Nintendo

GAME BOY™

DMG-AGGA-UKV-3

GAME BOY GALLERY™

5 GAMES IN 1

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that is 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 Nintendo Product.



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Thank you for selecting the Game Boy Gallery™ Game Pak for the Nintendo® Game Boy™ unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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Precautions

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 connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY unit.
4) Do not clean with Benzene, alcohol, or other such solvents.
5) Always check the Game Pack edge connector for foreign material before inserting the Game Pak into the GAME BOY unit.
6) Store the Game Pak in its protective case when not in use.

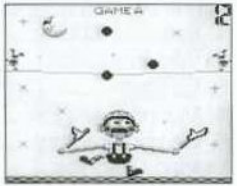
GAME BOY GALLERY

STORY

The original Game & Watch introduced millions of people to the world of Nintendo. Now Nintendo has put five of these classic titles onto one Game Boy cartridge to ensure maximum fun and frustration for players of all ages!

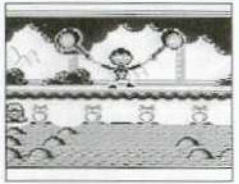
1. BALL

You would like to work for a circus. Before being offered the job, you have to show you can juggle. To make the job easier, the circus provides you with some arm extensions. You start off juggling slowly but you need to get faster to impress your new employer.



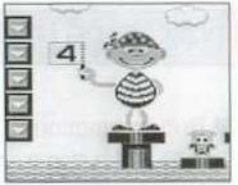
2. VERMIN

So you couldn't juggle. No problem. The local pest control company need a new employee. Moles are taking over the town and it's your job to hit the moles on the head as they surface. Be careful, the more you hit them, the angrier and faster they become.



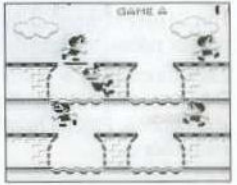
3. FLAGMAN

The previous job got under your feet so you try something more memorable. You are working at the local boating lake and your job is to hold up flags to let people know that their time is up. The school holidays have started and the lake is filling up.



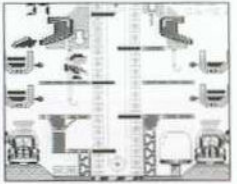
4. MANHOLE

Having left the boating lake, you take a job with the local council. All the manhole covers have been stolen and it is your job to block the manholes yourself, so that the public are not injured. The rush hour has started and the flow of pedestrians is increasing all the time.



5. CEMENT FACTORY

You have now had four jobs, this is your last chance. You get a job on a building site. Unfortunately the automatic cement mixers are not working and the lorries are waiting for the cement. Your job is to control the mixers manually. As the cement falls you must flick the switches to send the cement down the chutes and onto the lorries. Be quick though, as the next bag of cement is on its way.



GAME BOY GALLERY

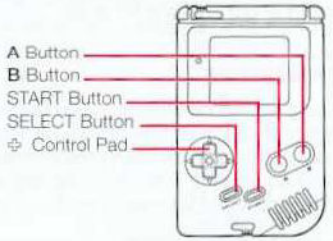
GAME CONTROL

■ Button functions

The SELECT button is not used in any game.

The START button is used to commence play or pause the game.

Each function of ✣ button, **A** button and **B** button differs depending on the game you choose. Please refer to each game's instructions.



If you press the **A**, **B**, START and SELECT buttons simultaneously, the game will reset back to the title screen.

■ Lets get started

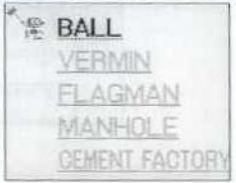
Correctly insert the Game Boy™ Game Pak into the Game Boy™ unit and turn the power to the 'ON' position. You will see the 'Nintendo®' logo for a few seconds before the main title appears.

When the main title appears, press the START button to advance to the game select screen.



■ Choosing a game

Select a game by pushing the ✣Control Pad and confirm by pushing either the **A** or START button.



GAME CONTROL (continued)

■ Title Screen

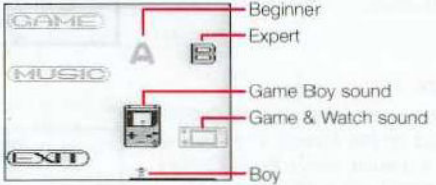
On the Title screen, Use the ✣ Control pad to move the boy. Use the A Button or START Button to make a selection.

- •START : Starts the game.
- •EXIT : Returns to the game select screen.
- •OPTION : You can select game difficulty and sound.



■ Option Screen

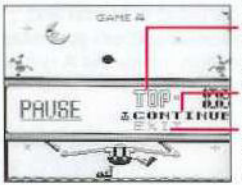
Move the boy by using ✣ button and choose the preference. When you have made your selection, press the **A** button. The boy will move to EXIT.



GAME CONTROL (continued)

■ Pause

If you press the START button during play, the pause screen appears, and the game stops temporarily. Move the ✣ Control Pad to select either CONTINUE or EXIT. Fix the selected item by pressing the **A** button or START button.



Displays the top score

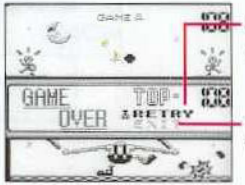
Continues the game

Ends the game, and returns to the title screen

■ Game over

When the game ends, GAME OVER is displayed on the screen. In the same way as in pause, move the ✣ Control Pad to select either RETRY or EXIT. Fix the selected item by pressing the **A** or START button.

The top score will be erased when the Game Boy is switched-off.



Starts the same game again

Returns you to the title screen

1. BALL

■ Controller Functions

- ✣ Control Pad
  - ◀▶ Move both arms right and left
  - ▲▼ Not used
- A Button
  Move both arms to the right
- B Button
  Move both arms to the left

How to play Game A

Three balls are moving around in the air. You have to operate the character's arms and catch all the balls.

Score

1 point when you catch a ball.

Miss

When you fail to catch a ball, the game will be over.

How to play Game B

The speed of the balls begins at the same level as at 300 points in Game A.

The rest is exactly the same as Game A.

2. VERMIN

■ Controller Functions

- ✣Control Pad
  - ◀▶ Move right and left
  - ▲▼ Not used
- A Button
  Move to the right
- B Button
  Move to the left

How to play Game A

A mole will pop his head out of one of the four holes. Operate the buttons to bring the hammer over the top of the hole to hit the mole. When the hammer is placed at the right spot, it will automatically come down on the mole.

Score

1 point when you hit a mole.

Miss

When you fail to hit a mole, the mole will go down slowly. Whilst the mole descends, you need to move the hammer on to the next target mole. When you miss three times, the game is over.

Bonus

When you achieve 300 points, 1000 points, 2000 points, 3000 points and so on, all your missed points will be cleared.

How to play game B

Another hole is added on.

The rest is exactly the same as Game A.

3. FLAGMAN

■ Controller Functions

- ✣Control Pad
  - ▲Up Raise No. 1 flag
  - ▶Right Raise No. 2 flag
  - ▼Down Raise No. 3 leg
  - ◀Left Raise No. 4 flag
- A Button
  A frog raises No. 6 flag (game B only)
- B Button
  A pig raises No. 5 flag (game B only)

How to play Game A

Remember the order of numbers which the flagman shows one by one and press each button in the correct order. Each time you get it right, the flagman increases by one the number of flags he will raise.

Score

Each time you get it right, you score 1 point.

Miss

Should you fail to get the order correct, or are unable to press all the numbers within the given time limit, it is counted as 1 missed point. When you have 3 missed points, the game is over.

How to play Game B

When you score 5 points, a pig is added with a number 5 flag. When you score 10 points a frog is added with a number 6 flag. Apart from these additions, game B is played in exactly the same way as Game A.

4. MANHOLE

■ Controller Functions

- ✣Control Pad
  - ◀▶ Move right and left
  - ▲▼ Move up and down
- A Button
  Move diagonally.
- B Button
  Not used

How to play Game A

Pedestrians come across from your right or left. Save pedestrians from falling down into the manholes. the speed of the pedestrians stays the same, but the number of pedestrians will increase by up to 6 people.

Score

1 point when a pedestrian walks over a manhole.

Miss

When a pedestrian falls into a manhole. Three falls will end the game.

Bonus

When you achieve 300 points, all your missed points by then will be cleared.

Fever

When you achieve 300 points without any falls, the game becomes "Fever" where you score 2 points each time instead of 1. The fever will last until you have the first fall.

How to play game B

The speed of the pedestrian increases. With every 100 points you score after 300 points, your missed points will be cleared. The rest is exactly the same as Game A.

5. CEMENT FACTORY

■ Controller Functions

- ✣Control Pad
  - ◀▶ Move right and left
    Continuously moves when kept pressed.
  - ▲▼ Not used
- A Button
  Operates tank levers.
- B Button
  Not used

How to play Game A

Cement comes down from the top right and left. The player has to move up and down by lift and operate the tank levers in order to empty the cement to the mixer lorry below. Each tank can be filled up with a maximum of three loads. Before the cement overflows, you have to open the valve by pushing down the lever and let it flow into the tank or mixer lorry below.

Score

1 point when cement moves from upper tanks to the lower tanks. 2 points when cement is emptied into the mixer cars.

Miss

When you miss the lift.

When you get stuck between lifts.

When cement overflows from tanks.

After a miss, the game will restart at the stage where both upper tanks are empty.

When you have missed three times, the game will be over.

5. CEMENT FACTORY (continnued)

Bonus
When you achieve 300 points, 1000 points, 2000 points, 3000 points and so on, all your missed points will be cleared.

Fever
When you achieve 300 points without having any misses, the game becomes "fever" where you score double the normal points. The fever will last until you have the first miss.

How to play Game B
The speed of lifts and movements of cement increase.

The rest is exactly the same as Game A.

HIDDEN GRAPHICS

In each of the 5 games, unique characters will appear when you reach certain points.

1. BALL	**100 points**	Cheer leaders
	200 points	Balancers on balls
2. VERMIN	**200 points**	Girl
	500 points	Man with spear
3. FLAGMAN	**20 points**	Rowing boat
	30 points	Yacht
4. MANHOLE	**300 points**	Butterfly
	400 points	Birds
5. CEMENT FACTORY	**200 points**	Person playing with skipping rope
	500 points	Person blowing balloon

There are plenty more hidden characters. Try hard to find them yourself.

Hints and Tips!

Call the experts! The Nintendo Hotliners are at your disposal 7 days a week, 365 days a year! Call us now, and your personal games counselor will be ready to assist you with top secret tips, tricks or strategies to solve your gameplay blues!

The normal Hotline opening hours are:

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These times may vary, please call to confirm.

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Alternatively, there is a 24 hour automated service available for selected N64 software. The games on this line are being updated all the time, so please call the normal Hotline to confirm current titles.

To call the automated line, dial : **0891 66 99 45**
(touch -tone phone only)

Calls to the automated Hotline always cost 50p per minute.

Please gain the permission of the person responsible for paying the telephone bill before phoning either of these helplines.

90-DAY LIMITED WARRANTY

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Nintendo Game Boy GAME PAKS

THE Games Ltd ("THE") warrants that this Game Boy game pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day limited warranty period, THE will repair or replace the defective pak, at its option free of charge. To receive this warranty service, contact the Nintendo Service Centre on 01703 623200.

Proof of purchase is required to claim under this warranty. This warranty shall not apply if the Game Boy Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship. This warranty does not interfere with your statutory rights.

NINTENDO TECHNICAL SUPPORT

THE provides an out-of-warranty repairs service for installation, maintenance and service of Nintendo products. For full details of the charges and services available, please contact the Nintendo Service Centre on 01703 623200.

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Nintendo

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