Nintendo

GAME BOY™

KEMCO ▲ SEIKA

DMG-SN-USA

SNOOPY'S™

MAGIC SHOW

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 accesssories to ensure complete compatibility with your Game Boy system.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME:

1. This Game Boy system is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. This could cause damage.
3. Do not clean the case with solvents of any kind,such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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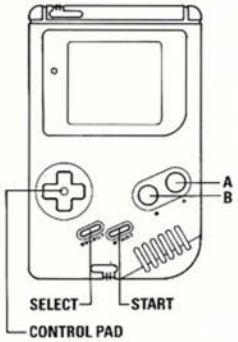
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Welcome to the Snoopy Magic Show! It's up to you to help Snoopy rescue Woodstock. But watch out for Spike and the evil bouncing balls!



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Control Pad:
Used to move Snoopy and to move the cursor when making selections.

SELECT Button:
Used to abort play.

START Button:
Used to start the game and to pause the game during play.

A Button:
Used to eliminate blocks

B Button:
Not used.

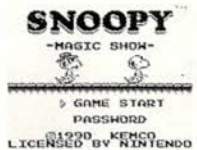
HOW TO PLAY:

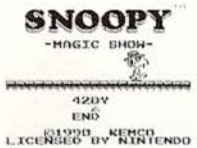
Starting the Game:
You may choose either the 1 Player or 2 Player game. In the 2 Player game each player tries to be the first to complete the level. Use the control pad to move the triangle cursor to the desired choice and press START.

Next, you will be given a choice of starting a new game (GAME START) or entering a password to start from a selected level (PASSWORD).

Use the control pad to move the cursor to the desired choice and press START.







If you choose to enter a password, you will see a screen similar to the screen on the left.

Press the A Button to begin entering the password. The cursor will move under the first character of the password. Use the Up and Down directions to change the letter. Use the Left and Right directions to move from one character position to the next. When you have correctly entered your password, press the Left or Right directions until the cursor appears to the left of the password. Next, use the Up or Down direction to move the cursor to END and press the A Button. You will then begin your game from the chosen level.

The Objective:
The objective is to gather up all the Woodstocks, while avoiding Spike and the bouncing balls. In the 2 Player game, the second player becomes Spike (Snoopy's brother) and must compete against player one (Snoopy) to finish the screen first. There are over 100 different screens, each challenging in its own unique way.

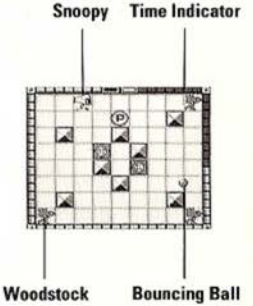
How to Play:

You begin the game with 5 lives. You receive an extra life for each level you complete within the allowed time. You lose a life when you run into a bouncing ball or Spike, or time runs out. The amount of time remaining is indicated by the changing of the color of the border around the game screen. This border gradually changes color as time passes, starting from the top of the screen and moving counter-clockwise. Time has expired when the entire border has changed color.

There are several types of special items that you will encounter:



Regular Blocks:
You can sometimes move these blocks by pushing on them.





Fragile Blocks:
These blocks can be eliminated by pushing on them while pressing the A Button. When eliminated, these blocks leave a hole behind that does not affect anything else.



Disappearing Blocks:
These blocks will disappear and reappear.



Teleporter Squares:
When you enter this square, you will appear on another teleporter square. This can be helpful in avoiding the bouncing ball.



One Way Squares:
When you enter this square, you are automatically moved one square in the direction of the arrow.

In addition, there are two special hidden surprises that will occasionally appear:



Power:
When you touch this symbol, you will begin flashing. While flashing, you can eliminate bouncing balls by running into them. Be aware that this only lasts for a short time!



Clock:
When you touch the clock, time will stand still for a short while.

When you have lost all your lives, you will be given the opportunity to continue from the current level. You will also be given the password that will allow you to start from this level at a later time.

Scoring:
You receive 1000 points each time you rescue a Woodstock or and 100 points for each unit of time remaining when you complete a level.

NOTES

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Game Boy Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) 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, SEIKA 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 SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040 or in California 213-373-8127. 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 Seika Service Representative 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 ofyour defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Seika Corporation, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503

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

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and 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 merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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