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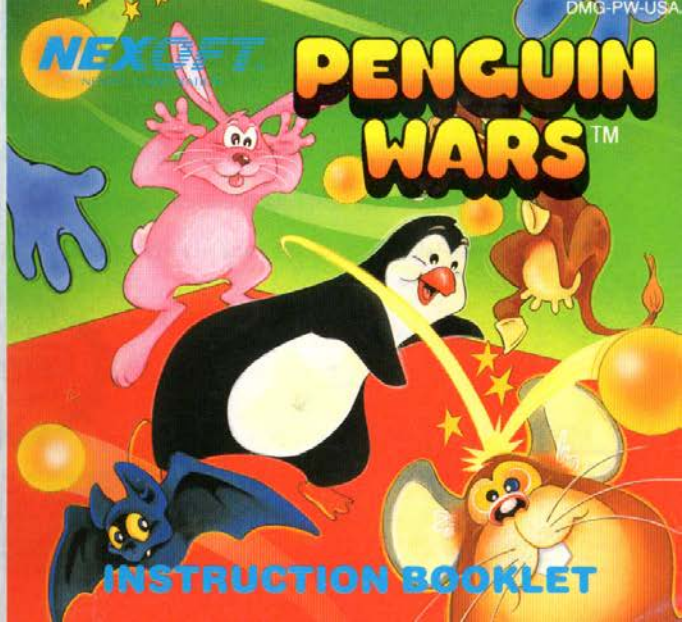
Nintendo

GAME BOY™

DMG-PW-USA

NEXOFT

PENGUIN WARS™



INSTRUCTION BOOKLET

CAUTIONS DURING USE

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. Do not disassemble the unit.
3) Do not touch the connectors 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.

LICENSED BY

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INTRODUCTION



Hello! I am the penguin in Nexoft's PENGUIN WARS. My friends and I made our debut a few years ago in the arcades of Japan. With cute characters like us there's fun in store for everyone!

With the Video Link™ cable of GAME BOY, up to 10 of your friends can play in a tournament with one another.

So, have fun and enjoy the wonderful world of PENGUIN WARS!

HOW TO PLAY

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The object of Nexoft's PENGUIN WARS is to roll ten balls onto the opposite side of the playing table within a 60 second period. The other player, another animal character, will attempt to roll the balls back.

Each player rolls five balls to the player on the other side of the table.

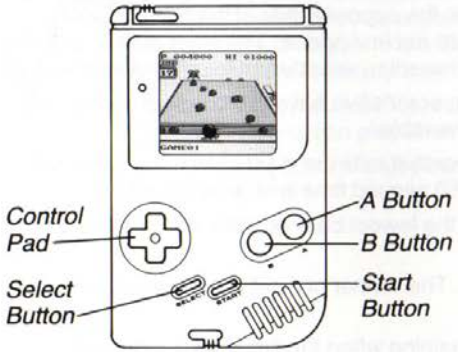
The player that rolls the most balls to the other side within a 60 second time limit wins the game.

If time runs out, the player with the fewest balls on their side of the table wins the game.

There are three games in a set. The winner of a set is the first player to win two games.

If each player has five balls remaining when the time has run out, it is called a *Draw Game*. A *Draw Game* is played over until one player wins.

If all 10 balls are thrown into the other side within the time limit, it is called a *Perfect Game*.



Control Pad

The *Control Pad* + moves the cursor up and down when pressed to choose the game mode and select a character.

During the actual game, the *Control Pad* + will move the character left or right when pressed.

A Button

Press this button once to pick up the ball. Press this button a second time and your character will release the ball. You may increase the speed of the ball by holding the *A button* down for a few seconds before releasing it. This is called a *Power Ball.*

BEWARE! If the *A button* is held down too long while holding a ball, your character will weaken and fall over!

If your character falls over or is knocked down by your opponent's ball, you must hit the *A button* repeatedly to get your character back on its feet. In addition, when a character is down, the *Control Pad* + can also be used to move your character left or right until regaining its position.

B Button

The *B button* is not needed for this game!

Start Button

Press this button to start your game. This button may also be used to pause the action *only* while in a regular single player game.

Select Button

Use this button to move the cursor on the title screen from one player *(1P)* to multiple players *(VS GAME).*

SINGLE PLAYER

As a single player, you will choose one of five characters. You will then play against the other four characters controlled by the computer.

(Note: Each character has unique abilities! Please refer to page 13 under **Main Character** for more information!)

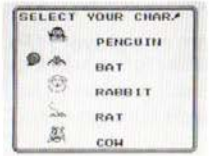
When the Game Boy is turned on, *Nintendo* will appear followed by the *PENGUIN WARS* title screen.



Title Screen

When the title screen appears, use the *Control Pad* + or the *Select button* to move the ball cursor to *1PGAME*. Then press the *Start button*.

(NOTE: To play *VS.GAME* see the section on **Tournament Play**, page 10.)



Character Selection Screen

The character selection screen appears when *1P GAME* is pressed on the title screen. Use the *Control Pad* + to select one character and press the *A button* to activate your choice.



The Adversary Introduction Screen

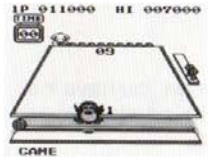
Your GAME BOY will display the opponent you are about to play. Once you see who the character is, press the *A button* and the game will begin.



Game Screen

The game screen will display:

- Your current score
- Your high score
- Remaining time for the current game
- The game number
- To the right of the table, peg marks will appear to represent the number of games that each player has won in the current set.



When You Win

After you have won two games, your next opponent is introduced and a new set begins. You win the match when you beat all four characters. All the



characters will be powered up for the next round of action, and a new match is ready to begin.

Bonus Game

If you win a perfect set against your adversary (two *Perfect Games),* you will be rewarded with a *BONUS GAME.* In the *BONUS GAME* you will have 30 seconds to roll as many balls as you can across the table before the time runs out.



Draw Game

If time runs out and each player is left with five (5) balls, this is called a *DRAW GAME.* A rematch will have to be played to determine the winner of the game.

When You Lose

The message *YOU LOST A GAME!* will be displayed when you have lost a single game. The message *GAME OVER* will be displayed when you have lost a set. To begin again, press the *START button.*

Scoring

Obtaining the best score is based on your skill and a few of our helpful hints. The more games and sets you play, the higher you can score.

Each ball is equal to 100 points. If you hit your opponent with a ball, you will receive 1000 points per hit.

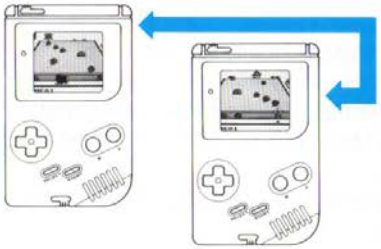
Two *Perfect Games* in a set gives you the opportunity for a *BONUS GAME.*

The more matches you win, the higher your score. As you win each match against your adversaries, your score for each ball and bonus points will progressively increase.

Use the last page in this manual to tally your best scores!

TOURNAMENT PLAY

Two to ten players can have a PENGUIN WARS tournament! You will need two (2) GAME BOY units, two (2) PENGUIN WARS game paks, and one Video Link™ cable.



Before Starting

1) Make sure that the Video Link cable is hooked up as shown in the illustration. Also, be sure that both cartridges are correctly installed before turning the power on.
2) When both GAME BOY units display the title screen, one of the players should select *VS.GAME* and press the *Start button.*

(NOTE: If the cable is removed during a tournament game the game will stop working. If this happens, turn off both GAME BOY units and restart from step 1. In addition, *VS. GAME* cannot be selected if the Video Link cable has not been connected to both GAME BOY units.)



Player Entry

The character selection screen is displayed on both GAME BOY units. Select a character by pressing the *A button,* then enter your name.

To enter your name, move the cursor to a letter with the *Control Pad* + and select your choice with the *A button.* To go back press the *B button.* After entering your name, select *END* using the *Control Pad* +. When the names of all of the players have been entered, press the *START button.*



Tournament Roster Screen

Once the player entry is complete, the tournament roster will be displayed. The sets to be played will start from the top of the roster and progress toward the bottom. Press the *START button* after you have checked the tournament roster.

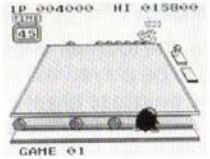
TOURNAMENT PLAY

(NOTE: If there is an odd number of players, one player is seeded and shall be listed at the bottom of the tournament roster. The seeded player should wait until his name is displayed. Sometimes a player may not play on the same GAME BOY he entered his name on.)



Adversary Character Introduction Screen

On both GAME BOYS, the names of the next players are displayed. When the players are ready, press the *START button.*



Game Screen

Playing the tournament game is identical to a two player game. The player who wins the two games is the winner of the set. The next pair of players will then play a new set. Once every pair has played a set, a new tournament roster will display the next level of competition. The tournament will progress into the final round of play. The champion shall be listed at the bottom.

MAIN CHARACTERS

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There are five unique characters. Each character has different strengths and skills. The game can be made easier or more difficult by selecting a particular character.



Penguin - Our Average Player

The Penguin is a well rounded player of average ability. He is a bit predictable, yet very trustworthy.



Cow - The Strongest Physical Player

The Cow is a little slow, but she has the muscles. The Cow also recovers the quickest when knocked down.



Rabbit - The Goofy Player

The bushy-tailed Rabbit will hop quickly about with rather average skill, and is very amusing.

MAIN CHARACTERS



Bat - The Skillful Player

The Bat is rather quick and quite adept at rolling the ball. The Bat can be very difficult to hit with a rolling ball.



Rat - The Strategic Player

The Rat is a persistent character who makes up for his size and slow ball-rolling ability through very clever strategy and a constant determination to win.

SPECIAL CHARACTERS

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When the remaining time reaches 20 seconds, special characters will suddenly appear on the screen to disrupt the balls that you roll across the game table. There are four of these characters that roam from right to left and a different reaction is met when any ball hits the characters.

The Slime Monster

Balls bounce straight back.

The Roving Ball

Attracts the ball and changes its course. The rebound has a slight angle effect.

The Spinning Disc

Balls will bounce anywhere!

The Crazy Dog

The dog gets angry and the ball bounces straight back!

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YOUR BEST SCORES NEXOFT

DATE	SCORE	DATE	SCORE	DATE	SCORE

