GAMETEK

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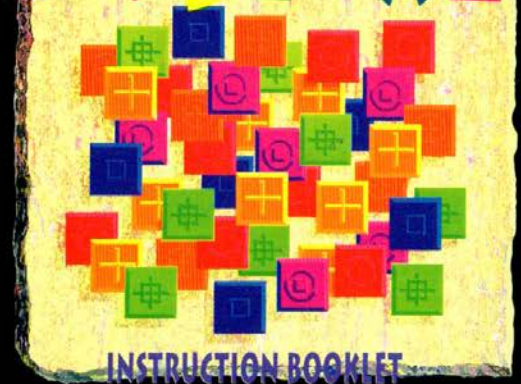
Nintendo®

GAME BOY®

GAMETEK

DMG-ER-USA

TESSERAE™



INSTRUCTION BOOKLET

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- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paintthinner, alcohol, or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

GAMETEK CUSTOMER SUPPORT

Game Hint and Tip Line
1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

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QUICK START

At the title screen, press START.

Using the DIRECTIONAL BUTTON, move the pointer to select game options.

Lock in your decision by pressing BUTTON A.

Press START to begin game play.

ABOUT TESSERAE

Tesserae is a single player strategy game played with tiles. The game is played on one of 9 boards or "mosaics". The object of the game is to solve a mosaic by removing tiles until only one tile is left, AND to do this in as few moves as possible.

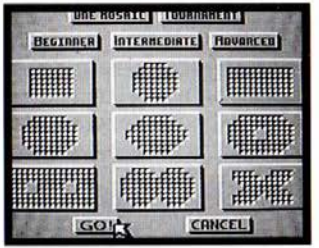
The game can be played either on one mosaic, or as a tournament, in which the object is to solve all 9 boards in order with the lowest overall score.

OPERATIONAL INSTRUCTIONS

At the title screen, press START to begin game play.

GAME OPTIONS

This is the game options screen which allows you to select either the One Mosaic game, in which you play just one of the nine mosaics, or the Tournament game, in which you must finish all of the nine mosaics in turn to win.



Difficulty Levels

The difficulty levels in Tesserae are based on the number of secondary and tertiary tiles distributed in each mosaic. The more secondaries and tertiaries there are, the more difficult it will be to complete a mosaic.

- **Beginner Level** mosaics have one secondary tile for every three primary tiles (except the first mosaic which has no secondaries at all). This level is relatively easy, and is intended for learning the game.
- **Intermediate Level** mosaics have one secondary tile for every primary tile. The true complexity and strategy of Tesserae can be seen at this Level.
- **Advanced Level** is for experts and masochists. There are 3 secondary tiles for every 5 primaries, and in the later mosaics there are some tertiaries. **Caution:** This is a very difficult level!

Getting Started

When you have selected the game options and you are ready to play, move the pointer to GO! and press BUTTON A, or simply press START after you have locked in your game options.

The selected mosaic will be displayed, and all the tiles on the mosaic will fall into their proper spots. Each time you play a mosaic, the tiles on the board will be randomly generated according to the difficulty you have selected.

Displayed at the top of the mosaic will be the following legends:

The number next to the "Tiles" legend indicates the number of tiles left on the mosaic. This number will decrease as you remove tiles from the board.

(Remember that the number of tiles is not necessarily equal to the number of spaces on the board; a secondary tile counts as two tiles, and a tertiary as three.)

The number displayed next to the "Moves" legend indicates how many moves you have made so far on this mosaic.

As you play, you may eventually reach a point where you cannot make any more moves. You will then be shown a dialog box which will give you the following options:

- "Undo Last Move" will take back the last move you made
- "New Tiles" will generate a new, random set of tiles for this mosaic.
- "New Game" will take you to the game selection dialog.
- "End Game" will return you to the title screen.

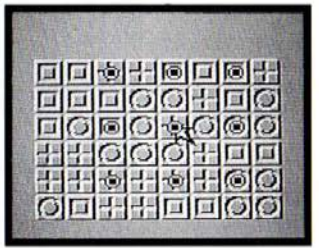
If you are playing a Tournament game, you will be taken to the next mosaic in the game. If the mosaic that you just won was the last mosaic, then pat yourself on the back: you have just won the tournament, and you will receive your final score!

If you are playing the One Mosaic game, you will be shown the final score for the mosaic, and you will be given some options:

- "Play Same Mosaic" will generate a new set of tiles for this mosaic.
- "New Game" will return you to the title screen.

Moving Tiles

Using the DIRECTION BUTTON, position the pointer over the tile to be moved. Press BUTTON A (a solid dot will appear if it is positioned over a tile that can be legally moved).



The positions, that the tile can be legally moved to, will be identified by a blinking dot.

Positioning the pointer over any one of the blinking tiles and pressing BUTTON A will move the tile to the new location, or clicking anywhere else will cancel the move.



When you press the START button, a dialog box will be displayed that allows you to select the next game to play.

- "Return to Game" returns to the game.
- "New Tiles" ends current game and starts the game over using the same mosaic.
- "New Game" ends current game and takes you to the game options menu.
- "End Game" ends current game and takes you to the title screen.

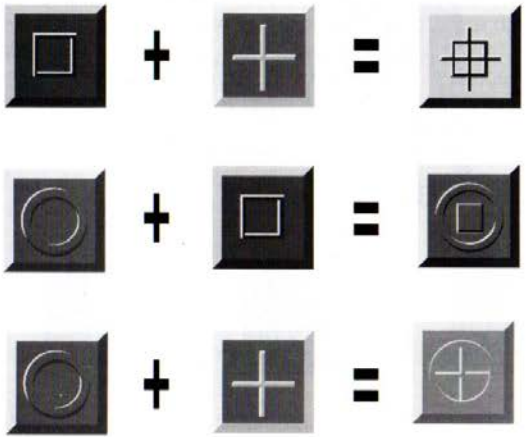
About The Tiles

The tiles are divided into three types: Primary, Secondary, and Tertiary. Each space on a mosaic may be occupied by one, two, or three tiles. If two tiles occupy the same space, then that space contains a Secondary tile. If three tiles occupy a space, then that space contains a Tertiary tile. The symbols embedded on each tile represent that tile's type.

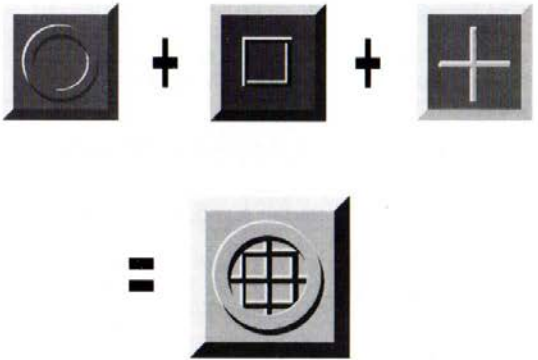
Primary Tiles:



Secondary Tiles Are Combos of Primaries:



Tertiary Is All Primaries Combined:



Legal Moves

A move in Tesserae can have elements of eight categories. This first and simplest is that of a primary jumping over another primary and landing on a blank space.

The first tile is moved and leaves an empty space behind. The second tile disappears. The first tile is then placed where the blank space was before.

The second move element is that of a primary jumping over a secondary.

The primary is subtracted from the secondary, leaving the left over primary in the middle space.

For the move to be legal, the middle tile must be a secondary that contains a component of the primary jumping over it.

For example, a tile imbedded with a cross cannot jump over a tile embedded with a square+circle, since a tile embedded with a cross is not contained in the tile with a square+circle.

The third move element is that of a primary jumping over a tertiary. The primary is subtracted from the tertiary, leaving the left over secondary in the middle space.

The fourth move element concerns primaries that land on other primary tiles with different symbols, after making a legal jump. The tile that is moved will be added to the tile it lands on to make a new secondary.

The fifth move element concerns primaries that land on secondaries after making a legal jump. The tile that is moved will be added to the secondary that it lands on to make a new tertiary.

Primaries can only land on a blank space, other primaries, or secondaries that do not already contain that primary.

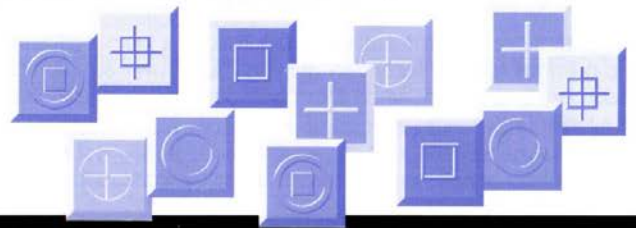
The sixth move element is a secondary making a jump. Following the previous rules, a secondary may only jump over an identical secondary or a tertiary, since it can only be subtracted from itself or a tertiary.

If a secondary jumps over a tertiary, the elements of the secondary are subtracted from the tertiary to leave a primary in the middle space.

The seventh move element concerns secondaries that land on primaries after making a legal jump. The secondary that is moved will be added to the tile that it lands on to make a new tertiary.

Secondaries can only land on a blank space, identical secondaries, or on primaries that are not already contained in that secondary.

The last and most limited move element is that of a tertiary making a move. A tertiary tile can only jump over another tertiary, and can only land on another tertiary or a blank space.



Playing Tips

- Try to remove all the secondary and tertiary tiles from the corners of the board first.
- Next, remove all the secondary and tertiary tiles from the edges of the board.
- As the game progresses, keep trying to consolidate all the of tiles in one area. Do not leave tiles spread out all over the board, or you will find that you won't be able to go back for them.
- Use Undo liberally! It is very common to get stuck near the end of a game and still win by Undo-ing a few moves and trying a different approach.
- To win in as few moves as possible, make complex moves. For example: Jump a secondary over another secondary to remove several tiles in one move. This will result in a better score at the end of the mosaic.

CREDITS:

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