NATSUME

1243A Howard Avenue
Burlingame, CA 94010

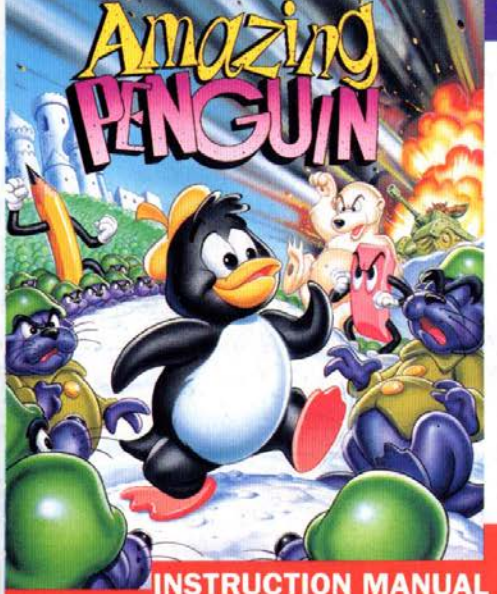
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Customer Service Line (415) 342-9231

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Nintendo

GAME BOY™



INSTRUCTION MANUAL

NATSUME

DMG-PN-USA

NOTES FROM NATSUME

Thank you for purchasing AMAZING PENGUIN for your Game Boy library. We at Natsume are proud to offer you this, our first cartridge for the Game Boy. Please read the instructions to this game before playing to insure your complete gaming satisfaction.



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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

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SAFETY PRECAUTIONS

1. *Take a 10 to 15 minute break after each hour of continuous play.*

2. *Keep cartridge stored in places away from extreme temperature changes.*

3. *Do not drop or hit the cartridge. Do not attempt to take the game apart. Avoid touching the connector terminals.*

4. *Do not clean the game with benzene, paint thinner, alcohol or any other harsh solvent.*

THE AMAZING PENGUIN STORY

The kingdom of the penguins has been invaded by the enchanted forces of the wizard Borbon the Great. Animated pencils, erasers, crayons and metal clips block the passageways of the realm. None of the penguins dare to cross the paths and the kingdom is at a standstill.



The King sent his son Prince Pendrich to defeat the armies of the sorcerer. Pendrich is the fastest and strongest of the penguin folk. Only the Prince can stop the evil invasion of Borbon's forces and return peace to the land.

LOADING INSTRUCTIONS

Insert the Game Pak cartridge into the Game Boy. Turn the machine on. The screen showing "Nintendo" and "Natsume" appear, followed by the title page. You have the choice between **START** and **PASSWORD**. Use the **SELECT** button to choose between them.

Selecting **START** begins the game at Room 1. Selecting **PASSWORD** brings up the Password screen. Enter the last password that you have received (from a previous game), to return to your last completed room.

Press the **A** or **B** buttons to change the numbers in the password. Push the control pad **RIGHT** to move to the next number. Press **START** to engage the password.

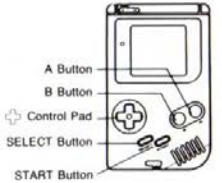
Pressing **SELECT** in the Password stage returns you to the Title page.

CONTROLLING PRINCE PENDRICH

AMAZING PENGUIN is a game of quick action and split-second timing. The controls for the hero are simple to learn but true mastery takes much practice.

START - Pauses the game.

RIGHT, LEFT, UP, DOWN - Moves the character in those directions along the passages.



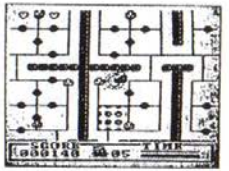
A Button - Press to kick the black seals across the playing screen. Use this to knock enemies off the screen. This only works when the penguin is standing still (you cannot run and kick at the same time). You can only kick the black seals.

B Button - Press this to burst either the black or white seals. Bursting the white seals reverses the direction of the enemy characters. Use this for a strategic escape!

THE PLAY OF THE GAME

Each room is divided into panels. Remove all of the seals from the passages to open the panels. Once all of the panels have been opened, you advance to the next room. There are 40 rooms in the game. Each room has a different level of difficulty.

Passwords are offered after every four rooms.



Bonus Panels - These panels have heart symbols inside them. To receive the bonus, you must open the two bonus panels simultaneously. The bonus is either 1,000 points or a 1-up.

Hidden Passages - There are a couple of rooms that have invisible passages that only the hero can use. Use these to avoid enemies that you cannot defeat.

SCORES



Destroying a seal	***10 points***
Opening a panel	***100 points***
Opening 2 panels at once	***200 points***
Attacking 1 enemy character	***100 points***
Attacking 2 enemies at once	***200 points***
Attacking 3 enemies at once	***400 points***
Attacking 4 enemies at once	***800 points***
Attacking more than 5 enemies at once	***1000 points***

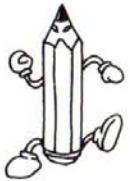
Receive 10 points for every three remaining seconds of time left in the level.

Receive a 1-up every time your score is increased by 10,000 points.

ENEMY CHARACTERS



ERASER



PENCIL



CRAYON



METAL CLIP



ICE SKATE



POLAR BEAR

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

NATSUME warrants to the original consumer that this NATSUME Game Boy 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, NATSUME 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 NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-9231. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number.

Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-9231

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

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to NATSUME, enclosing a check or money order for $10.00 payable to NATSUME, Inc. NATSUME will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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