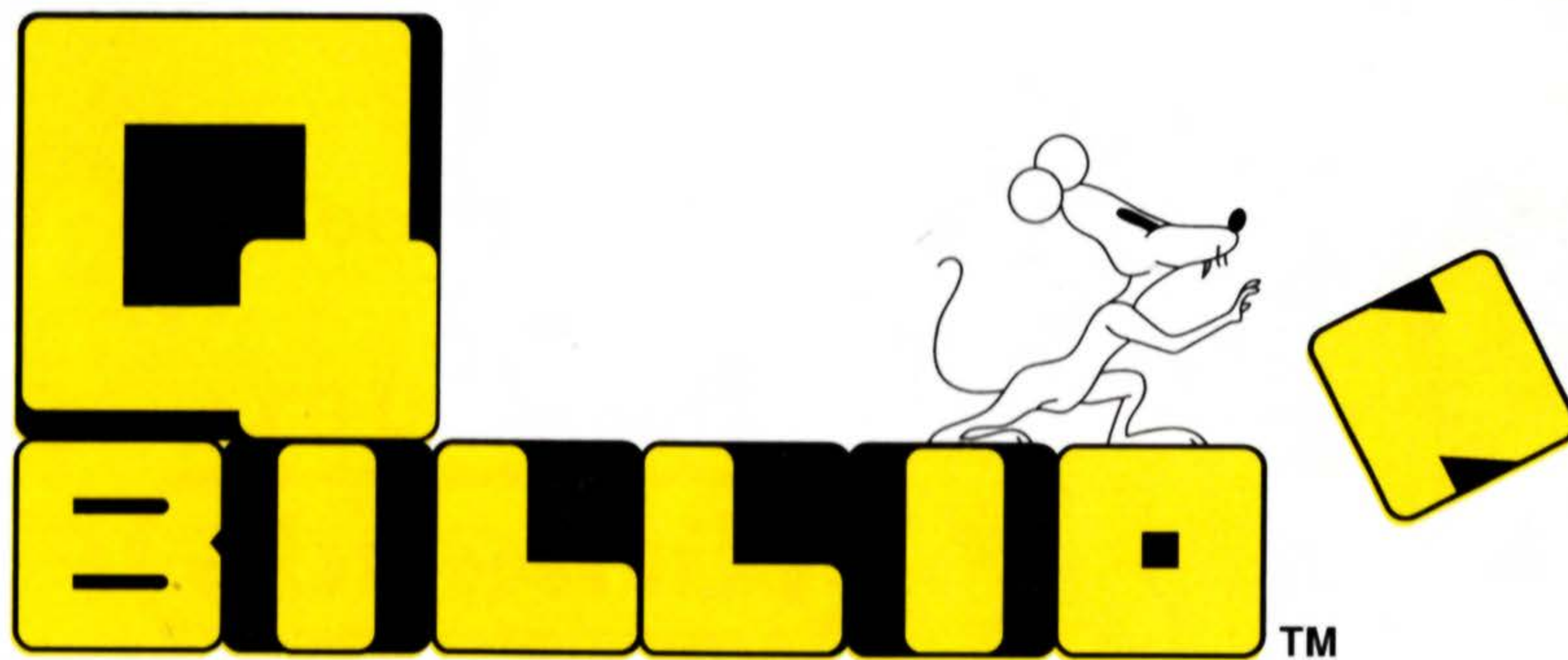


Nintendo

GAME BOY™

DMG QB USA

SETA
SETA U.S.A., INC.



INSTRUCTION BOOKLET

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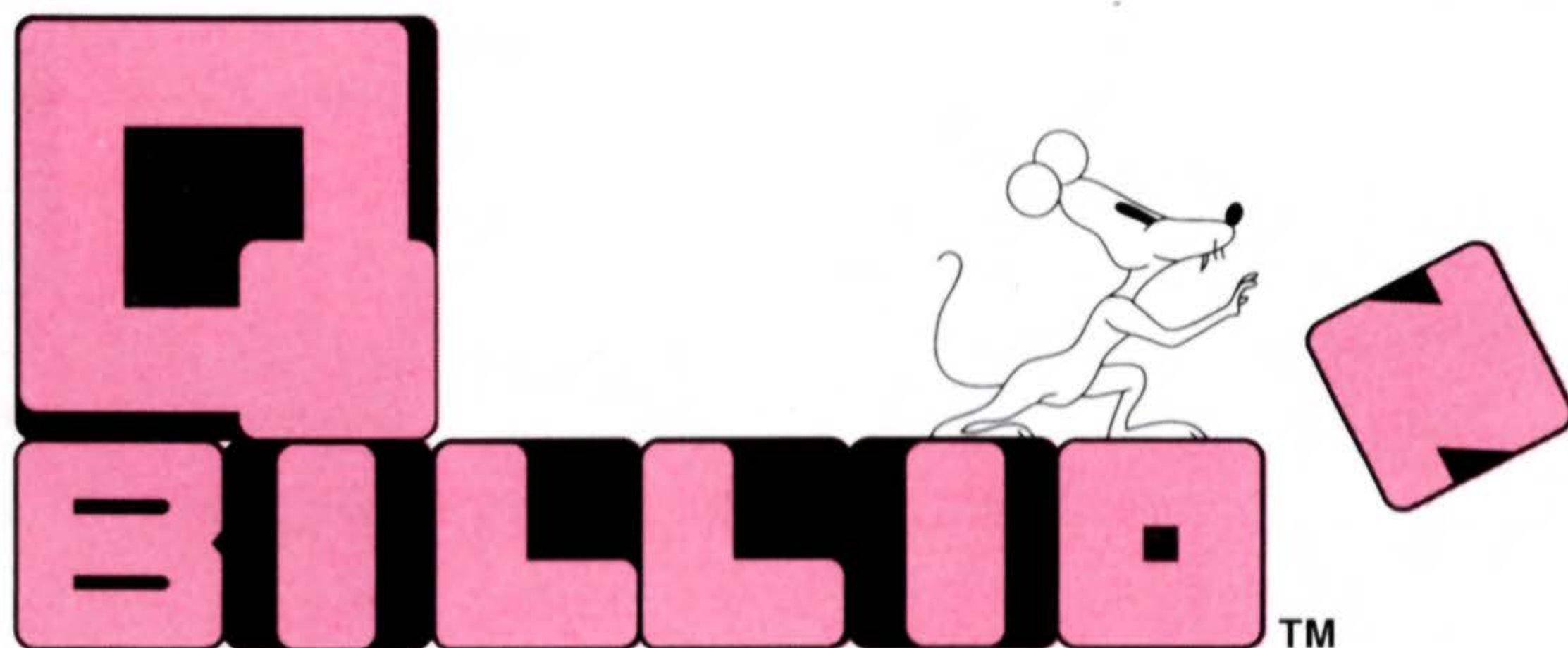
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THANK YOU FOR SELECTING



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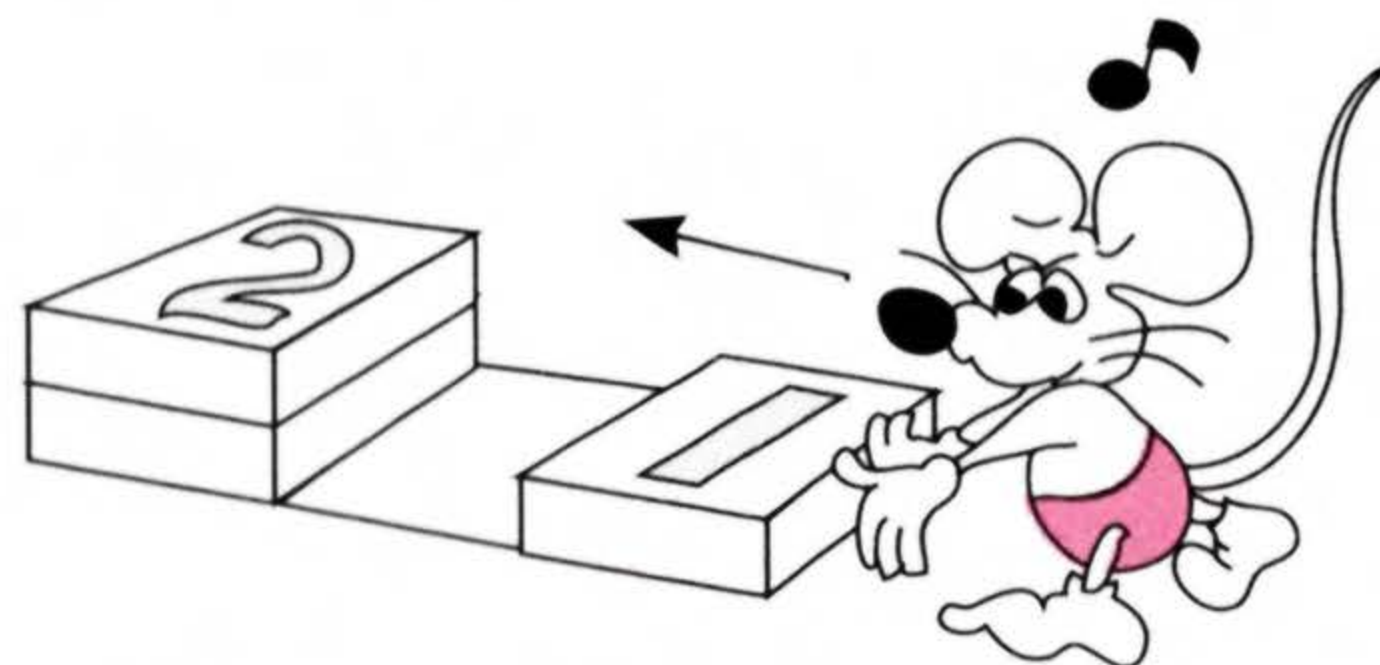
Please read this instruction booklet carefully before starting to play and keep this booklet in a safe place for future reference.



What is QBillion?

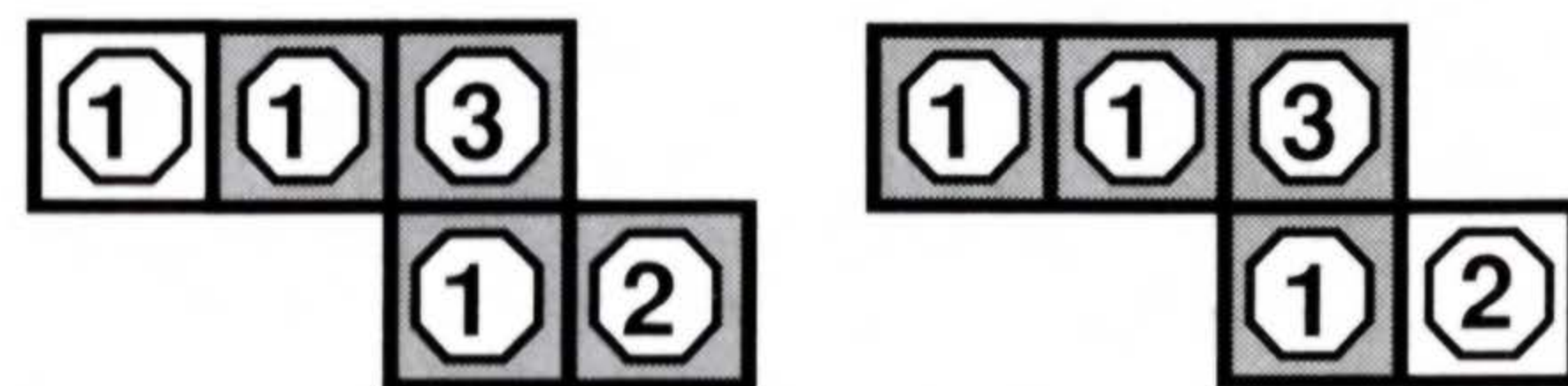
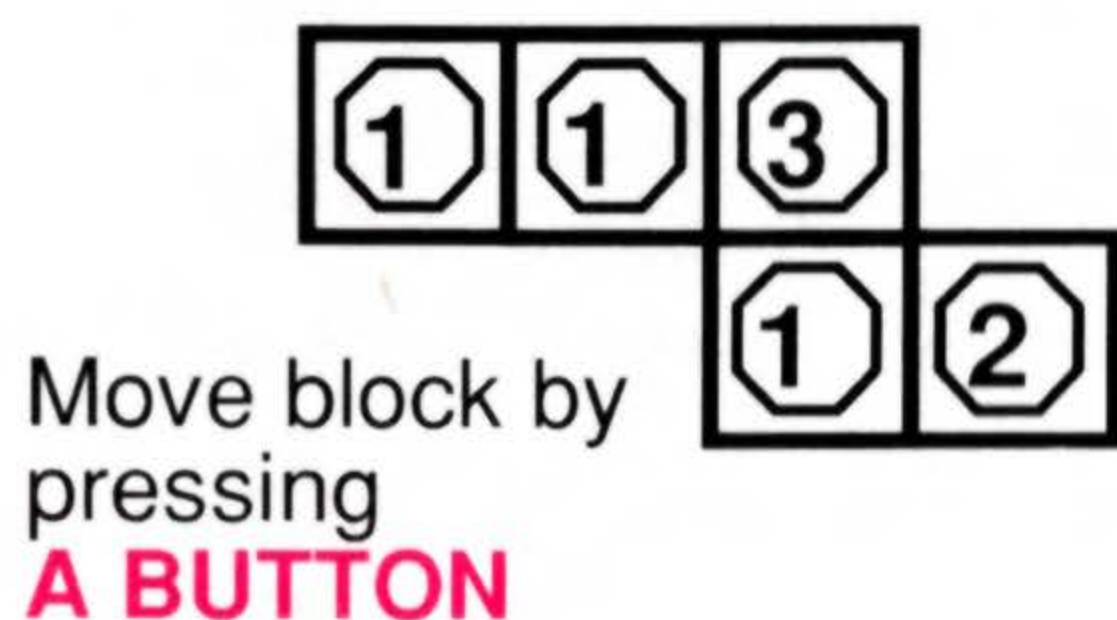
Qbillion is a puzzle solving game requiring intense thought and planning. Players use Mr. Mouse to push blocks around a playing field that measures 9 blocks by 10 blocks. An edit feature allows you to create your own puzzle patterns in addition to the 120 built-in patterns. Qbillion will provide hours of mentally challenging fun for you and your friends. Each block has its level number in the center (up to 4). There are two types of blocks, symbol blocks and blank blocks. The object of the game is for Mr. Mouse to erase all symbol blocks and push all blank blocks down to the floor level (level 1).

Mr. Mouse can not move more than one block at a time. So, of course, he can't move a block if there is a block in front of it or on top of it. He can only push from one layer down. To push a block on level 2 he must push a level 1 block next to it and stand on it to push the level 2 block off.



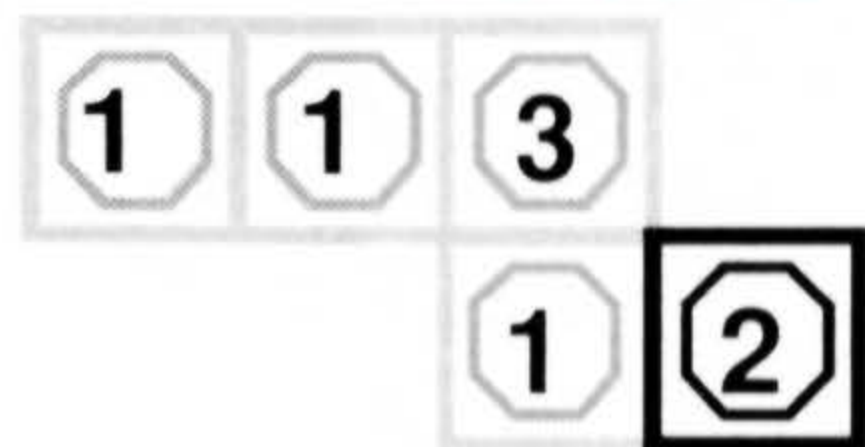
**Mouse can push
1 layer blocks.**

To erase symbol blocks Mr. Mouse must first arrange at least 4 blocks with the same symbol into one of 5 possible shapes. All 4 blocks in the shape are then erased by pressing the B button. If more than 4 blocks are brought together, it is possible that more than one shape can be erased. Press the A button to select which one of the shapes you want to erase. You can “undo” the erase by pressing the B button again. The B button takes back the last block move Mr. Mouse made.



Select a different shape by the **A BUTTON**

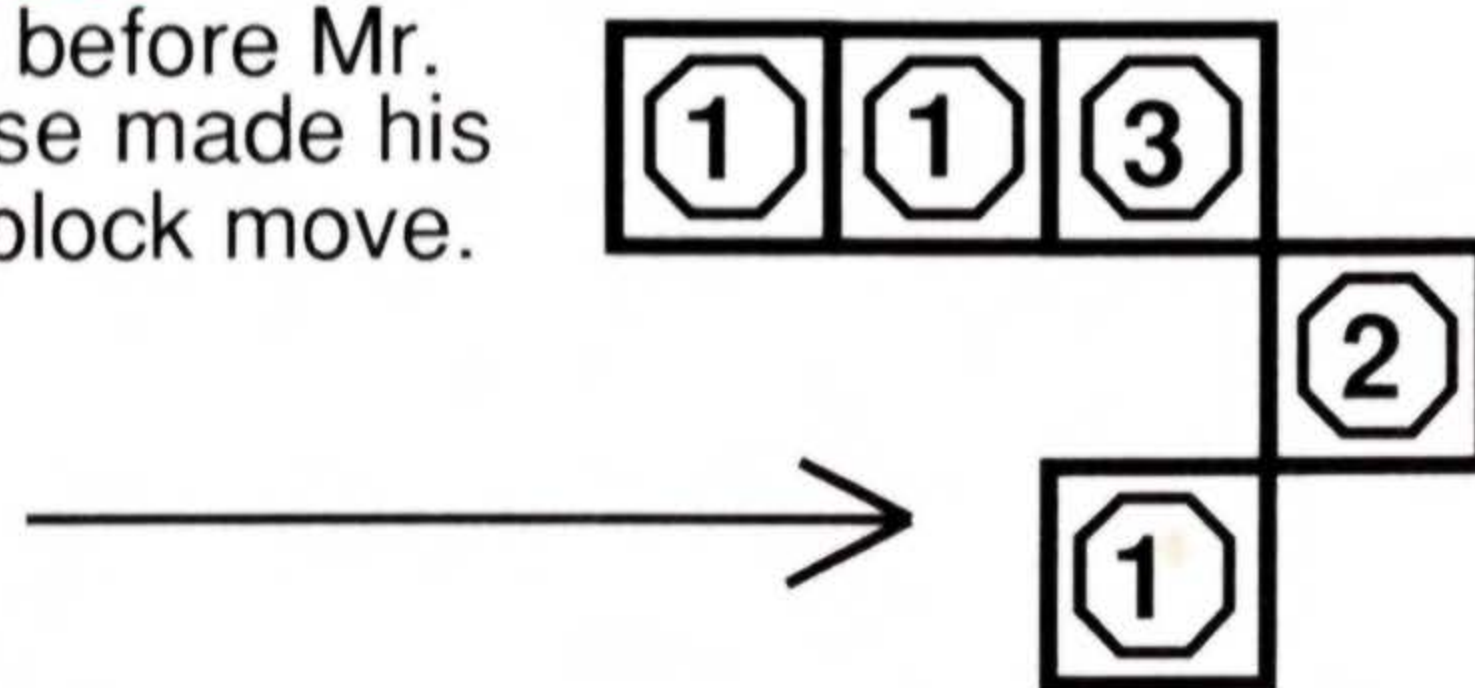
and erase it with the **B BUTTON**



Pressing the **B BUTTON** takes you back to the point before Mr. mouse made his last block move.



2





USING THE CONTROLS

CONTROL PAD:

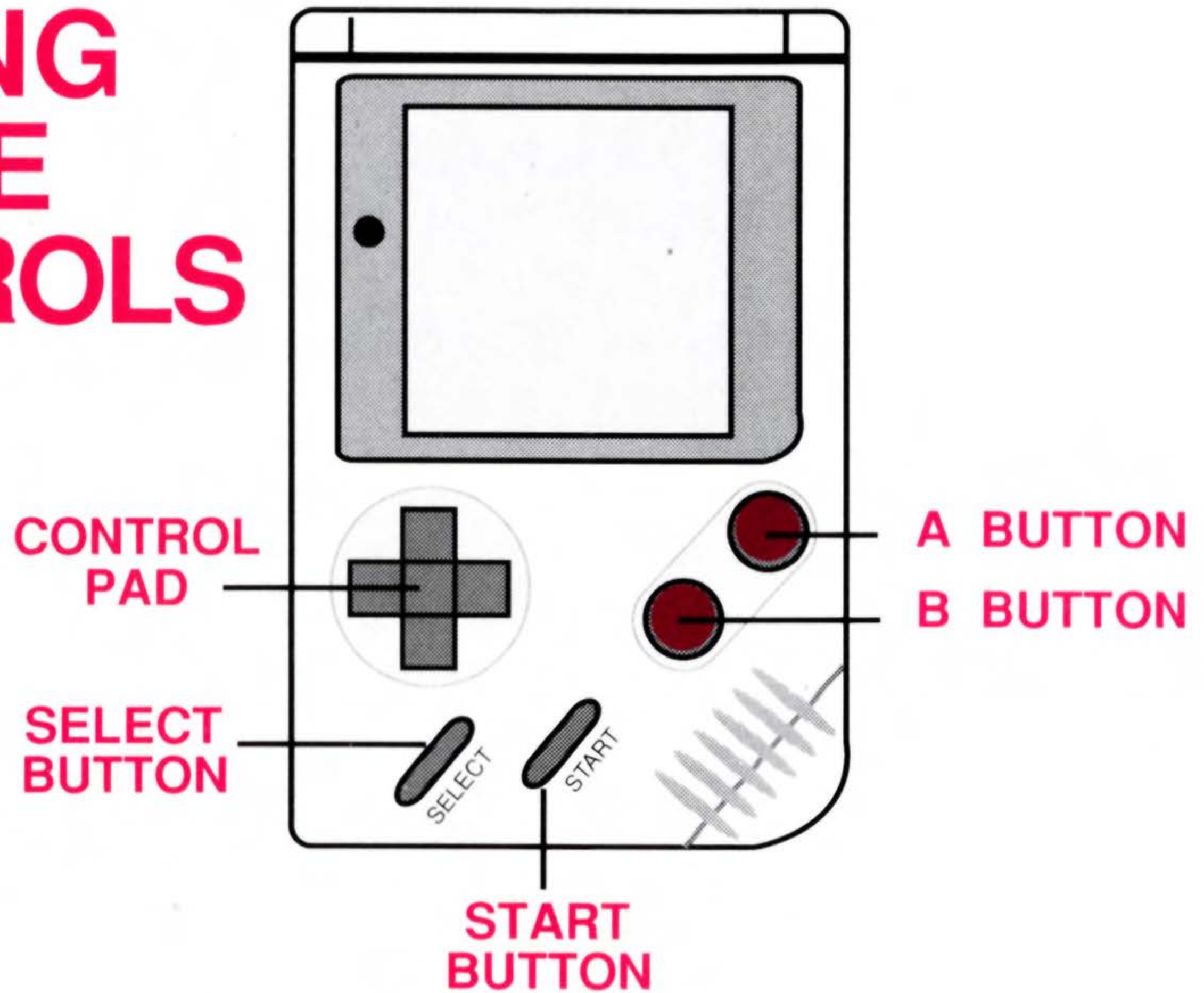
- Moves Mr. Mouse
- Selects Tic-Tac-Toe square
- Selects menu items
- Writes password
- Moves edit cursor

A BUTTON:

- Pushes block
- Selects shape to be erased
- Places block in edit mode

B BUTTON:

- Undo's the last block move,
- Erases flashing shape of symbol blocks,
- Erases block under cursor in edit mode.



SELECT BUTTON:

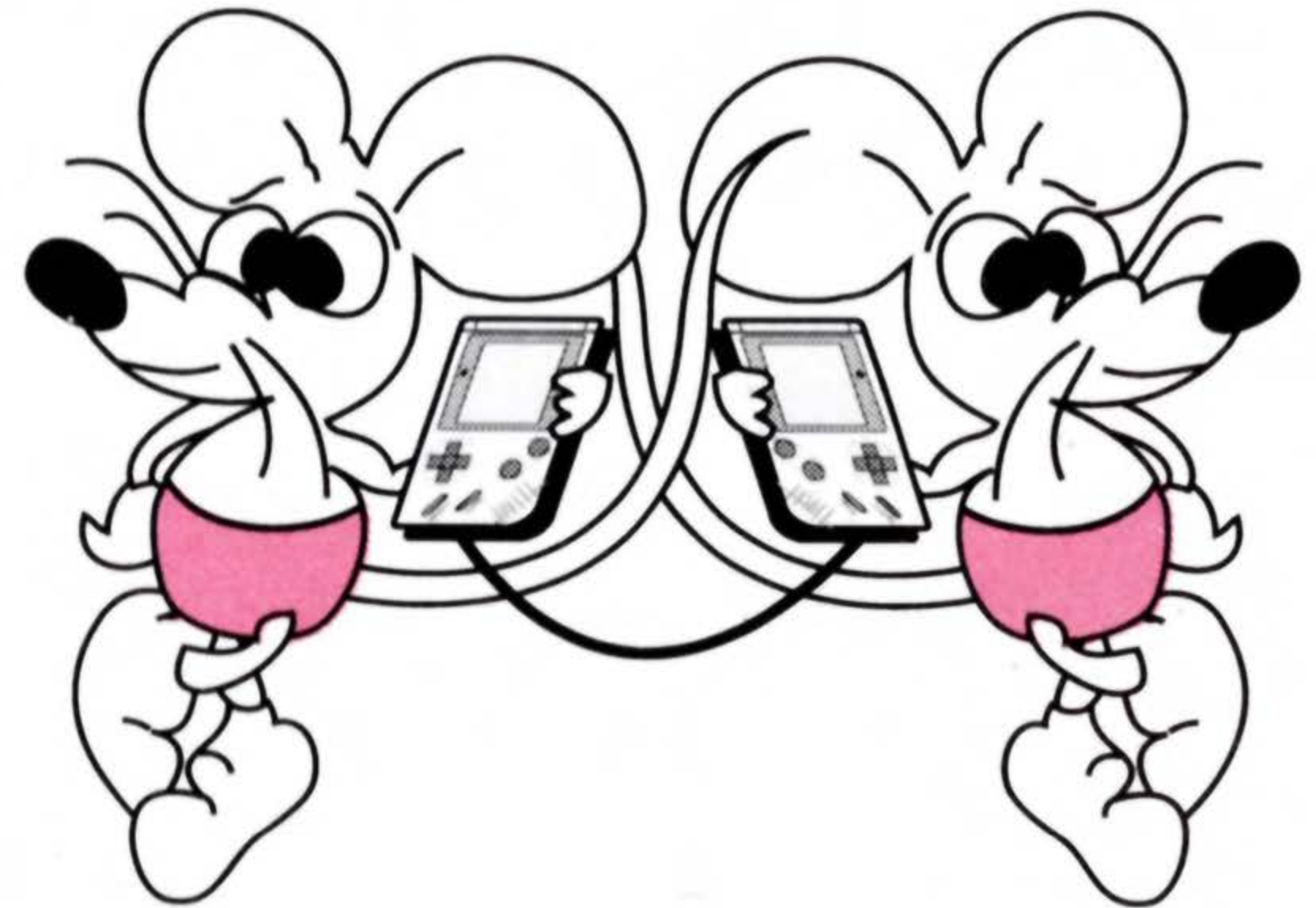
- Restarts puzzle in game A and 2 player mode,
- Selects type of block placed in edit mode,
- Restarts and subtracts 10 from timer in Game B.

START BUTTON:

Accepts selections in game entry and Tic-Tac-Toe screens, Exits Game A and Edit Mode puzzles, Shows view of Tic-Tac-Toe board in 2-player mode.

Refer to 2-Player section of this manual for further information.

GAME A PLAY

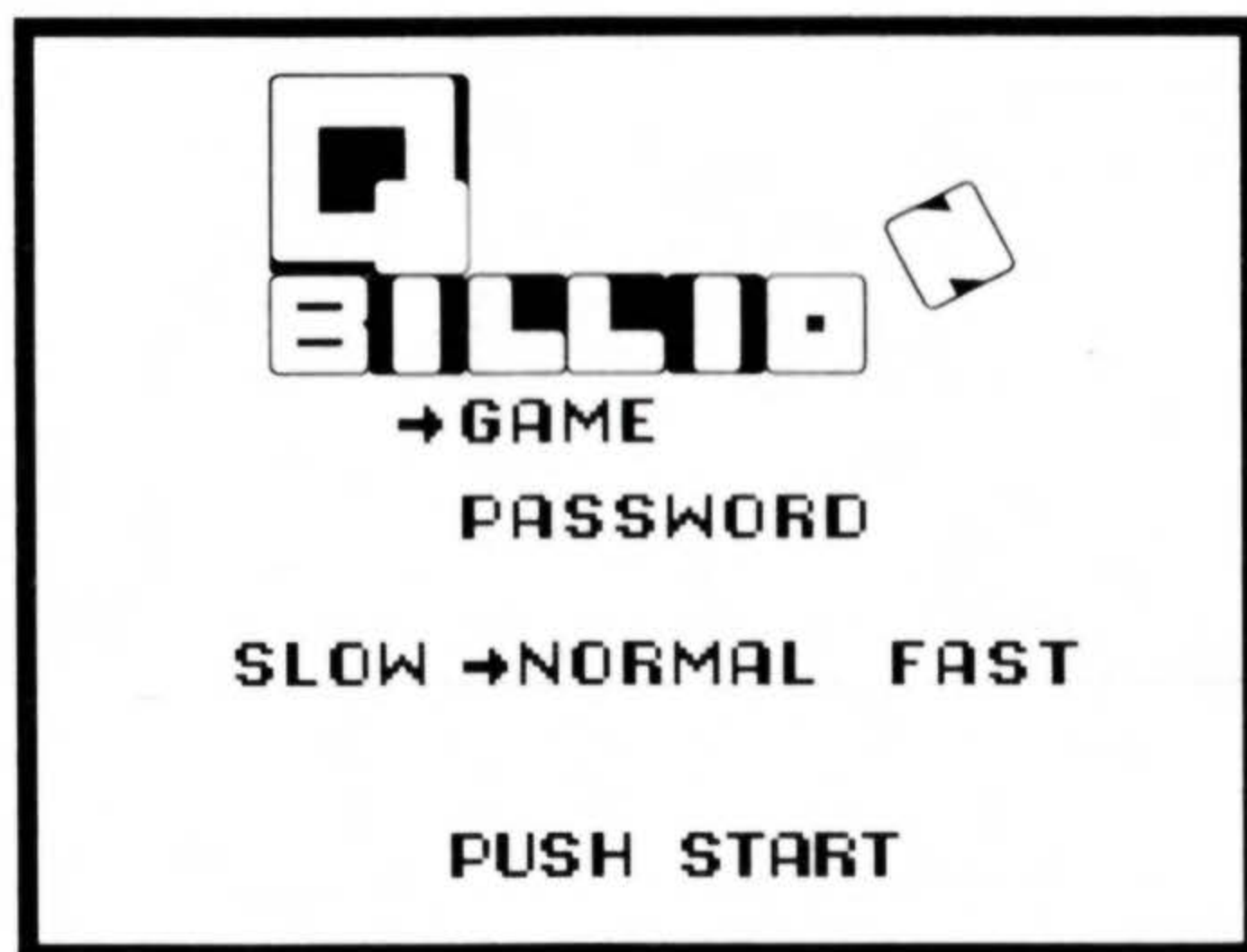


Game A has 120 built in patterns to challenge you. There is no time limit for solving puzzles in Game A and you can restart the puzzle with the Select Button or Exit the puzzle with the Start Button at any time.

After properly inserting the Qbillion Game Pak in your Game Boy and turning the power switch to on, you will see the Nintendo start-up screen followed by the 1 or 2-player select screen:



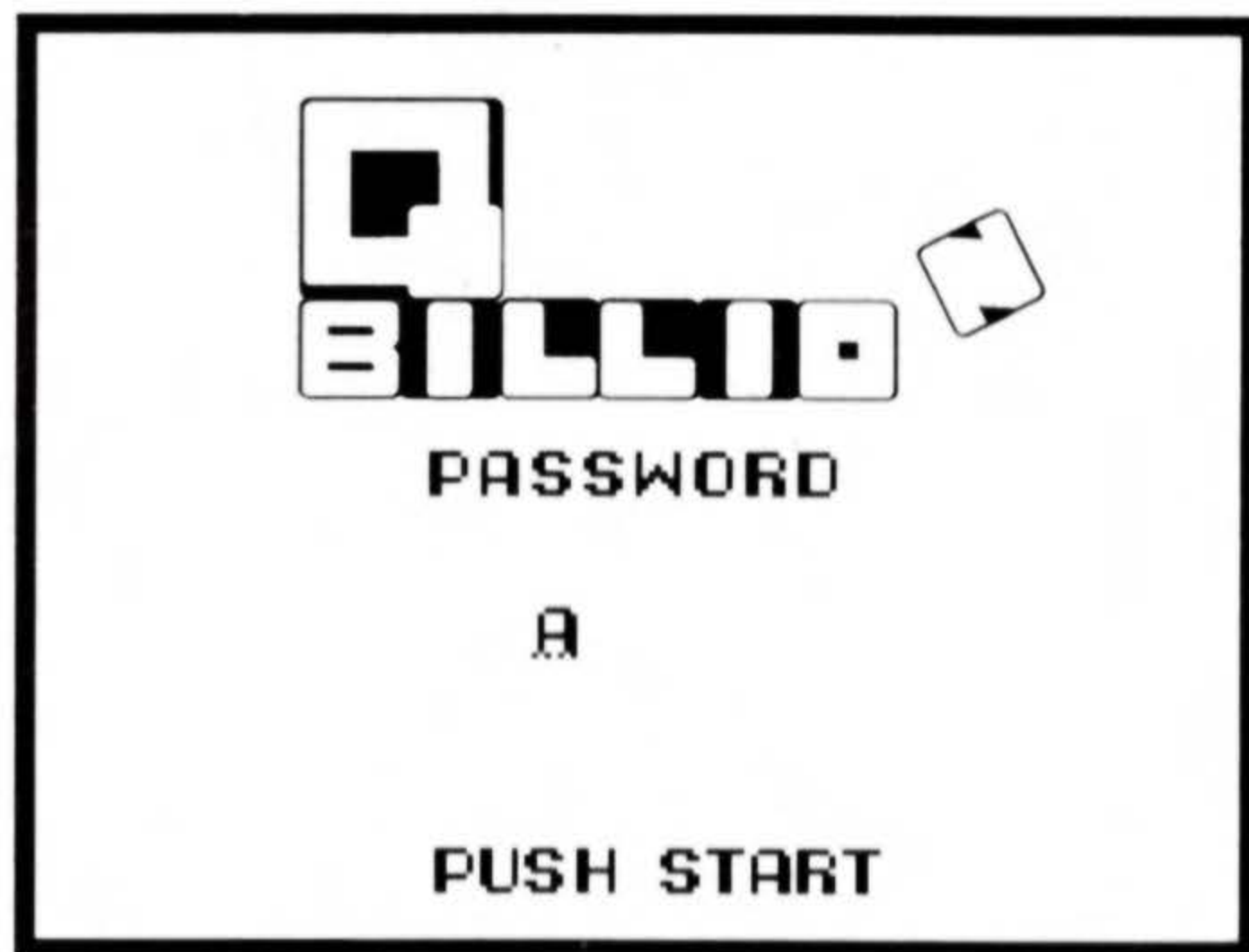
For now, press the **START** **BUTTON** to select 1-player mode. The next screen you see is the game select screen. Press **START** again to select Game A. This takes you to the password screen. The password screen has two functions. First, you can select the movement speed for Mr. Mouse. Use the left (<) and right (>) Arrows on the **CONTROL PAD** to select speed.



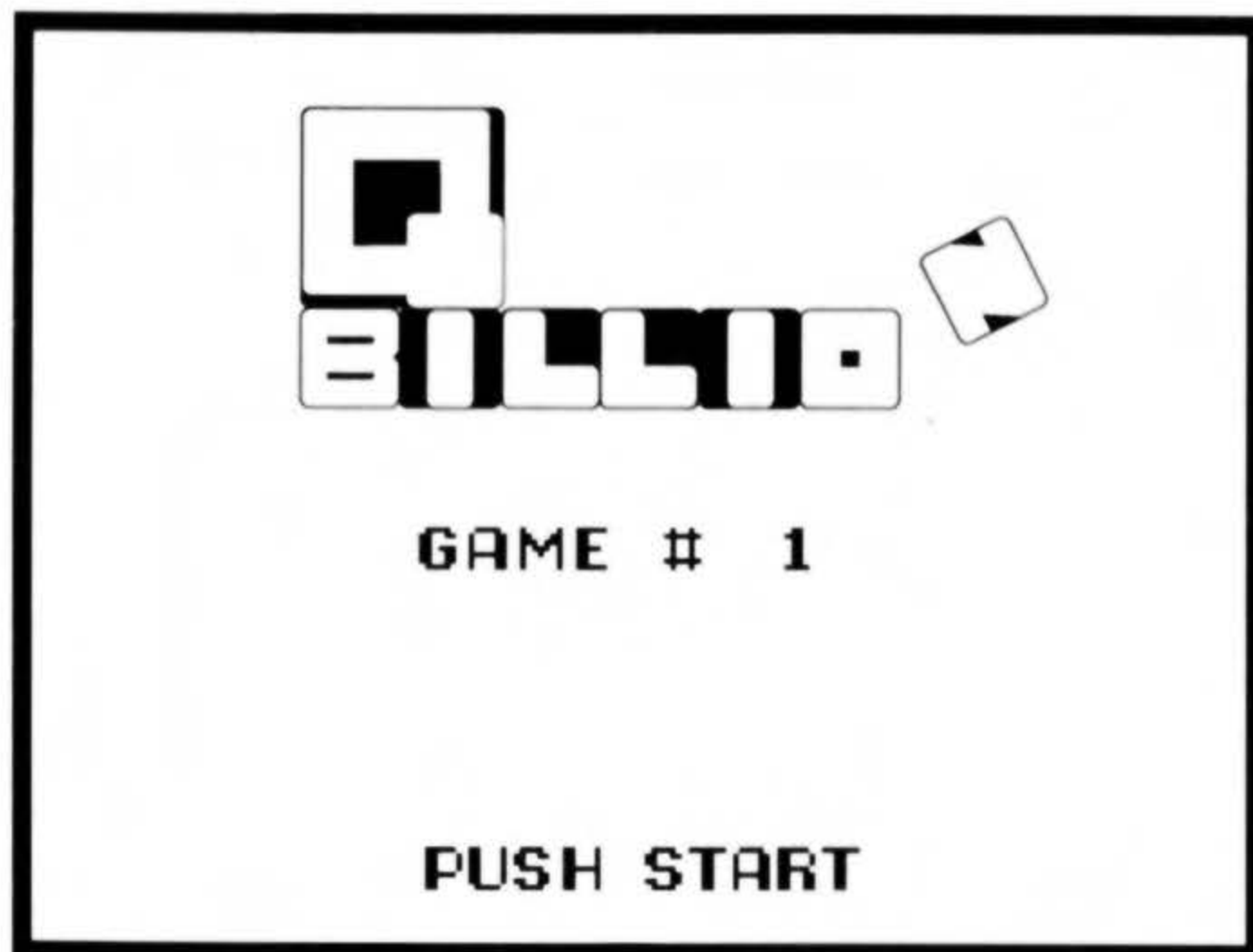
The second function of this screen is to decide if you want to enter at the lowest level of games or play higher numbered, more difficult games by entering a password. When you solve the first 30 puzzle patterns you will be given a password to enter the next group of 10 patterns.

ENTERING A PASSWORD

In the password entry screen you can enter a 4 letter word that will allow you to access a certain level of puzzles. Each successive group of ten puzzles will be harder than the previous group. Be sure to write down the passwords as you receive them so that you don't forget them and have to start all over again!



Use the control pad to enter the password. The up arrow and down arrow are used to scroll through the alphabet. The left and right Arrows are used to move the underline cursor left and right. This selects the letter you are changing with the Up and Down Arrows. When you have finished selecting the password, press Start to move on to the next screen.



You may now select the game number you would like to play with the Up and Down Arrows of the Control Pad. Any game number that is in the current password group or lower can be played. For instance, the password "Wall" gives you access to puzzles 31-40. If you have entered this password you can select any one of the puzzles 1 through 40.

Remember, Mr. Mouse can only push a block that sits on the same level he is standing on. So to push a block on level 4, he must be standing on level 3. Like-wise, to push a block on 3 he must be on 2, for a block on 2 he must be on one.



GAME B PLAY

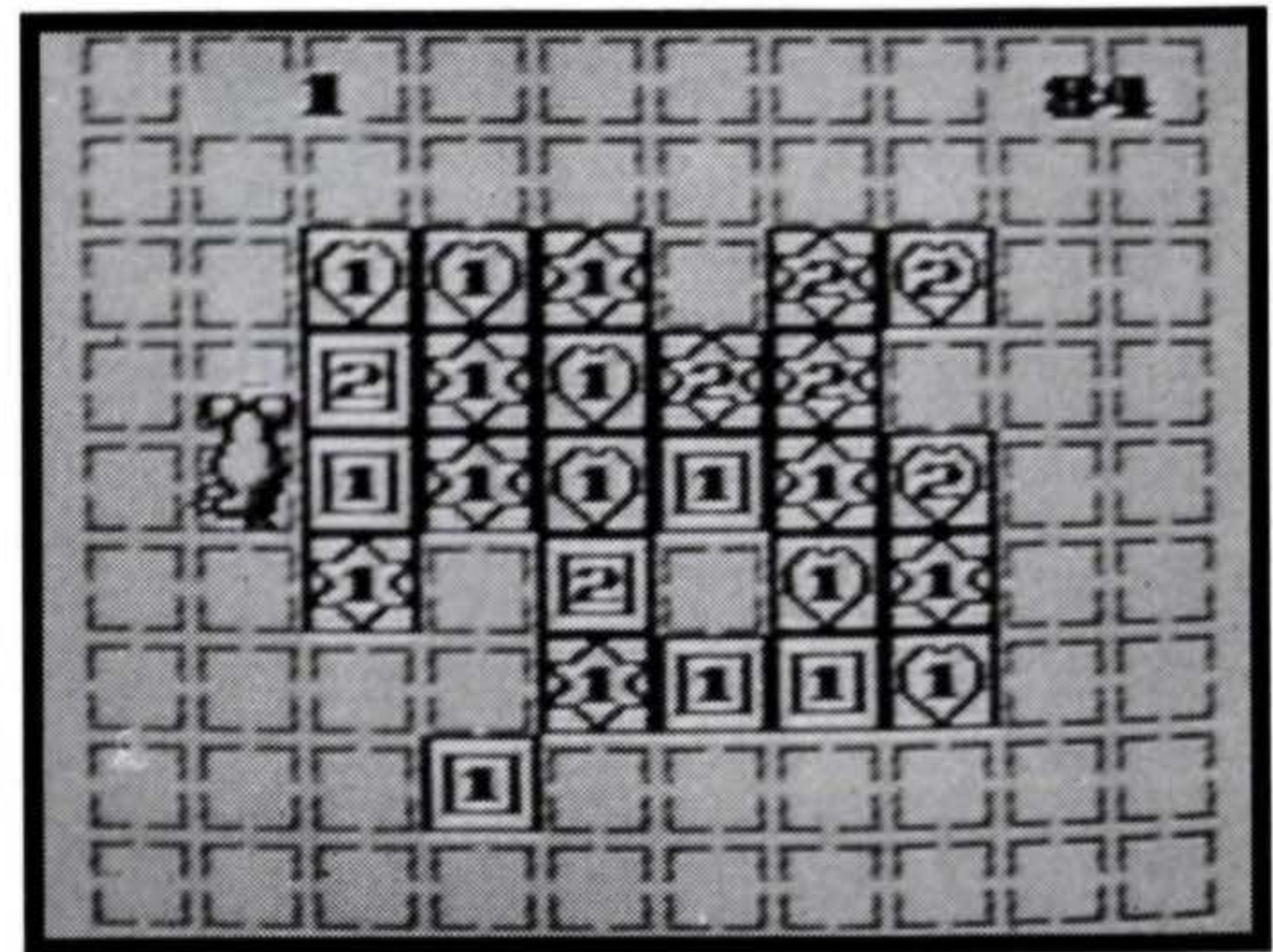
The object of Game B is to win games of Tic-Tac-Toe by solving puzzles which are assigned to each square on the Tic-Tac-Toe board. You must receive a total score of 50 points or more to win the square.

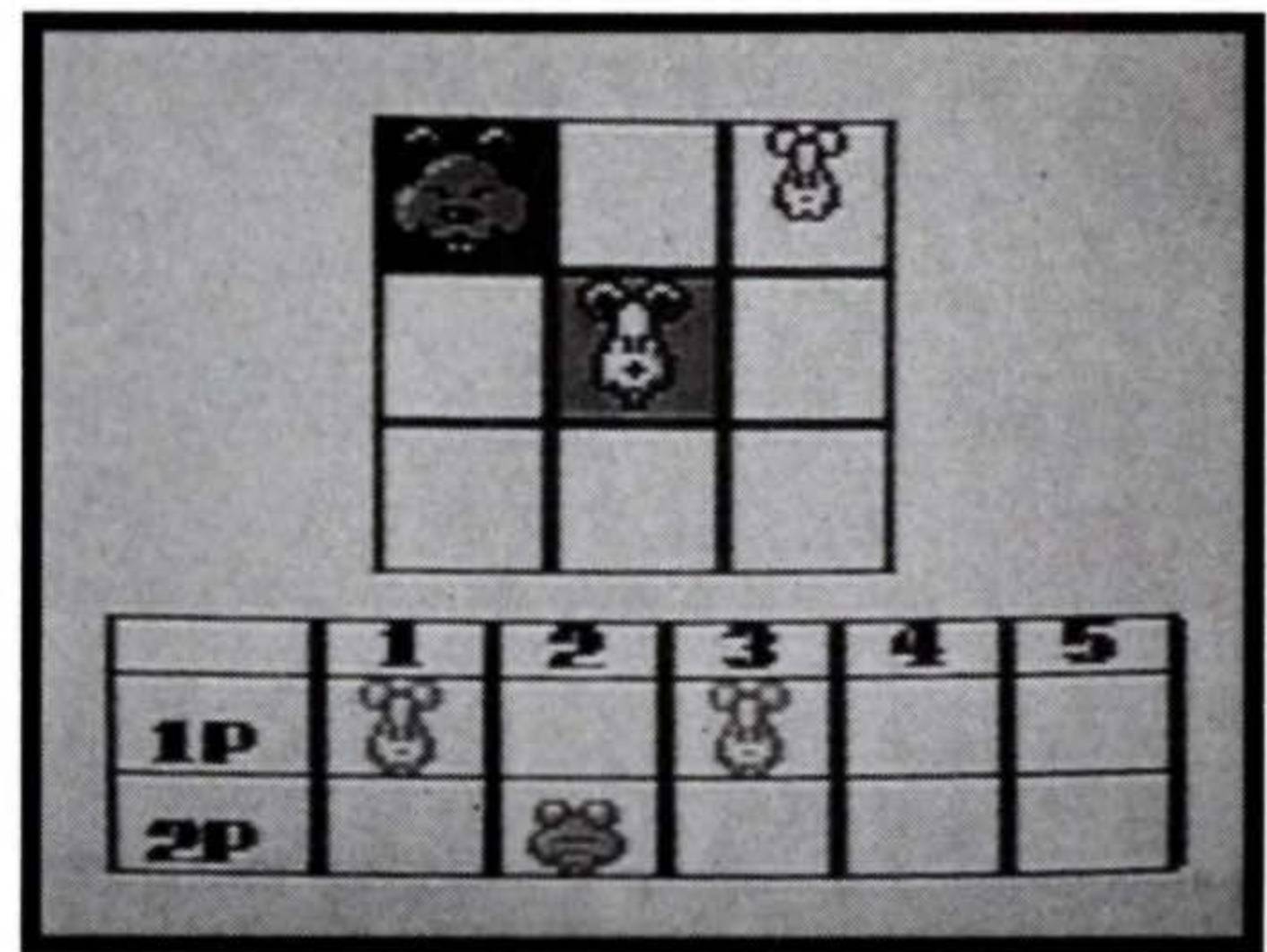
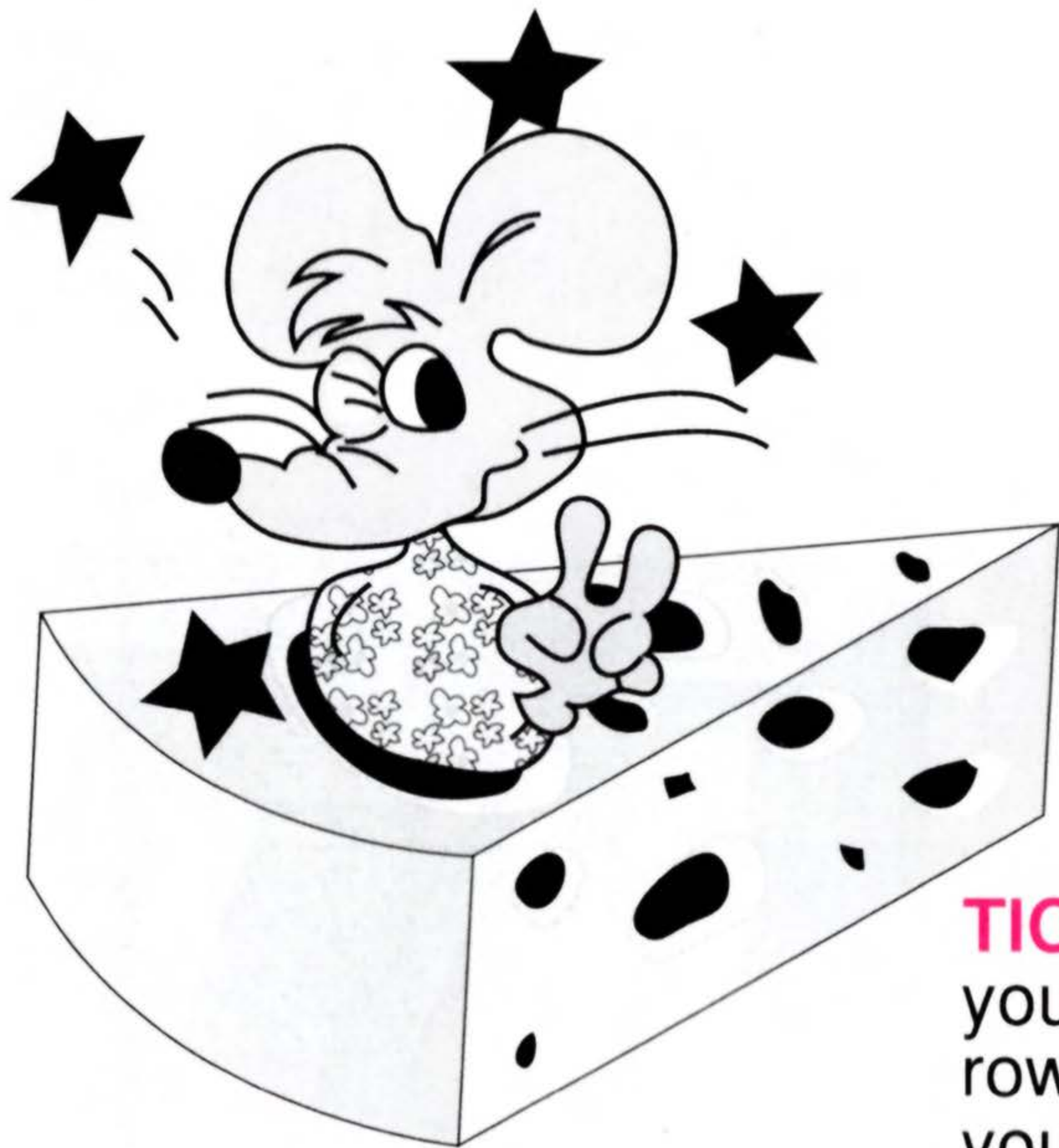
SCORING: Points are awarded for erasing shapes.



All other shapes = 1 point.

When the puzzle is solved, half of the time remaining on the timer is added to your score. If the result is less than 50 points the computer wins your square.

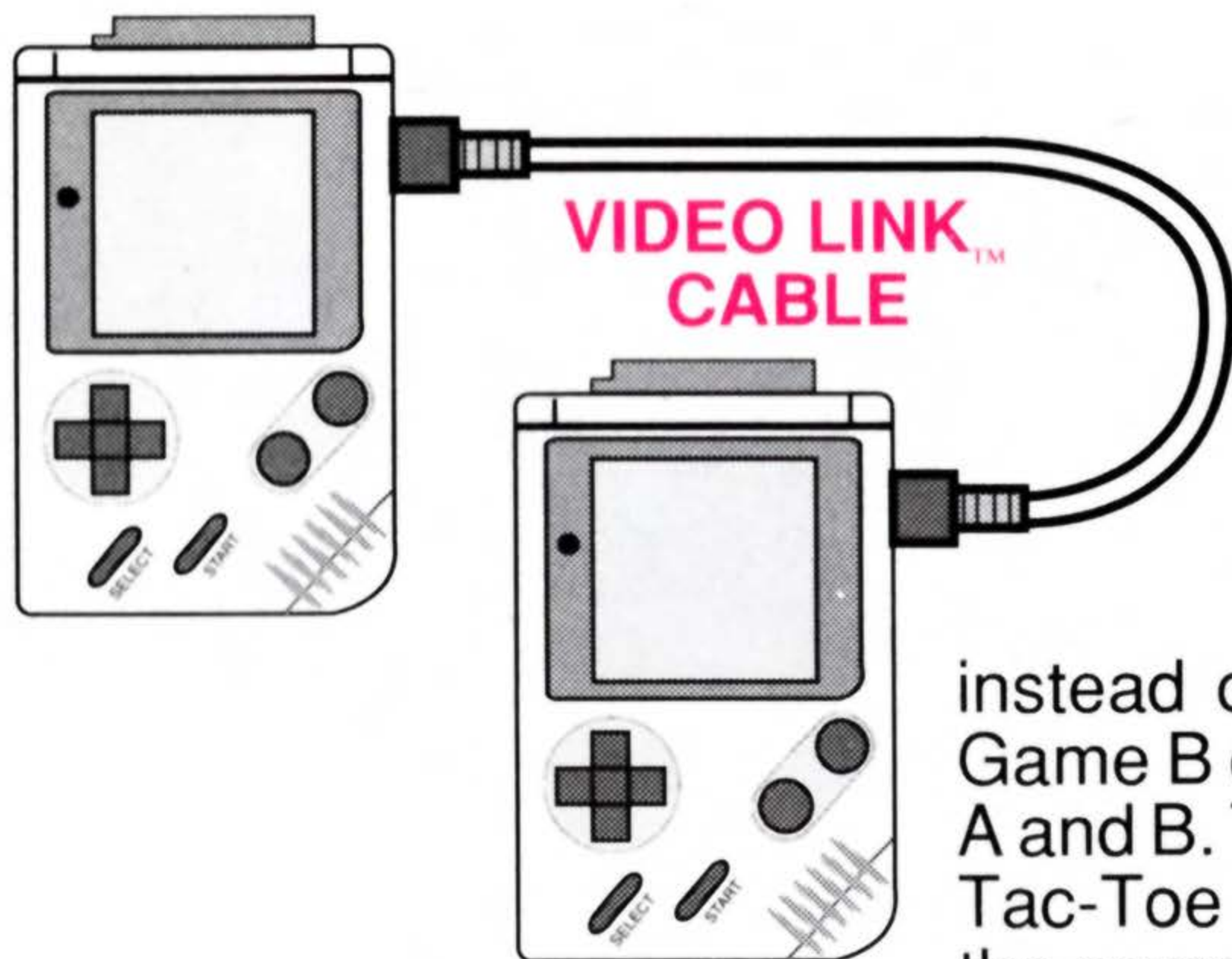




TIC-TAC-TOE

you must try to win three squares in a row; up, down, or diagonally. When you have won on the the tic-tac-toe board you are awarded one Game

win. There are a maximum of five games to a set. The first to win three games(You or the computer) wins the set. The game win status is shown on the bottom of the screen shown.



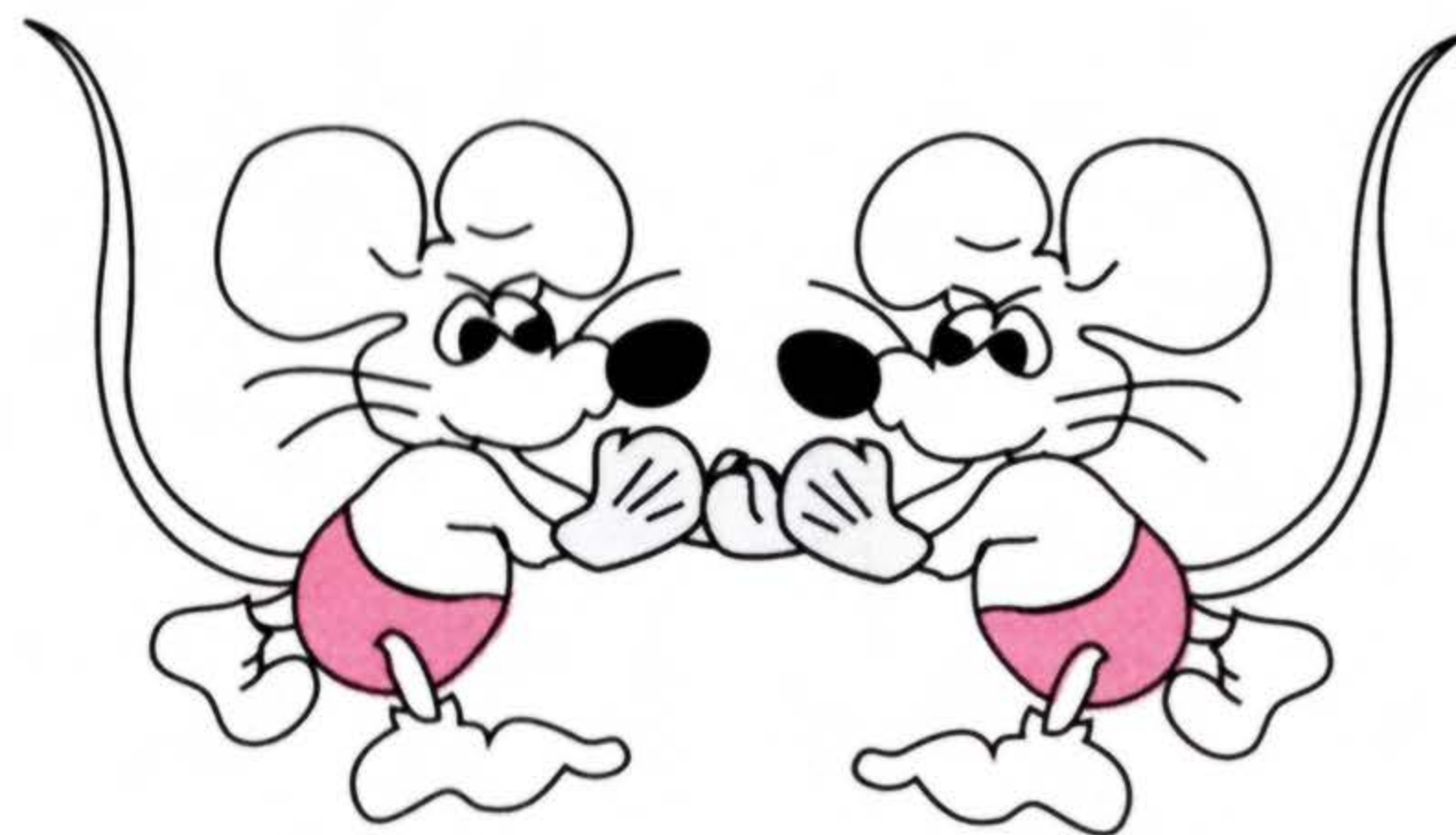
2-PLAYER GAME PLAY

With this mode you can challenge a friend instead of the computer. You may select Game A, Game B or Game C which is a combination of Games A and B. The 2-Player games are all played to win Tic-Tac-Toe squares. If you are both solving a puzzle for the same square, the first person to solve the puzzle wins the square.

Requirements: To play 2-Player games you need two Game Boys with Qbillion Game Paks and the special Video Link™ cable connected between the two Game Boys.

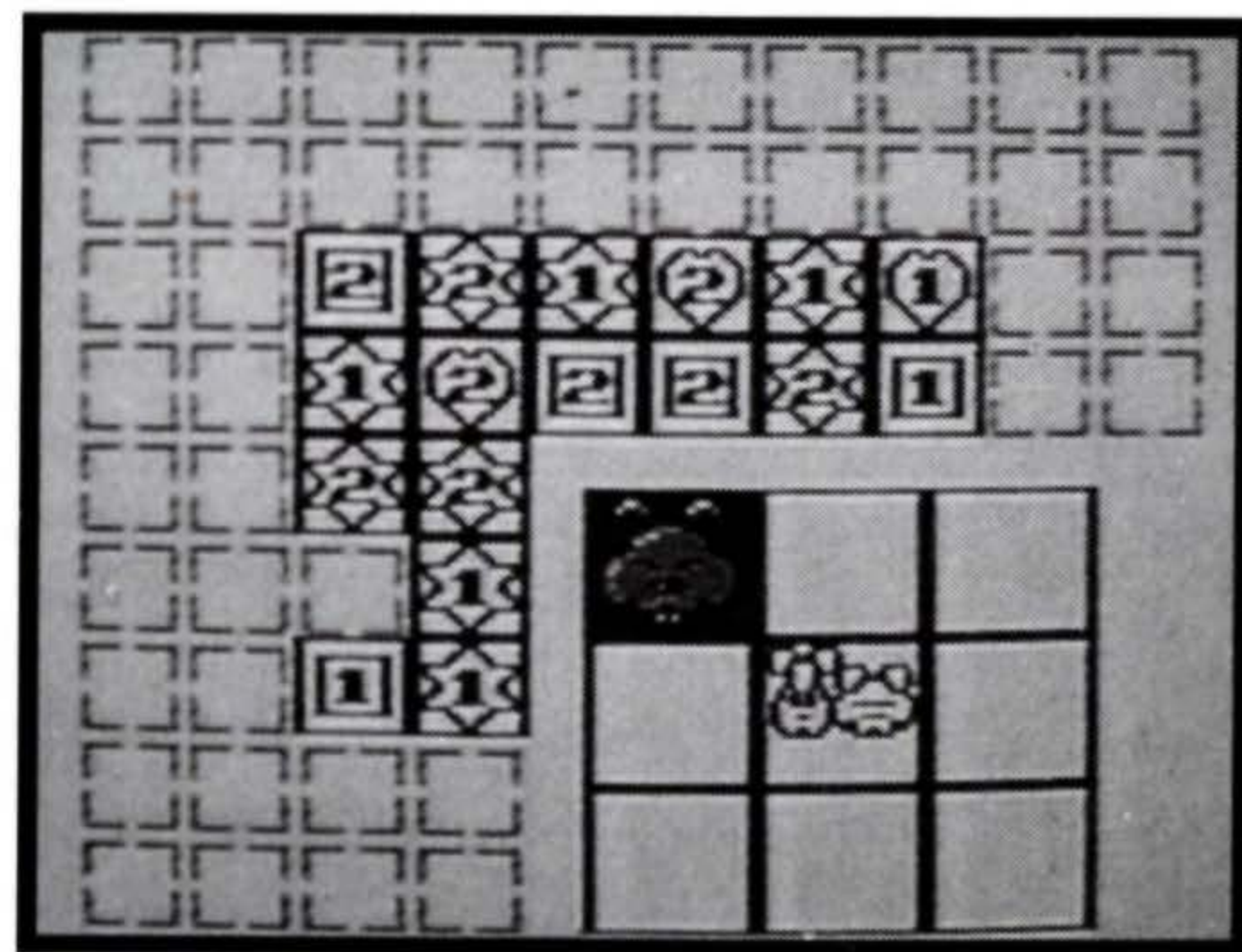
Turn on both Game Boys and select 2-Player on one game after both games are past the Nintendo start-up screen. The player who selected 2-Player must also select the type of game you will play (A., B or C).

You can take a look at the Tic-Tac-Toe board while you are solving a 2-Player puzzle by pressing the start button. This will show you which squares have already been won and the squares currently being solved.



If you get stuck while solving a puzzle you can restart the puzzle from the beginning by pressing the Select Button. (Refer to "Using the Controls" in this manual.)

Once a player enters a puzzle in 2-Player mode he can't leave without solving it or losing it.



USING THE EDITOR

Qbillion's built in editor mode lets you make your own puzzle patterns. You can then solve your own puzzle or challenge a friend with it.

Select **1-PLAYER** and then select **EDITOR** from the game type selection screen. This will take you right to the screen shown at the right.



THE THREE SELECTIONS ARE:

EDIT.....to build new puzzles.

GAME.....to solve the puzzles that you have built.

ERASE.....to erase a puzzle that you have built.

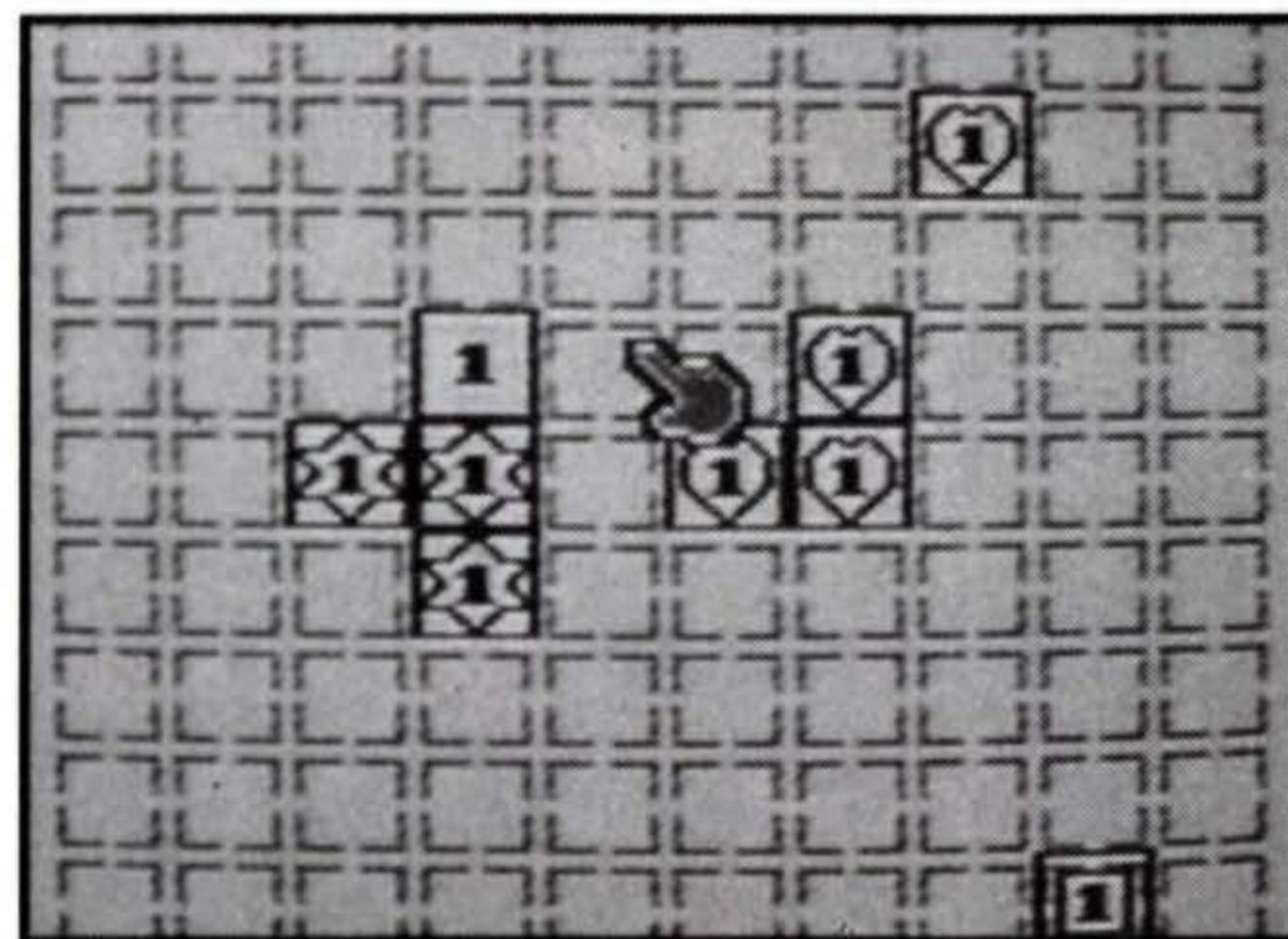
Building your own puzzles will offer you a lot of insight into how the puzzles work. This knowledge will become very helpful as the passwords get you into puzzles that are more and more difficult. As you get better at making your own puzzles, you can challenge your friends with them!

Use the
EDITOR CURSOR



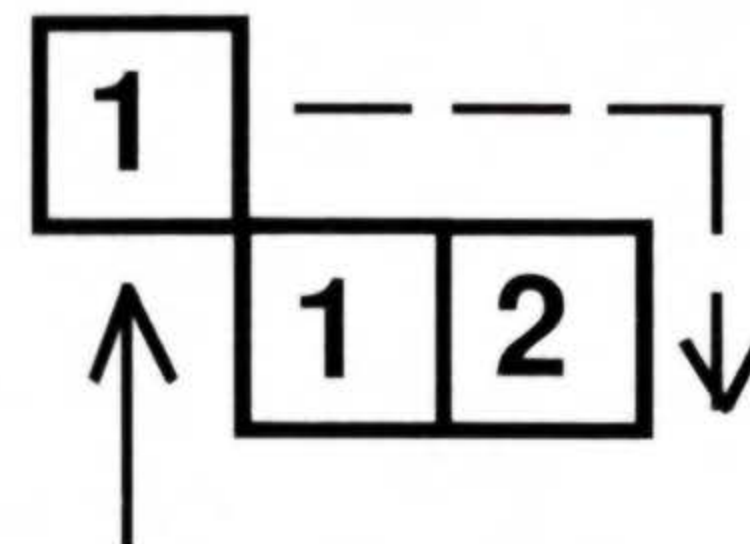
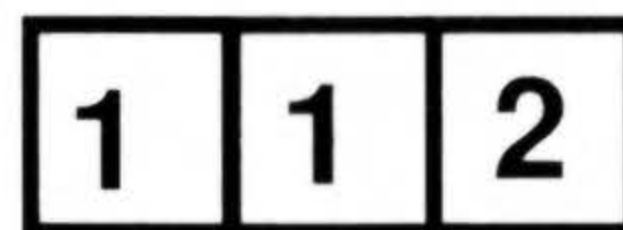
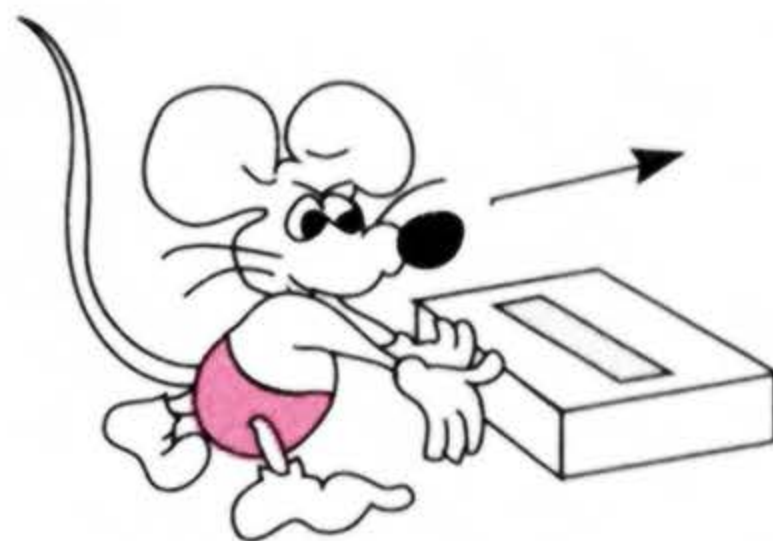
to select the square on the puzzle field where you want a block to be placed.

Refer to the section “Using the Controls” for further instructions on building puzzles with edit mode.



**Type of block
to be placed**

HELPFUL HINTS



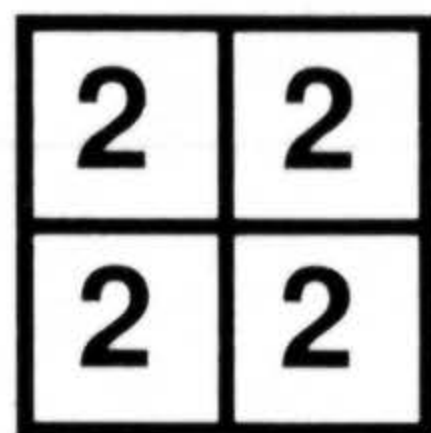
Sometimes you will have to “walk” a two over to where it’s needed. Just line up a 1 block ahead of and behind the two, push the two forward and repeat the move!

Watch out for criss-crossed symbol blocks. Erase them before you’re down to the last 4 blocks of that type.

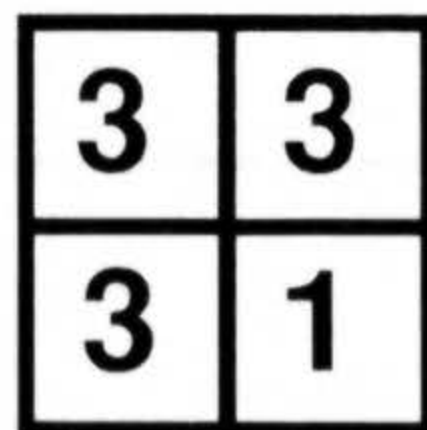
You can also walk a three by walking twos around it the same way you move the ones around the two.

BEWARE THE SQUARE!

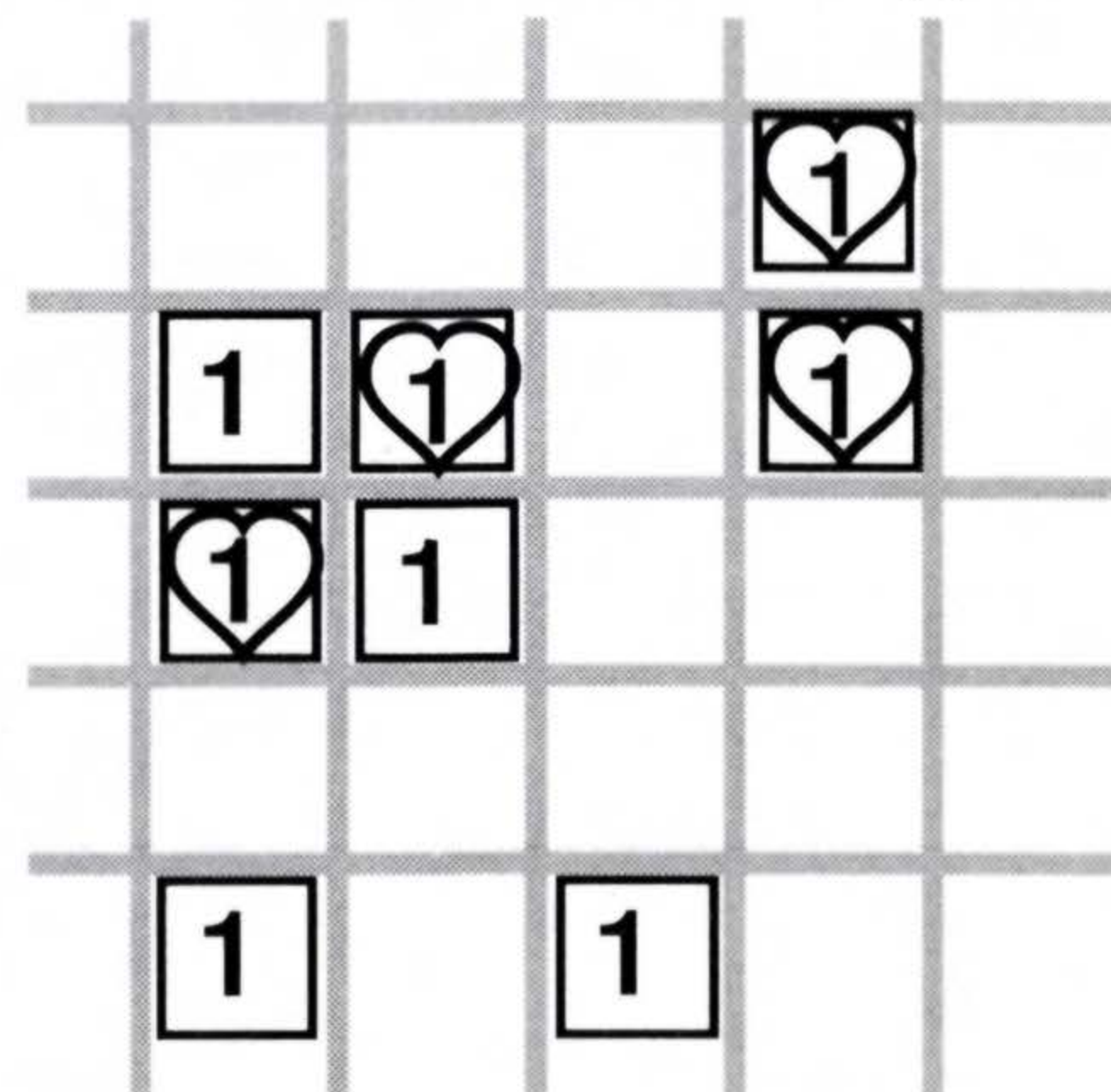
A square of anything but ones spells deadlock!



And as you can see, this square can only become a square of twos.



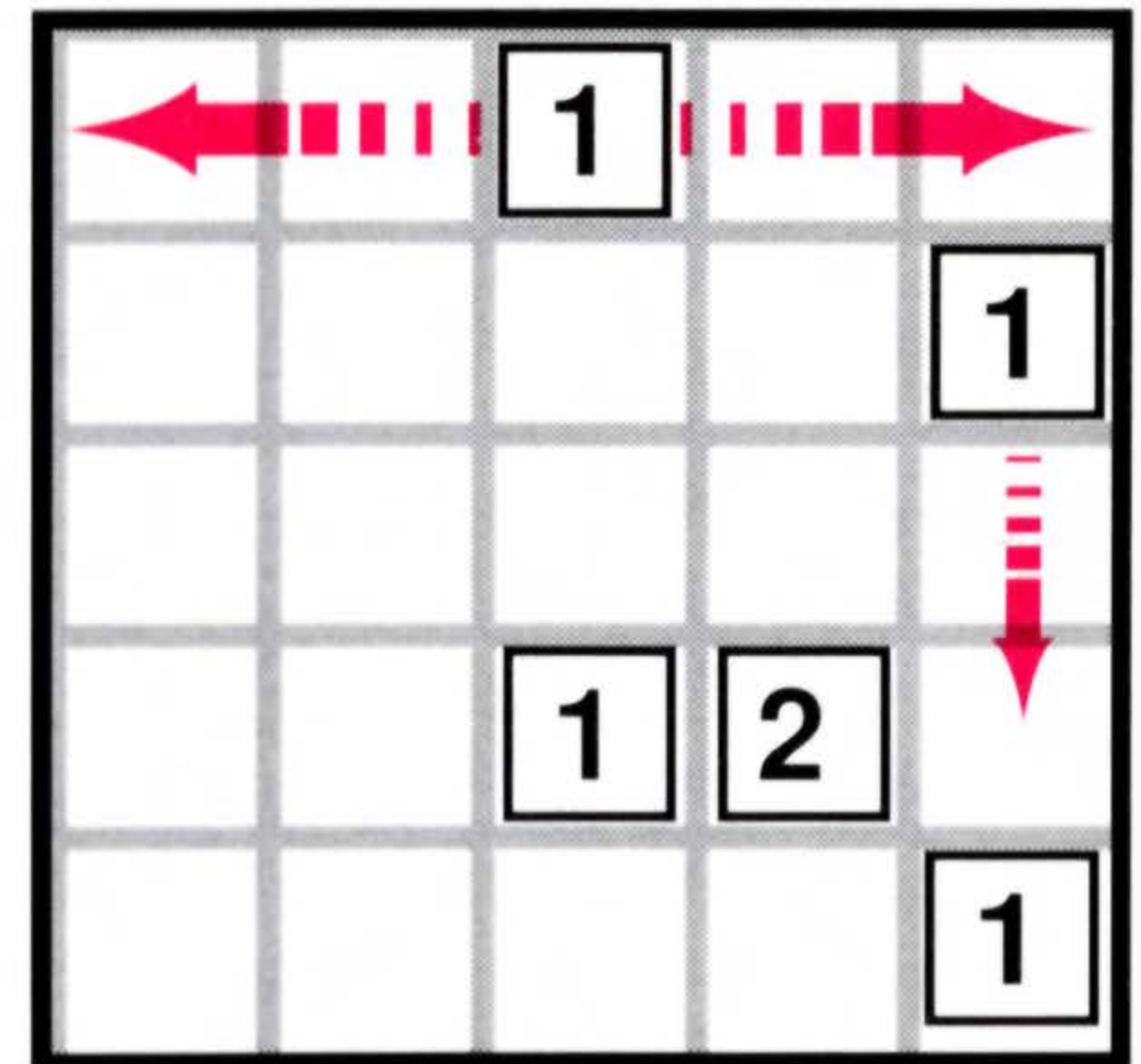
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Take special care not to push blocks to the sides of the puzzle field. From there you can only move along the walls.

There is one situation where you must “sacrifice” a one to the wall. If you need a block that is on the second level moved away from the wall you’ll have to put a one against the wall to push it out.

Of course you’ll have very little use for a block in the corner,
But you might!



PASSWORDS

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