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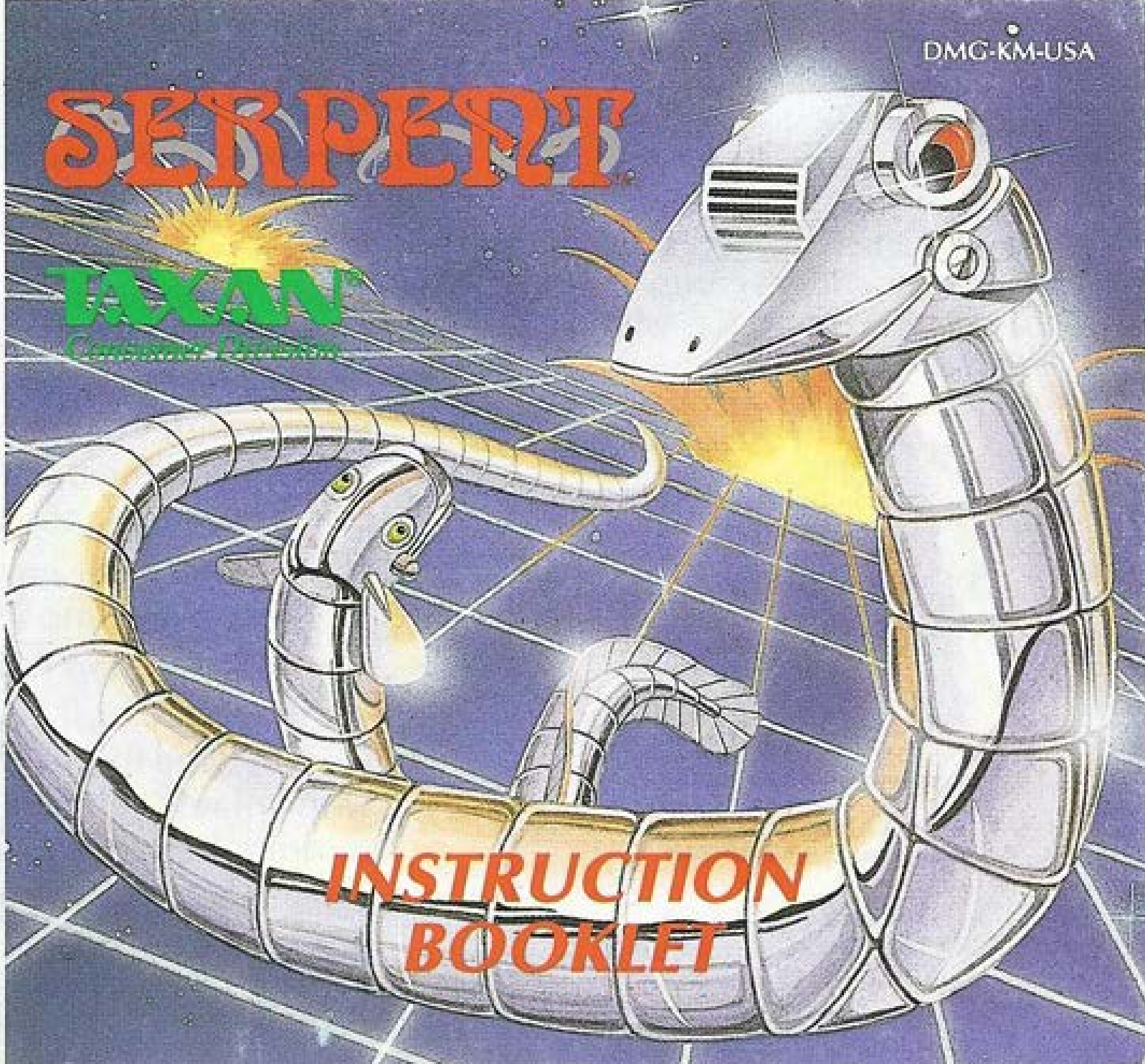
GAME BOY™

DMG-KM-USA

SERPENT

TAXAN

Computer Division



INSTRUCTION BOOKLET

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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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 may 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.

Thank you for purchasing TAXAN's Game Pak, SERPENT. Please read this instruction booklet to ensure proper handling of your new game, and keep the booklet for future reference.

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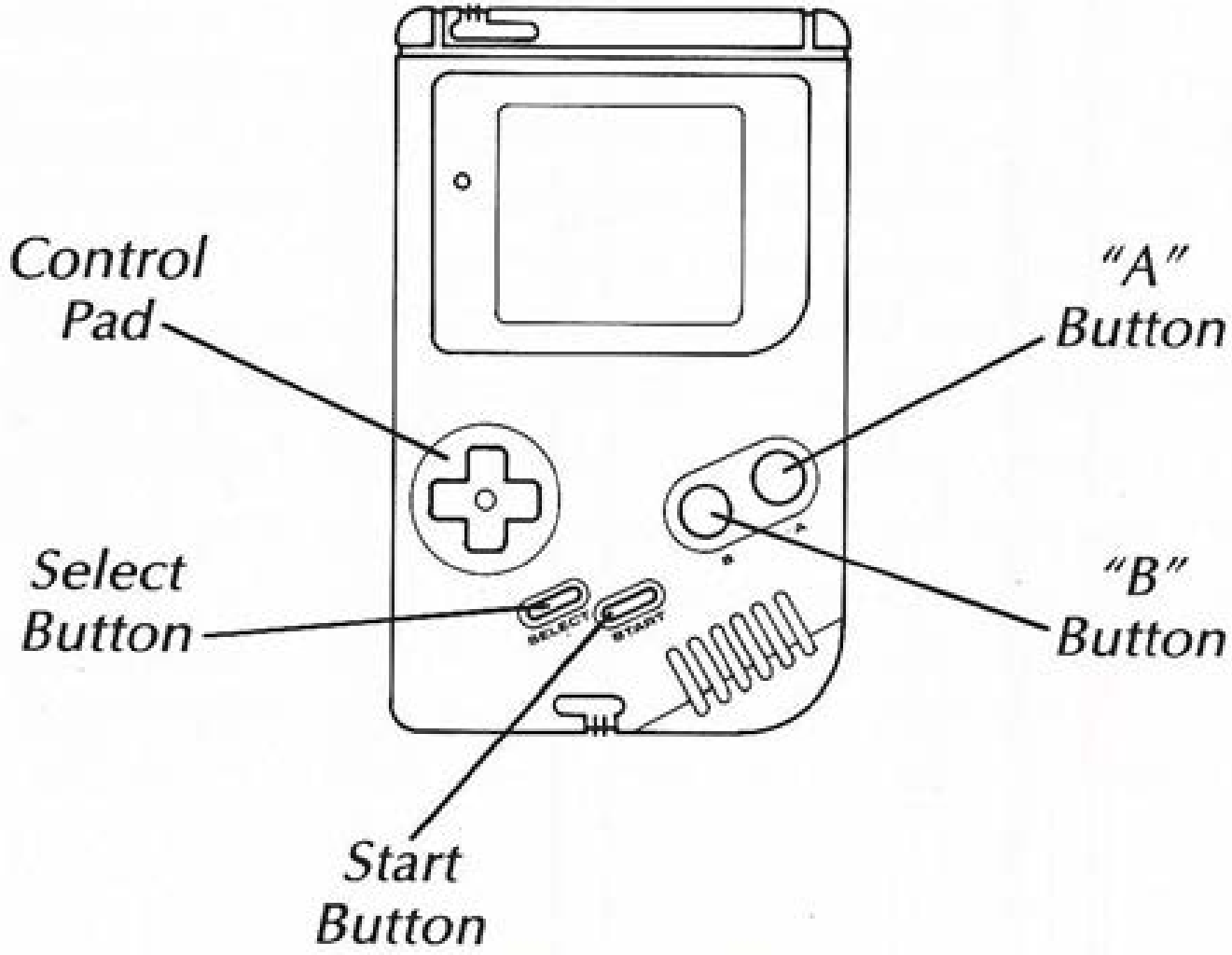
Welcome to the land of the Serpent competitions! In the distant future, the most popular one-on-one sport is Serpent. The players leap into their vehicles and take to the field . . . The tension mounts . .. Then the race is on! To win, you must cut off the other player and surround them with your tail. The pulse-pounding action never stops! Are you up to the test of the Serpent competition?

OBJECTIVE

Defeat your opponent – either the computer, or another player via the Game Boy Video Link™ cable. The concept is simple, but the execution can be much more complicated. There are two ways to defeat your opponent: Either completely surround him, or block his head into a corner. In level 3 and 4 of both mode A and mode B, the computer opponent can reverse, which means that you will have to block off both his head and his tail to win by this method. Some of this may sound hard to understand, but you will learn as you play.

To win a match, you must win the best out of 13 matches (first player to win seven games). There are five different endings in Serpent. The first ending is shown any time you win a match. The other four endings are bonuses. If you beat any level with a perfect score (7 to 0), then you will see one of the bonus endings, with the best seen when you defeat level four.

CONTROLS



Control Pad: Use to move the cursor in the Level Select Screen. Press left to turn the Serpent to its left side during play.

Select Button: Select one or two players during the Title Screen, or select the level type in the Level Select Screen.

Start Button: Go to the Level Select Screen from the Title Screen; start the selected game from the Level Select Screen; or pause during play.

"A" Button: Press to turn the Serpent to its right side during play.

"B" Button: Press to shoot missiles if any are in inventory.

Note: When the Serpent is moving upward, its left side will be to your left, and its right side will be to your right. But when the Serpent is moving downward, its left side will be to your right, and its right side will be to your left. When the Serpent is moving across the screen to your left, its left side will be downward, and its right side will be upward. When the Serpent is moving across the screen to your right, its left side will be upward, and its right side will be downward.

SCREEN DISPLAY

The following information is displayed across the top of the screen:

α / # of missiles / player length / games won β / # of missiles / player length / games won

# of Missiles: When a player picks up a Speed Missile or a Slow Missile, this will indicate the missile type and quantity.

Player Length: As the player gets more Increase-Length or Decrease-Length items, the length of the player can be from 20 to 110 sections.

MODES AND LEVELS

There are two modes of game play in Serpent, with four levels of difficulty in each mode.

The difference between mode 1 and mode 2 is that in mode 2, there are small snakes wandering at random around the playfield. If one of these small snakes touches the head of your Serpent, you will be destroyed.

The four difficulty levels are as follows:

Level 1 – Slow, with no reversing.
Level 2 – Fast, with no reversing.
Level 3 – Slow, with reversing.
Level 4 – Fast, with reversing.

In a one-player game, only the computer Serpent can reverse in Levels 3 and 4. In a two-player game, either player can reverse in Levels 3 and 4.

ITEMS

There are two types of Items: Length Items and Missile Items. To cause an Item to appear, simply draw a box of any size, and sometimes, Items will appear in the box.

Increase-Length Items

2 - 6 Increase Serpent Length 20-60 sections.

M Increase Length to maximum (110 sections).

Decrease-Length Items

2 - 6 Decrease Serpent Length 20-60 sections.

M Decrease Length to minimum (20 sections).

Missiles



Clear Missile:
Slow down opponent.



Dark Missile:
Speed up opponent.

LIMITED WARRANTY

TAXAN USA Corp. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to TAXAN USA Corp. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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Consumer Division

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