Nintendo

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Nintendo

GAME BOY™

DMG-AW-USA-1

ALLEYWAY™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for purchasing the Nintendo® GAME BOY™ Game Pak "Alleyway™".

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operating to procedure. Keep this instruction booklet safe for future reference.

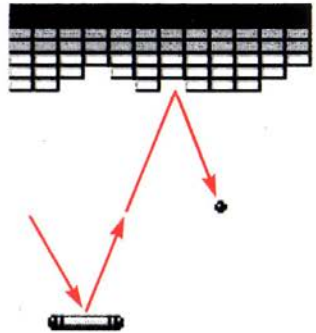
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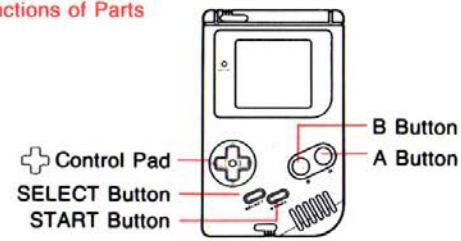
1. GAME OUTLINE

In "Alleyway," the object of the game is to hit the descending ball with the paddle at the bottom of the screen so that it rises up to demolish the blocks at the top of the screen. When all the blocks on the screen are demolished, the stage is cleared and the game progresses to the next stage. If all 32 stages are cleared, the game finishes in a fanfare. On the other hand, when the paddle fails to make contact with the ball a miss occurs and the number of paddles remaining is decreased by one. If a miss occurs when the number of paddles has been reduced to zero, that's the end of the game.



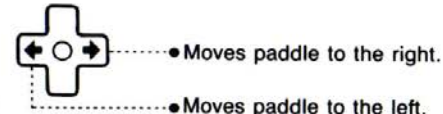
2. USING THE CONTROLLER

Names and Functions of Parts



■ Control Pad

*This button moves the paddle to the left and right.
(Up and Down are not used.)



■ A Button

Press this button to release the ball. Also, if you use the Control Pad while holding this button down, you can move the paddle at high speed to the left and right.

■ B Button

If you use the ✛ Control Pad while holding down this button, you can move the paddle at low speed.

■ START Button

Press this button while the title screen is displayed to start the game.

Pause Function

*To pause the game, press the START Button. To resume playing, press the START Button again. The pause function cannot be used during the bonus stage.



Title Screen

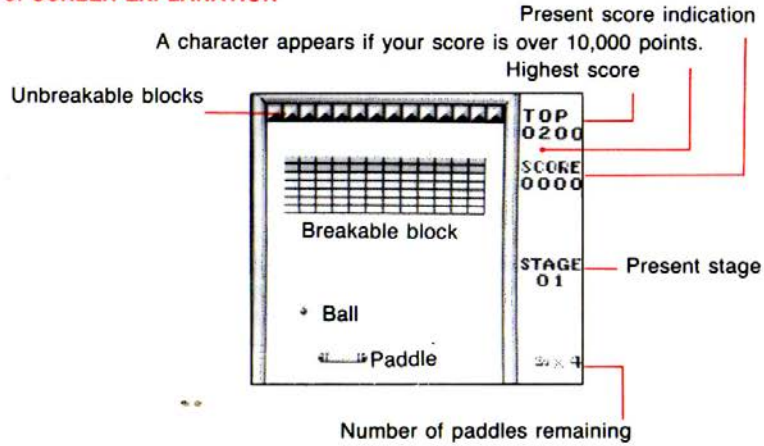
■ SELECT Button

*This button cannot be used during a game.

Reset Function

*If you want to reset the game during the game, press the SELECT Button together with the START Button. This brings you back to the title screen.

3. SCREEN EXPLANATION



*Unbreakable blocks don't appear from stage 4.

*The high score is erased when the power is switched off.

■ Block Types and Scores

White block 1 point

Gray block 2 points

Black block 3 points

Unbreakable block

(These blocks are always on screen whether or not the screen is cleared.)

*When the ball hits the gray or black blocks it moves faster.
*Starting in Stage 4, when the ball hits the ceiling, the paddle becomes shorter.



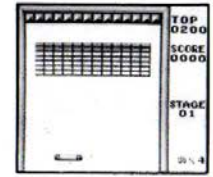
4. PLAYING THE GAME

*When the power is turned ON, "Nintendo®" will appear followed by the title screen.
*Press the Start Button.
*Stage 1 will appear. Next, press the A Button. The ball will appear and the game will begin.
*If the paddle misses the ball, press the A Button again to bring the next ball onto the screen. You can play on until you have used up the remaining paddles shown on the bottom right of the screen.
*Each time your score rises by 1,000 points, the number of remaining paddles increases by one. Remember, however, that there is no further increase if you already have 9 remaining paddles or after your score is over 10,000 points.

Title screen



Press the Start Button and the screen will look like this.

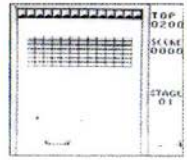


Stage 1.

5. HOW THE STAGES ARE ARRANGED

Alleyway has 4 game patterns as shown in (1) to (4) below. The game screens are called "stages". Each time you clear a stage, you progress on to the next. The game has 24 stages plus 8 bonus stages for a total of 32. If you can make it through all of the stages, you'll hear a fanfare and the end will screen appear.

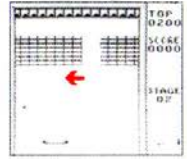
(Pattern 1) Normal Block Screen



This is the basic screen pattern. Do your best to smash down all the breakable blocks on the screen.

*You can now move on to the next screen, the scrolling block screen.

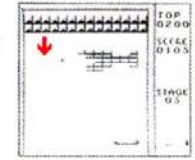
(Pattern 2) Scrolling Block Screen



The blocks move back and forth across the screen regularly from left to right and vice versa. Aim well to destroy the breakable blocks.

*The next stage is the advancing block screen.

(Pattern 3) Advancing Block Screen

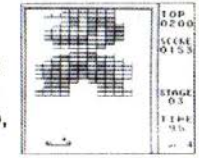


Sometimes, when the ball bounces off the paddle, the blocks descend one step.

Just before they reach the paddle, the descending blocks disappear. So play skillfully and destroy all the blocks as quickly as possible.

*If you clear this screen you can reach a bonus stage.

(Pattern 4) Bonus Stage



*The screen shown here is the stage 4 bonus screen.

In this stage, try to break as many blocks as you can within the fixed time limit. (The time remaining is displayed on the screen.) If you can clear all the blocks before the time is up, a special bonus is added to your score.

If you fail to hit the ball with the paddle in the bonus stage, it does not count as a miss. The stage simply finishes.

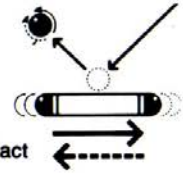
When your time is up at this stage, the bonus stage finishes and, except for the final stage, you progress on to the next Pattern 1 type stage.

6. WINNING TECHNIQUES

1. Master paddle movement
   Get used to how fast the paddle moves when the ✣ Control Pad is pressed.
2. The ball moves according to a fixed pattern.
   When the ball hits a block or wall, it bounces off at the same angle. If you can correctly predict this movement, it becomes easier to hit the ball.
3. Use the A and B Buttons effectively
   When you get used to the game, the skill you'll need most is knowing how to handle the A and B Buttons. By matching the paddle speed to the ball's movement, you'll be able to return the ball easily.
4. Button control should be relaxed
   The secrets are concentration and reflex action. Operate the buttons in a relaxed manner.

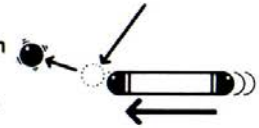
Hints

1. Make use of the snap technique.
   *Change the direction of movement at the exact moment the ball hits the paddle.

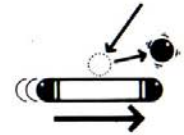


The moment of contact

2. Hit with the end of the paddle.
   *If you are very careful, you can hit the ball with the end of paddle.
   This changes the ball's direction of movement.



3. By operating the paddle in the direction opposite that of the ball's movement, you can vary the direction the ball progresses.



Use this space to make a note of the new techniques you discover for yourself.

Cautions During Use

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock.
   Do not disassemble the unit.
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5) Store the Game Pak in its protective case when not in use.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:
Nintendo warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700.
   Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

In the United States:	In Canada:
Nintendo of America Inc.	Nintendo of Canada Ltd.
Consumer Service Department	110-13480 Crestwood Place
4820-150th Avenue N.E.	Richmond BC V6V2J9
Redmond, WA 98052	
RA # _____	RA # _____

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.
You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller) and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo, for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)
If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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have other rights which vary between states/provinces.