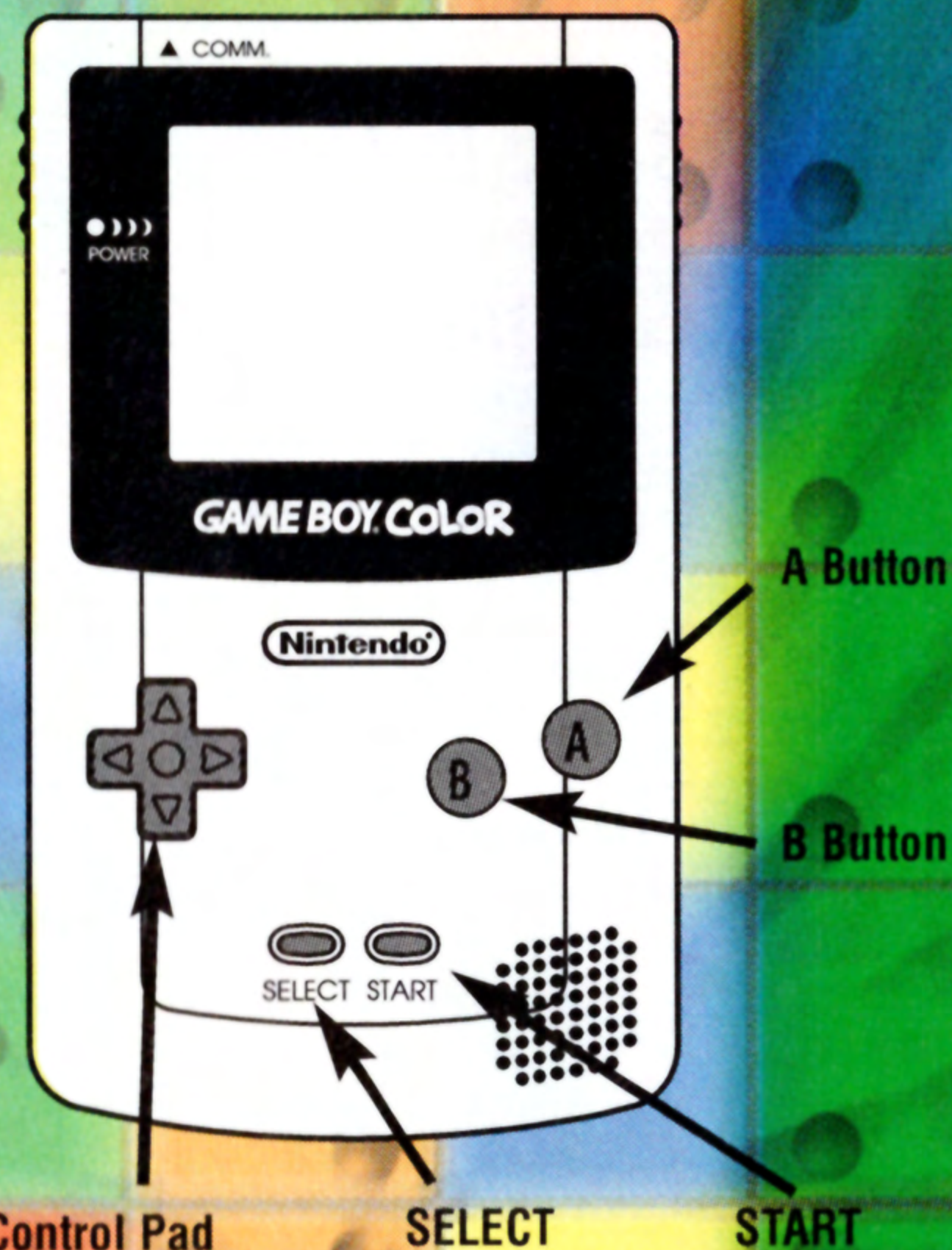
B BUTTON : cancel/block left rotation

SELECT : not used

START : game start/pause

You may choose between 1 or 2 players by using the Control Pad. Then press START to start a game.

Note: The 2-player mode is available only when using the Game Link®, two Game Boy Systems and two "ROX" game Paks.



BASIC RULES

Dices are falling in pairs. Use the A Button to rotate them to the right and the B Button to rotate them to the left. The goal is to pile up the dices in blocks forming different combinations in order to eliminate them.

When the third and/or fourth vertical lines of the screen are full with dices, and they can't fall anymore, the game is over.

A block is like a dice, it has different sides numbered from 1 to 6. To eliminate blocks, you have to insert a certain number of dices between a pair, the number of blocks to insert matching the value of the pair. For instance, put 3 dices between a pair of 3 and the five dices will disappear.

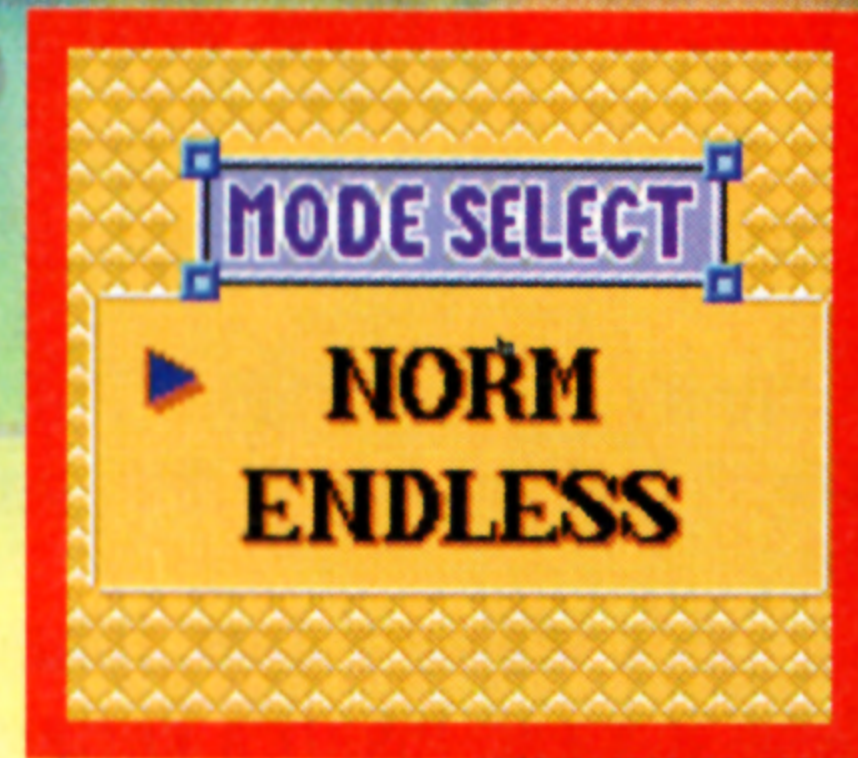
When the difficulty level increases, you will have three different colors of dices (red, blue and green). If you have two dices of the same color at each extremities of the block, the whole block will disappear. If the extremities have different colors, only those will disappear.



GETTING STARTED

On the title screen, the following 2 modes are displayed.

Select one mode using the Control Pad and press the A Button to validate.



NORM: this is the normal mode of the game. There will be a “norm” meter on the right hand side of the screen. Each time you clear up a series of dices, the meter fills up. When full, you go to the next level and the difficulty will increase. The screen will then be emptied.

When choosing that option, you will then have to choose a difficulty level :

- EASY : Start from level 1 - Only one color of dices is available.
- NORMAL : Start from level 6 - Two colors of dices are available.
- HARD : Start from level 16 - Three colors of dices are available.

Dices are coming a lot faster too.

ENDLESS: Eliminate the blocks without increasing the level difficult until the game is over.



2-PLAYER MODE

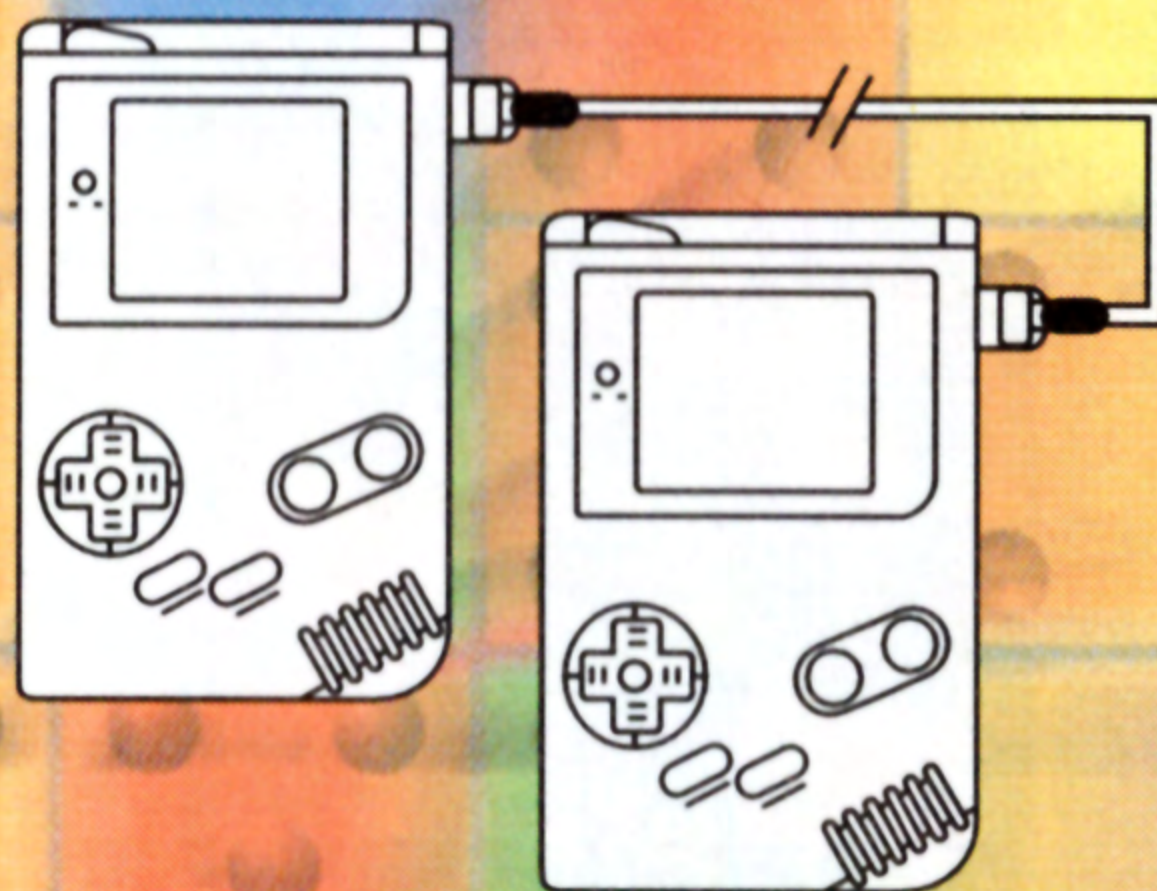
Select the 2-player mode on both units when connected with the Game Link®.

Then, press the A Button on either Game Boy® to start the game and choose the difficulty level.

Only NORM games are available in the 2-player mode.

The first player to fill up his rival's field area wins.

When eliminating blocks on your screen, they show up on your rival's screen.



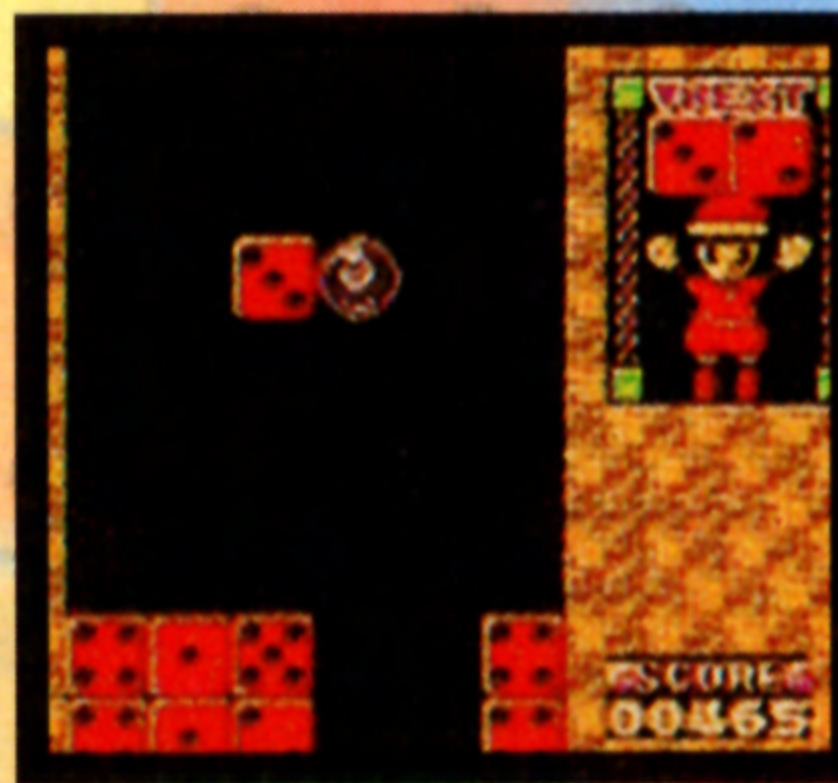
SPECIAL ITEMS

FLASH BALLS: These appear randomly and eliminate surrounding blocks.

OBSTRUCTIVE BLOCKS: These only appear in 2-player mode.

Depending on the number of blocks a player eliminates, he can attack his rival by dropping obstructive blocks onto his screen.

As with regular blocks, when dices are placed correctly in between 2 obstructive blocks, they disappear and the 2 obstructive blocks are changed in regular blocks. Their number and color is determined randomly.



TIPS

HIGH NUMBERS (5 OR 6) :

The game being over when the third or fourth vertical lines are filled up, avoid placing high numbers on those positions. Place them on the side or in between 2 low numbers. Place 4's at the far right and far left on the screen, they 'll help you eliminate a whole line.

PLAY LATERAL :

Since blocks are falling from the above, players tend to use blocks vertically, but using them horizontally is also very effective.

UNDERSTAND THE SPACE YOU ARE PLAYING IN :

6 horizontal and 9 vertical blocks can be placed.
Play the game, keeping these numbers in mind.



CREDITS

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