http://www.replacementdocs.com

GAME BOY ADVANCE

Risk

THE GAME OF GLOBAL DOMINATION



BATTLESHIP

THE CLASSIC NAVAL COMBAT GAME

CLUE



DSI GAMES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)









Licensed by:





LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

Introduction 4
Getting Started 5
Main Menu 5
Main Menu Controls 6

Risk® 6
- Options 7
- Options menu controls 7
- The game 8
- On screen information 10
- Controls 10

Battleship® 11
- Options 11
- Options menu controls 12
- The game 12
- On screen information 14
- Controls 14

Clue™ 15
- Options 15
- Options menu controls 16
- The game 16
- On screen information 20
- Controls 21

Credits 22

Introduction

Your favorite family games are back! Three of the best known family game classics have been faithfully recreated for your Game Boy® Advance. Against the computer or against your friends, have hours of fun by playing Risk®, Battleship®, and Clue™!

Risk® - In this classic "Global Domination" game of military strategy, you are battling to conquer the world. To win, you must launch daring attacks, defend yourself on all fronts, and sweep across vast continents with boldness and cunning. But remember, the dangers, as well as the rewards, are high. Just when the world is within your grasp, your opponent might strike and take it all away!

Battleship® - Take command of a task force of 5 ships and by using your skill and logic, can you be the first to sink all 5 of your opponent's ships before they can sink yours?

Clue™ - Welcome to Tudor Mansion. Your host, Mr. John Boddy, has met an untimely end - he's the victim of foul play. To win this game, you must determine the answer to these three questions: Who did it? Where? And with what Weapon?

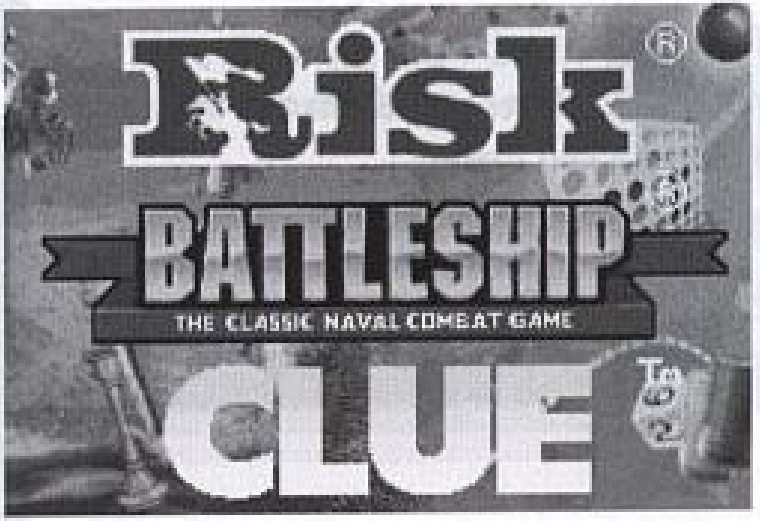
Getting Started

Correctly insert the Risk®, Battleship®, and Clue™ Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Main Menu

Risk®, Battleship®, and Clue™ are all readily accessible from the Main Menu by moving the flashing highlight.

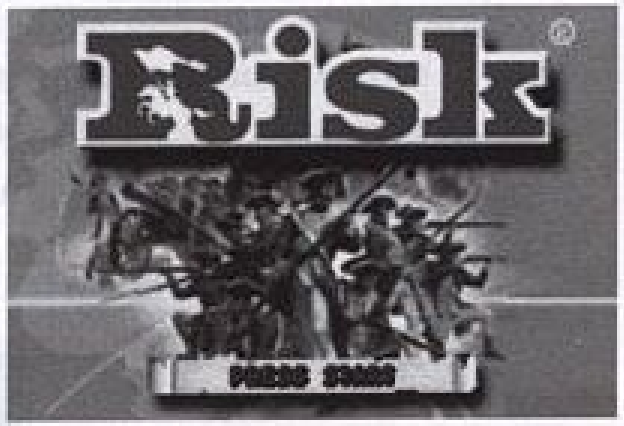


Main Menu Controls

MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Select

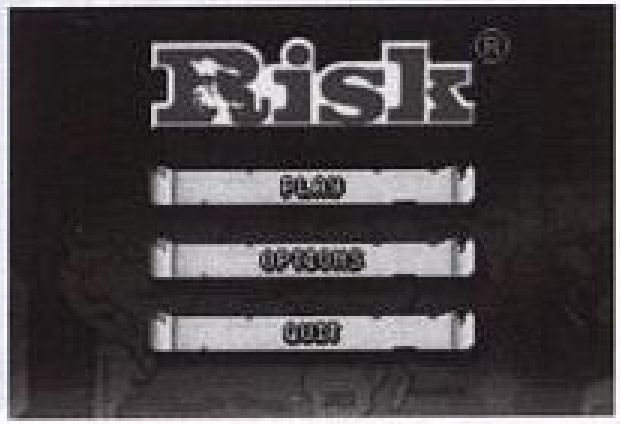
Risk®

Upon selection of Risk® from the main menu, you are taken to the Risk® title screen.



Press START to continue.

You are then presented with the Risk® Main Menu. From here you can play either a 1 or 2 player game, change the game options, or return to the Main Menu.



Risk®: Options

By selecting Options from the Risk® main menu, you can set the number of computer players and turn on or off the music and sound effects.



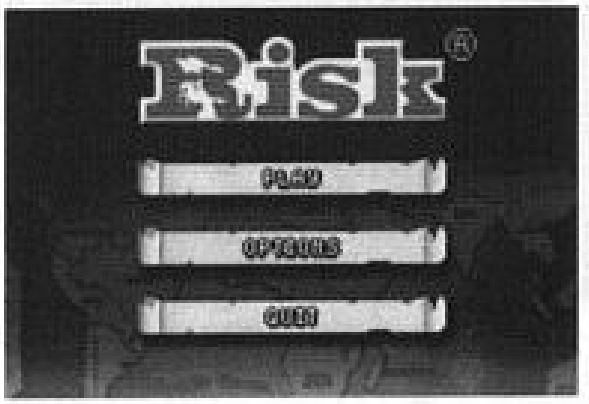
Risk®: Options Menu Controls

The options screen controls are as follows:

OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting the starting your options, you're ready to play Risk®.

Selecting PLAY from the Risk® main menu begins the game.



Risk®: The Game

The aim of Risk® is to conquer all of the territories on the map. Before the game can begin, you must place your armies on the map. Each player is given a specific number of armies.



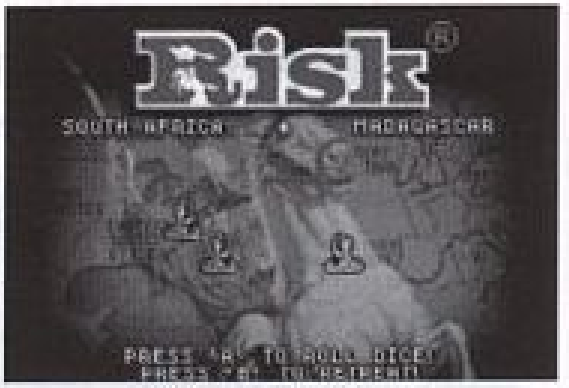
The players then take it in turns, to place their armies in a territory until each territory has one army in it. The remaining armies can then be placed,

At the start of each player's turn, they are given a number of armies with which they can place in any of their territories.
The number of armies awarded is dependant on a number of factors: the number of whole continents the player occupies, the number of territories held by the player, and any armies that are received by trading in Risk® cards. The player will always receive a minimum of 3 armies on a turn, regardless of the number of territories held.

ATTACKING

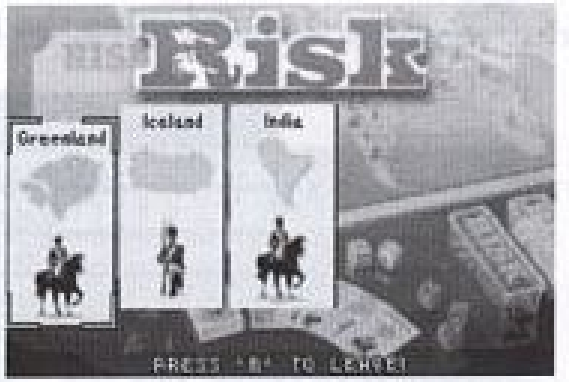
On their turn, a player may decide to attack a neighboring territory in order to capture that territory. You may only attack a territory that's adjacent to one of your own, or connected to it by a dashed line. You must always have at least two armies in the territory they're attacking from.

A player may continue attacking one territory until they have eliminated all armies on it, or they may shift their attack to another. To attack, select both the territory you're attacking from and the one you're attacking. Once this has been selected, the dice are rolled and the result displayed. The result of a battle is shown by an arrow pointing towards the losing army. In case of a tie, the defender always wins.



When an attacking player defeats the last opposing army on a territory, they capture that territory. Before ending your turn, you can send reinforcements to one of your territories from an adjacent territory. If a player captures an opponents last territory, they win any RISK cards that player has collected.

At the end of your turn, if you have captured at least one territory, you will earn one RISK card. By collecting sets of 3 cards, either three of the same card, or one of each card, you can use them to obtain more armies on your next turn.



Risk®: Onscreen Information



Information displayed onscreen is as follows:

- The Tactical, Cards, and End Turn icons are shown at the left of the screen.
- The number of armies in a territory are shown in the colored boxes
- The current game phase is shown at the top right of the screen.
- The attacking and attacked territories are shown at the bottom left of the screen.

Risk®: Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Move Cursor Up
Control Pad Down	Move Cursor Down
Control Pad Left	Move Cursor Left /Decrease number of armies
Control Pad Right	Move Cursor Right/Increase number of armies
A Button	Select
B Button	Back
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

Battleship®

Upon selection of Battleship® from the main menu, you are taken to the Battleship® title screen.

Press START to continue.



Battleship®: Options

By selecting Options from the main menu, you can select the game type, the difficulty level, and turn on or off the music and sound effects.

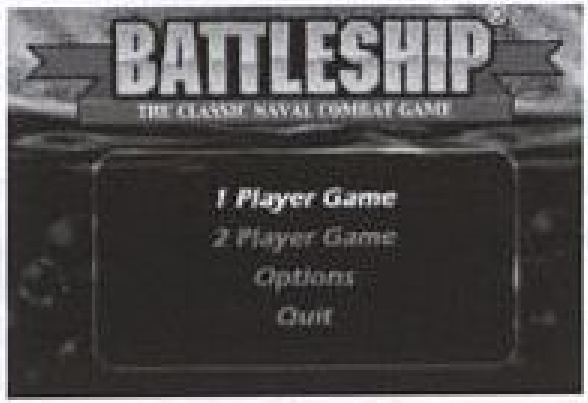


Battleship®: Options Menu Controls

The Options Menu screen controls are as follows:

OPTONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

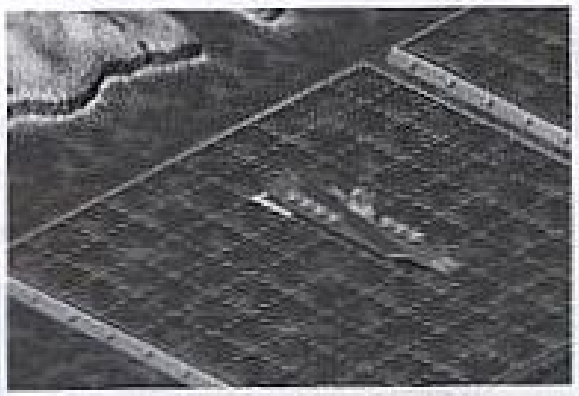
After setting the starting your options, you're ready to attempt Battleship®. From the Battleship® Main Menu, select 1 Player to play against the computer, or 2 player to play another player.



Battleship®: The Game

Before starting the game of Battleship®, the player's ships must be positioned. If you have selected Random Fleet Setup, the fleet will be placed in random positions. If Manual Fleet Setup has been selected, the player must place their ships one by one, pressing the B Button to rotate them and A Button to place them.





Once all the ships have been placed, the game can begin. By moving the cursor, and pressing A Button to select a target square, you must try to guess where the other player has hidden his fleet. The number of shots that you have depends upon how many ships you have remaining in your fleet. If you are playing in Salvo mode, you must target all of your available shots before they are fired. In Normal mode, each shot is targeted and fired individually.

The winner is the player who destroys their opponent's fleet first.



Battleship®: Onscreen Information

Information displayed onscreen is as follows:

- Player 1's fleet is shown in the lower left ocean area.
- Player 2's fleet is shown in the upper left ocean area.





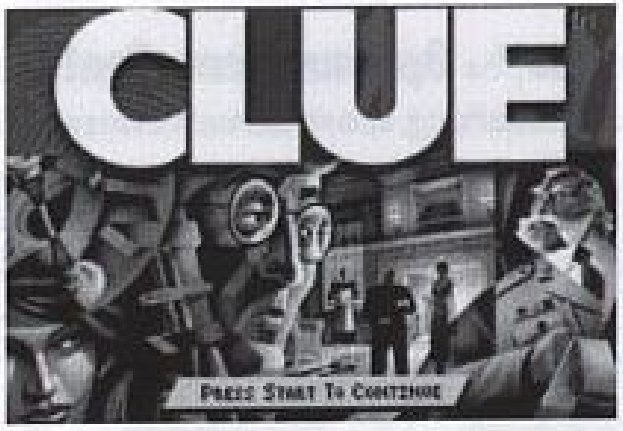
Battleship®: Controls

The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Move Cursor Up
Control Pad Down	Move Cursor Down
Control Pad Left	Move Cursor Left
Control Pad Right	Move Cursor Right
A Button	Select
B Button	Rotate Ship
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

Clue™

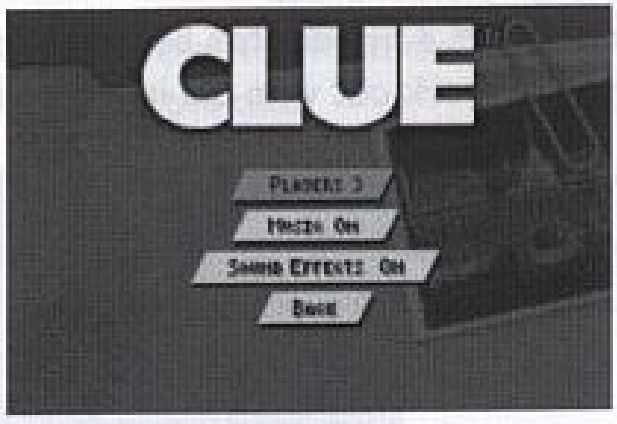
Upon selection of Clue™, you are taken to the Clue™ title screen.



Press START to continue.

Clue™: Options

By selecting Options from the main menu, you can set the number of players between 1 and 4, and turn on or off the music and sound effects.

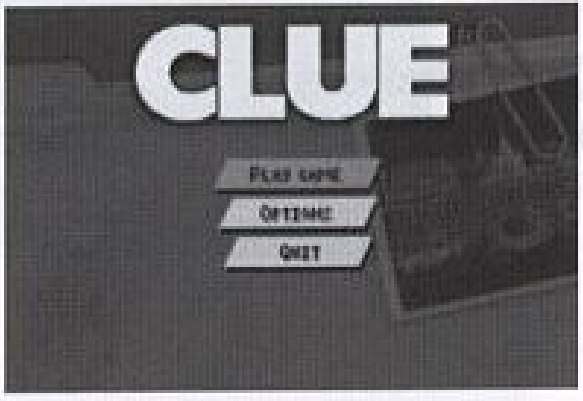


Clue™ : Options Menu Controls

The starting score screen controls are as follows:

OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting your options, you're ready to play Clue™.



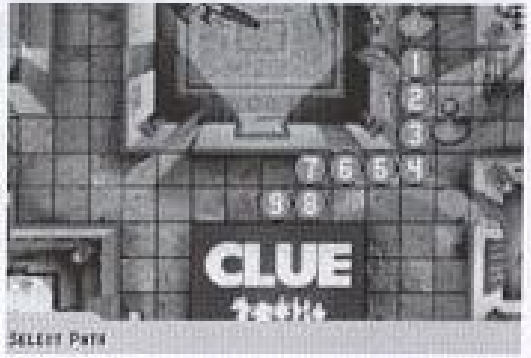
Clue™: The Game

In Clue™, a murder has been committed and it's up to you to work out who did it, where and how.

When beginning the game, the players must choose their character, and whether that character is to be played by a human or a computer player.

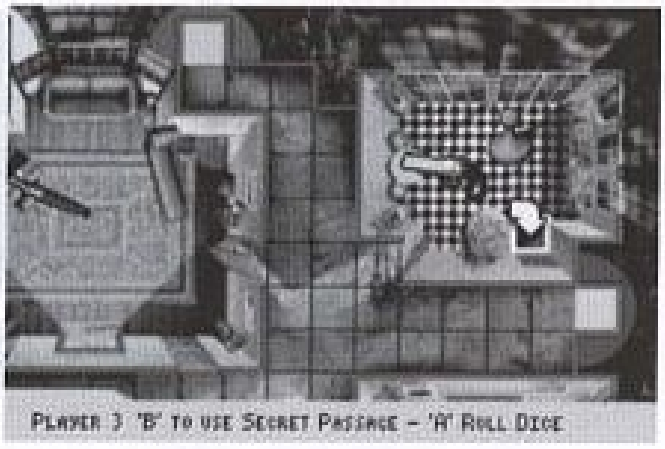


Each player then rolls the dice and the player is able to move by using the Control Pad to plan their route. If a mistake is made planning the route, pressing the B Button steps backwards. Press the A Button to move.



When making a move, players may enter or leave a room either by moving through a door, or through a Secret Passage. Players may not pass through a door that's blocked by an opponent's character. It is possible that opponents might block any and all doors and trap a player in a Room. If this happens, they must wait for someone to move and unblock a door so they can leave!

Some rooms are connected by Secret Passages. If you're in one of these Rooms at the start of your turn, you may, if you wish, use a Secret Passage instead of rolling the dice.

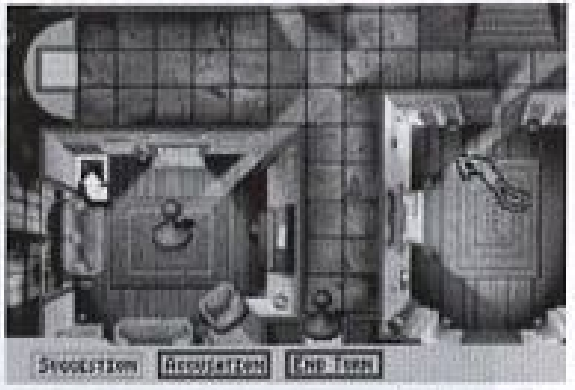




Making a Suggestion

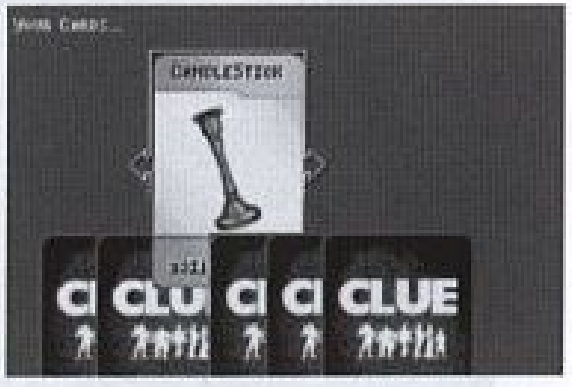
When a player enters a Room, they may make a suggestion. By making Suggestions throughout the game, you can try to determine, by process of elimination, which three cards are in the Confidential Case File and identify the murderer, the weapon and the room it was committed in.

When you enter a room, you are asked if you wish to make a suggestion. If you reply Yes, you are then asked to select a suspect followed by a weapon. This then moves that Suspect and Weapon into the Room that you are in.

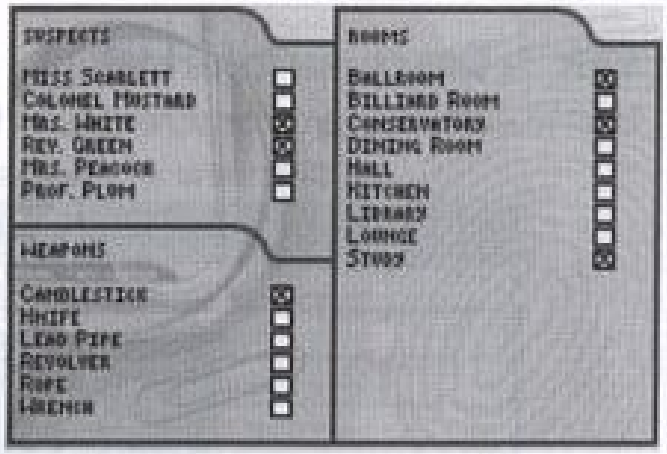


As soon as you make a suggestion, your opponents must try to prove it false.

Each opponent looks at their cards to see if one of the three cards that were suggested is amongst them. If the opponent player does have one of the cards named, they must show it to the player making the suggestion. If the opponent player has more than one of the cards named, they select just one to show the player making the suggestion.



If that opponent has none of the cards that the player making the suggestion named, then the chance to prove your Suggestion false goes to the next player. As soon as one opponent shows the player one of the cards that they named, it is proof that this card cannot be in the Case File and it can be checked off in your notebook.



Making an Accusation

If you think you've figured out which three cards are in the case file, you may, on your turn, make an accusation and name any three elements you want.

As when making a suggestion, you must pick the guilty character and the weapon together with selecting the murder room. You can make only one accusation during a game. Once a player has made an accusation, they cannot make any further moves in the game, and therefore cannot win.

You win the game if your accusation is completely correct.

Clue™: Onscreen Information

Information displayed onscreen is as follows:

- An overview of the mansion and its rooms showing the locations of the different characters and weapons.



Clue™: Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Move cursor Up
Control Pad Down	Move cursor Down
Control Pad Left	Move cursor Left / Highlight Previous Item
Control Pad Right	Move cursor Right / Highlight Next Item
A Button	Confirm Path / Select Item
B Button	Backtrack Path
L Button	Show / Hide Cards
R Button	Show / Hide Notebook
START	Pause Game
Select	Quit Game

Credits

DEVELOPED BY
Gravity-I Ltd

PROGRAMMERS
Nigel Speight
Jamie Woodhouse
Stefan Walker

GRAPHIC ARTISTS
Greg Harris
Darren Hebden

DESIGN / CO-ORDINATION
Pete Frith

MUSIC AND SOUND EFFECTS
Mark Cooksey

PUBLISHED BY
Destination Software Inc

VP DEVELOPMENT
Paul Tresise

SENIOR DEVELOPMENT DIRECTOR
Gareth Luke

Credits



Licensed by:



Properties
Group

HASBRO and its logo, RISK, BATTLESHIP and CLUE are trademarks of Hasbro and are used with permission. © 2005 Hasbro. All Rights Reserved.
Licensed by Atari Interactive, Inc. Software code © 2005 Atari Interactive, Inc. All rights reserved.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com
DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

END-USER LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Destination Software, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSABLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISIDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Notes

Notes

Notes

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA