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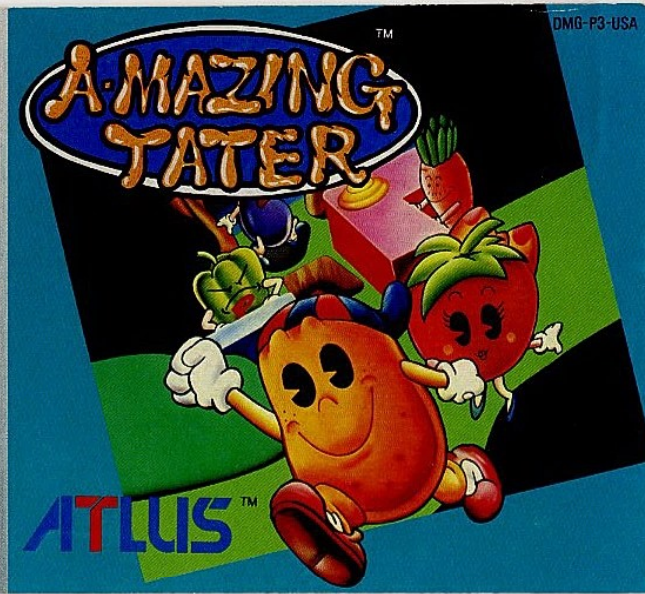
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Printed in Japan

Nintendo®

GAME BOY®

A-MAZING TATER™



ATLUS™

DMG-P3-USA

THANK YOU for buying
A•mazing Tater from Atlus.

CARE OF YOUR GAME

1) If you play for long periods, 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. Also, do not disassemble the unit.
3) Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Don't 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.

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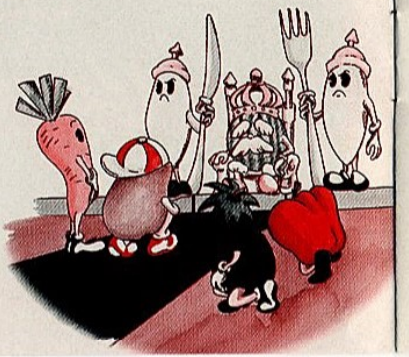
A•MAZING TATER™

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A-MAZING TATER'S BIG DAY

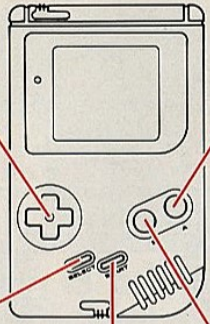
This is it! Today King Watermelon will test all the young vegetables to see who is smart and fast enough to join the Knights of the Garden. Spud, the Amazing Tater, has been looking forward to this day for a very long time. Spud is eager to join the King's service. But first he must pass many tests and beat all the other young vegetables—not an easy task! Spud will be up against Rooty Carrot, Pepo the Red Pepper, and Arnie Eggplant. Can you help him meet this challenge and win a place of honor in the King's Court?



PLAY CONTROL

Use the CONTROL PAD to move Spud through each puzzle floor, and to make selections from menus.

Some of the puzzle floors require cooperation. When you are on one of these floors, press the SELECT button to switch between Spud and his friends.

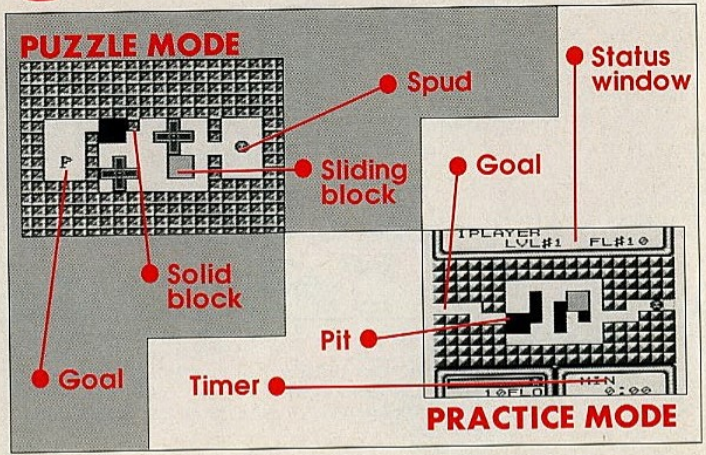


The Start button is not used at all in this game.

Press the "A" button to activate menu choices and to call up the option menu during play. The option menu will be different for each mode.

If you don't want to make a selection, press the "B" button to close the option menu. In Practice mode, pressing "B" will do the same as choosing REDO from the option menu.

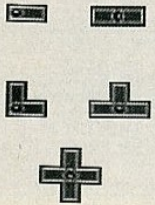
PLAY SCREENS



PUZZLE PIECES

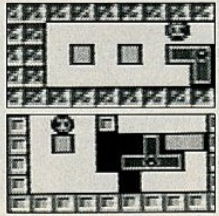
Doors

Each of the five types of doors turns on a pivot. Spud can turn them if there's nothing in the way, but he can't move them.



Sliding blocks

Sliding blocks come in several different sizes and shapes. Spud can push them around, and they will fill pits that are the same size.



Pits

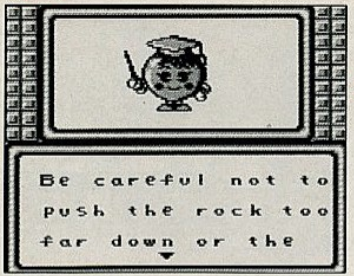
Spud can't jump over them, so he has to go around or fill the pit with a sliding block.



Goal



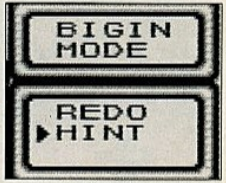
BEGINNER MODE

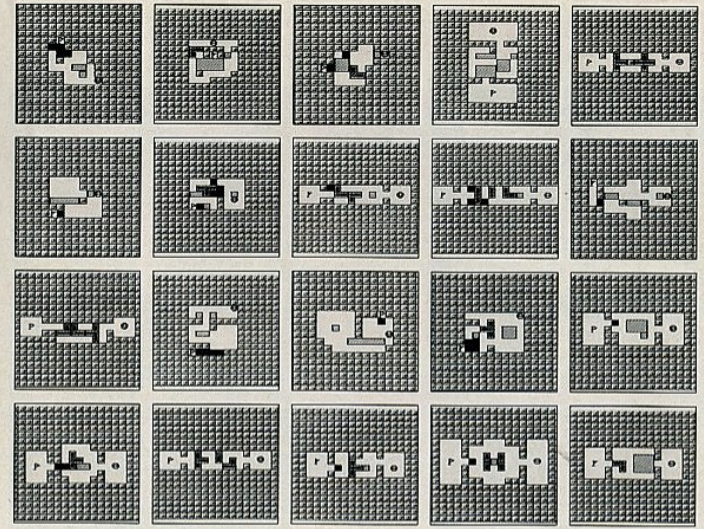


When you first start out, Mato Tomato will give you a hint before you try to pass each puzzle floor. Be sure to pay attention to her!

Mato will pick ten levels at random out of these twenty.

If you get stuck while you're on the puzzle floor, press the "A" button and select "HINT". Mato will repeat her hint for that puzzle. Don't give up!

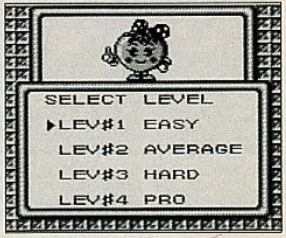




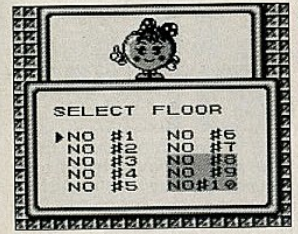
PUZZLE MODE



If you have a password, you can select "CONTINUE". Otherwise, you will have to start at the beginning. You get a password every time you complete a puzzle.



You can choose any one of the four levels of difficulty. However, taking the levels from easiest to toughest may get you farther.



Each level has ten floors, and you can start on any floor from 1 to 7. You can't enter floors 8, 9 and 10 until you have completed the first seven.



Once all ten floors have been mastered, you can move on to the next level. Spud really needs your help if he is going to qualify to be a knight!

PRACTICE MODE



You can play this mode against the clock or against a friend.



You can choose between 3 difficulty levels.

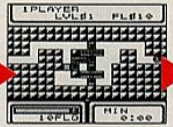


You can also choose the number of rooms on the floor.



This screen lets you double-check the selections you've made so far.

The clock is always ticking, and if you're playing the two-player game, you need to stay ahead of your opponent!



Here is a sample of the type of room you might find on level 1.

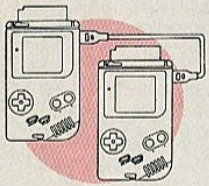


When you finish, the game shows you your total time on the course.

2 - PLAYER GAME

It's a race to the finish line!

When you have two Amazing Taters, it's time for a real challenge. Use your game link cable and pick "VS" from the Practice mode menu. On your mark, get set...





You need some more practice if you only see this screen when you play...

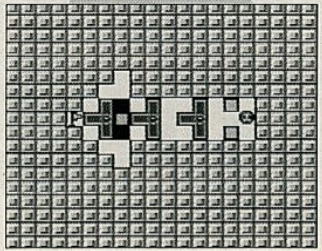


You should help your friend get better if you only see this screen.

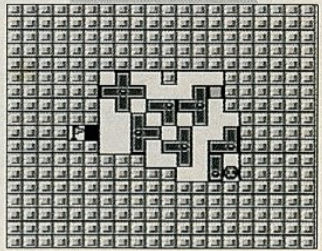
ACTION MODE

Once you've finished Puzzle Mode, and Spud has become Sir Spud, he's ready to take his place among the other Knights. He may even explore the outer reaches of the Garden! In Action mode, Spud can visit the vegetable picnic (ants always welcome), and even enter the Puzzle Forest. Here are some samples of what he might find there...

MEGA PICNIC



PUZZLE FOREST



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