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INSTRUCTION BOOKLET

GLOVER™

HASBRO Interactive™

EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

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Thank you for selecting the Glover™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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HASBRO Interactive

INTERACTIVE STUDIOS

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THE N64 CONTROLLER

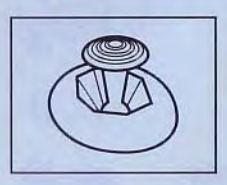
CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R buttons.

HOLDING THE NINTENDO® 64 CONTROLLER



While playing the Glover game, we recommend you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

CONNECTING THE NINTENDO® 64 CONTROLLER

To play Glover, connect a controller to socket one located on the front panel of the Control Deck. If you change the connection during the game, you will need to turn the power OFF to make the connection active.

This game is designed for one player, so only one controller is needed.



THE STORY OF GLOVER

HOW IT ALL BEGAN...



Long ago, in a magical land called the Crystal Kingdom, lived a good wizard. Behind the walls of his Crystal Castle, the wizard used magic gloves to produce strange potions and magical spells. One day the wizard accidentally mixed the wrong potions and - KA-BOOM! A huge explosion sent the magic gloves flying, and turned the wizard to stone! One of the magic gloves flew out a turret window and landed safely on the ground. The other glove wasn't so lucky. It landed in a cauldron of pure evil!

WHAT HAPPENED NEXT...

The safe glove, though stunned by the fall, looked up and was horrified. The explosion had dislodged the Castle's 7 turret crystals - the life force of the kingdom! Without them, total chaos! Knowing the crystals were about to smash into the ground, the glove cast a spell to transform them into something tougher - rubber balls. Success! The crystals hit the ground, and bounced, rather than shattered! Unfortunately, all was not saved - 6 of the 7 crystals bounced out of sight and into different parts of the Kingdom.



A HERO IS BORN!

Realizing the gravity of the situation, the glove springs into action. He knows the crystals must be brought back to the Castle if order is to be restored to the Kingdom! He is the Wizard's only hope.

He is a new hero.
He is GLOVER!



YOUR CHALLENGE

Guide Glover through 6 perilous worlds of danger and evil. Return all of the crystals to the Castle to restore the Wizard and save the Kingdom! To do this, you must control Glover to find and guide one crystal (turned rubber ball) through each world and back to the castle where it will transform back into a magic crystal.

STARTING THE GAME

Correctly insert the Game Pak into the Nintendo 64 Control Deck and move the Power switch to the ON position. Make sure not to touch the Control Stick at this time. Press Start to begin the game.

DEMO MODE

This mode can be useful for learning the abilities and controls of Glover. If you wait on the Start Screen for a little while, the Demo Mode begins. There will be a picture of the Nintendo® Controller with highlighting buttons that indicate which ones are being pressed to control Glover and the ball.





THE START SCREEN

The Start Screen presents you with four choices: Start, Options, Practice, and Time Trial. Use the Control Stick to highlight your selection. Press A to confirm.

START Will begin a new game, or allow you to continue a saved game. (See "Loading and Saving" below.)

PRACTICE This is a practice course designed to teach you the basic controls of Glover.

OPTIONS Allows you to adjust the music and sound effects volume, or view credits, Hi-Scores and best times.

TIME TRIAL This gameplay mode allows you to race against the clock through a previously completed level. If you don't beat the best time, your game will end.

LOADING AND SAVING

Glover has a battery backup feature that allows you to save your level progress. Your progress is saved at the end of every level that you complete. You have three options:

CONTINUE GAME Choose this option to select a previously saved game. Use the Control Stick to select the appropriate save slot, then press A. If there are no saved games, this option will start a new game.

NEW GAME Choose this option to begin a new game. It will automatically default to the first empty save slot. (Note: You may also start a new game over a previously saved game.) After choosing your save slot, you will be asked to enter your name. You may enter 3 initials. These initials will be entered for the name of the save game slot that you have chosen and for all "best times" or "hi scores" that you may acquire.

COPY SLOT Choose this option to select a previously saved game and paste it to another save slot. Important! If you paste over a previously saved game slot, you will erase all progress made on that previously saved game.

SELECT DIFFICULTY LEVEL

After you start a new game, you must select from two different difficulty settings: Easy and Normal.

THE EASY MODE:

- Starts you off with 10 lives.
- Makes it easier to gain extra lives and points.
- Has non-reversed controls when Glover is standing on the ball.
- Gives you the "Garib locator".

Note: Bonus levels are not available in Easy mode.

THE NORMAL MODE:

- Starts you off with 5 lives.
- Allows you to gain extra lives and points normally.
- Includes Bonus levels.
- Reversed controls while standing on the ball.

CONTROLLING GLOVER

Glover can do lots of moves, both with and without the ball. It may seem complicated at first, but stick with it. Do the Practice course, and you'll quickly become used to controlling Glover! Here are the basic controls:



Without the Ball...

CONTROL STICK:



Tiptoe/Walk/Run:
Use the Control Stick to move Glover. The farther you tilt the Control Stick away from center, the faster Glover will move.

A BUTTON:



Regular jump:
Press A once to jump.

Double jump:
A + A makes Glover jump higher. To jump extra high, wait until Glover is at the top of his first jump, then press A again.

B BUTTON:



Locate ball/Next level: Hold B to make Glover point to the location of the ball (which is very helpful if you've lost it). This can also show you which level or levels are open for you to explore.

Grab ball: Tap B when Glover is next to the ball. This makes him grab it (which is extremely useful if the ball is on the edge of a platform).

Z BUTTON:



Cartwheel: Tap Z to make Glover do a cartwheel. Use the Control Stick to steer him. This is useful for negotiating narrow gaps.

Crawl: Hold Z to make Glover lay flat. Use the Control Stick to move him in this position.

Fist slam: Press A then Z to make Glover jump into the air, turn into a fist, and slam down. Use the fist slam to destroy or stun certain enemies, or to activate certain switches

R BUTTON



Locate Garib/Cast Spell:
Press R to locate the nearest Garib, or to cast a spell. To cast a spell you must pick up an appropriate power-up.
Note: "Locate Garib" is only available in Easy mode.

With the Ball...

CONTROL STICK



Maneuvering while holding the ball:
When Glover encounters the ball, he will automatically grab it. Use the Control Stick to maneuver Glover and the ball in the same way that you control Glover without the ball.
Important! You may combine moves. For example, when bouncing the ball, use the Control Stick to control the direction in which you bounce.

Maneuvering while standing on the ball:
You can make Glover jump up on top of the ball by jumping onto it, and use it to maneuver over water or land. You can also press the Left shoulder button to make Glover hop on top of the ball, if he is holding it. Important! The direction controls are reversed while on top of the ball (unless you are playing in Easy mode).

A BUTTON



Lob ball:
Tap A to make Glover lob the ball almost straight up. This is great for throwing the ball on to high platforms or checkpoints that are close.

Slap ball:
Hold A + Control Stick to make Glover slap the ball in the direction that you hold the Control Stick. You will see a dotted line indicating where the ball will land. Let go of A to release the ball. The slap makes the ball go further than the throw but it also bounces further. When combined with the bowling ball, you can stun certain enemies, and even break walls.
HINT: When aiming the ball, be sure to hold the Control Stick in the direction that you wish for the ball to go.

Trampoline Ball:
When standing on the ball, hold A to make Glover use the ball as a trampoline and jump higher and higher.

B BUTTON



Throw ball:
Hold B + Control Stick to make Glover throw the ball in the direction that you hold the Control Stick.You will see a dotted line indicating where the ball will land. Let go of B to release the ball. The throw makes the ball go higher than the slap. This works great for ball target switches.

HINT: When aiming the ball, be sure to hold the Control Stick in the direction that you wish for the ball to go. You can aim extremely accurately using this method.

Bounce (dribble): Repeatedly tap B to make Glover bounce the ball. Then use the Control Stick to maneuver. This is especially handy for going up stairs!

Bounce-Throw: Repeatedly tap B to make Glover bounce the ball. Then hold B at the top of the bounce to use the throw action. This is great for throwing the ball onto high areas.

HINT: You can combine many of these moves to make the best shot for the situation. For example, to get maximum range, you may decide to try the "Bounce-Slap."

Z Button



Release ball, or cancel slap/throw:
Press Z at any time to let go of the ball, or to cancel a slap or throw action.

TRANSFORMING THE BALL

Glover can transform the ball when holding it, or standing near it. He can change it into various magical states:



Rubber ball:
The standard ball. It's the most versatile to bounce, throw and maneuver. It also floats in water.



Bowling Ball:
Very heavy and slow. It's great for smashing blocks, walls and stunning enemies.



Ball-bearing:
A small, light ball, with little bounce; and is, of course, magnetic.



Crystal ball:
This is the ball's original state. It's extremely fragile, floats on water, and awards you with double-points for every Garib you pick up.

WHILE STANDING NEAR THE BALL...
Hold B and press the R Button.
This will toggle between different ball states while standing near the ball.

WHILE HOLDING THE BALL...
Press the R Button.
This will toggle between different ball states while holding the ball.

CAMERA CONTROLS

Use the C Buttons to control the camera.



C - Up: will let you see what Glover sees.
Use the Control Stick to look around.

C - Left and C - Right: will rotate your view in most parts of the game.

C - Down: will allow you to toggle between 3 different viewing distances from Glover.

GAME DEFINITIONS

Garibs

These are magic cards that give you extra lives, and access to bonus levels (if you collect them all). You get an extra life for every 50 Garibs you collect (40 Garibs in Easy mode). Every 10 Garibs collected gives you an extra health point.
Note: Bonus levels are not accessible in Easy mode.



Checkpoint

Lob, or bounce the ball through a checkpoint. This will enable you to restart at this location, instead of at the beginning of the level, if you lose a life. Players can move between checkpoints that have been passed through.
See "Pause Options" on page 15.

PLAYING THE GAME

Now that you're ready to play the game, let's get familiar with Glover's world...

After the Wizard's accident, Glover finds himself outside the Wizard's castle. The castle, and its surroundings, have been distorted by the bad spell, and lack of crystals. Scattered around the castle are the entrances to the 6 worlds that the crystals have bounced in to. Each time Glover returns a crystal to the castle, the castle will look better and brighter, as it regains its health. Every time a crystal is replaced, new worlds will open up to Glover. Find the crystal (rubber ball) that landed safely, just outside the castle, and take it inside.

MR. TIP

Mr. Tip is the Wizard's magic hat. He will give you tips and tricks. To get some advice from Mr. Tip, have Glover stand close to him and press B.



THE ON-SCREEN DISPLAY

Garib Counter · This indicates how many Garibs (magic cards) you've collected, and how many Garibs are left in the current level that you're playing.



Test Tube · This will appear when you pick up a magic spell. The duration of the spell is indicated by the amount of magic in the tube.

Health · This indicates Glover's health. If he loses all three hearts, he loses one life.

Score · Go for the high scores, so yours can be recorded. The higher the score, the more lives you will get. At 10,000 points you get an extra life (5,000 points in Easy mode).

Lives · This is the number of lives that you have left. Once the number reaches 0, the game is over.

PAUSE OPTIONS

Press the Start Button any time during gameplay to pause the game. This will bring up the following pause options:



CONTINUE ·
Continues the current game.

CHECK POINT X of Y ·
Allows you to restart at a check point that you've already passed. This will allow you to move quickly from point to point within the level. You will not lose any lives or Garibs if you do this.

RETURN TO CASTLE ·
Allows you to return to the castle at any point. This will let you enter another world that is available to you.

QUIT GAME ·
Takes you back to the beginning of the game (Start screen). Your progress will be saved up to the last level that you completed.

THE WORLDS



Within each world are a total of 5 levels: 3 regular levels, 1 boss, and 1 bonus. In the first level of each world, locate the ball. You must then guide it through each of the regular levels, the boss, and back to the castle. You will only gain access to a bonus level by obtaining all the Garibs (magic cards) in the regular levels.

Note: You cannot open bonus levels in Easy mode.

PRACTICE COURSE

There is a practice course outside of the castle. Jump into the wishing well to enter the course. You cannot lose lives in the Practice course, but you can learn valuable moves.
Note: This course is also accessible from the Start game screen.

THE ENEMIES



The enemies in Glover are very unusual. They can be both dangerous and helpful. For example, Dennis, the Space Hopper, can crush you if he bounces on top of you. However, if you hop on top of him, you can ride and control him to get to places that you can't reach by yourself.

THE MAGIC SPELLS



Magic Spells do a variety of things that allow you to either cast magic on enemies, the ball, or Glover. Once you collect a spell, a glass test tube will appear indicating how much time is left before the spell disappears. The spell will either happen automatically, or you will have the ability to "cast" it; by pressing the Right Button. The spells are useful in solving some of the tricky puzzles or problems.

Hercules spell	Makes Glover big & strong.
Speed up spell	Makes Glover run like the wind.
Sticky fingers spell	Glover can walk on walls and ceilings.
Froggy spell	Allows Glover to turn enemies into a frog.
Death spell	Turns enemies into dust.
Roter Blades spell	Gives Glover the ability to fly.

To cancel some spells, tap Z

BONUSES

If you collect all the Garibs from the previous three levels, then the door to the bonus will open up. In the Bonus level is a timed challenge which will gain you extra lives and more Garibs. Be sure to collect all the Garibs.

SECRETS

Keep a careful eye out for secrets. These come in all forms, from breakable walls with prizes inside, to teleports and short cuts. Finding these will help you build up a super score, and find all the Garibs.

TROUBLESHOOTING

Q: I can't see where I'm going, or where to go next!
A: Try using the camera. The C Left and C Right buttons must be used constantly to help you explore your surroundings, just like you would if you were really there. To get an extra close look, don't forget about the "look" feature C Up. You can also adjust the camera's zoom level by pressing C Down

Q: I can't aim properly!
A: When you are trying to throw the ball in a specific direction, remember to press the A or B Button, then push and hold the Control Stick in the direction that you want the ball to go in. Do not flick the stick. If you hold the A or B Button for more than a second, a dotted line will appear, showing you where the ball will go.

Q: I've lost the ball!
A: Hold the B Button to locate the ball, and use the camera to explore your environment.

Q: I don't know which level to go into next!
A: After placing a ball in the cave, and going back outside, use the B Button to locate the entrance to the next open world. If there is more than one world open to you, Glover will point to each.