GAME BOY ADVANCE

AGB-B65E-USA

Connect Four

BRAND

THREE-IN-ONE PACK

the original game of

Perfection™

BRAND

POP-O-MATIC

TROUBLE™

GAME BRAND

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.

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EVERYONE
CONTENT RATED BY ESRB

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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 Connect Four™, Perfection™ and Trouble™!

Connect Four™ - It's a vertical game of tic-tac-toe, but with a twist! All you have to get is four in a row! Take turns dropping checkers into place, and try to get four in a row in any direction -- while preventing your opponent from doing it first!

Perfection™ - Race against the clock to achieve Perfection™ faster than your friends. Not only do you have to put the pieces in the right places, but you also have to get them the right way round. Quick thinking is what is needed for you to win at this before the time runs out and the pieces fly!

Trouble™ - Against the computer or against up to 3 friends, the classic family board game has been brought to the Game Boy® Advance. Will you be able to get all your pieces home without them getting into Trouble™?

GETTING STARTED

Correctly insert the Connect Four™, Perfection™ and Trouble™ 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

Connect Four™, Perfection™ and Trouble™ 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

Connect Four™

Upon selection of Connect Four™ from the main menu, you are taken to the Connect Four™ title screen.

Press START to continue.

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

Connect Four™: Options

By selecting Options from the Connect Four™ main menu, you can set the difficulty of the computer player and turn on or off the music and sound effects.

There are three difficulty settings for the computer player. These are Easy, Medium and Hard.

Connect Four™: Options Menu Controls

The options screen controls are as follows:

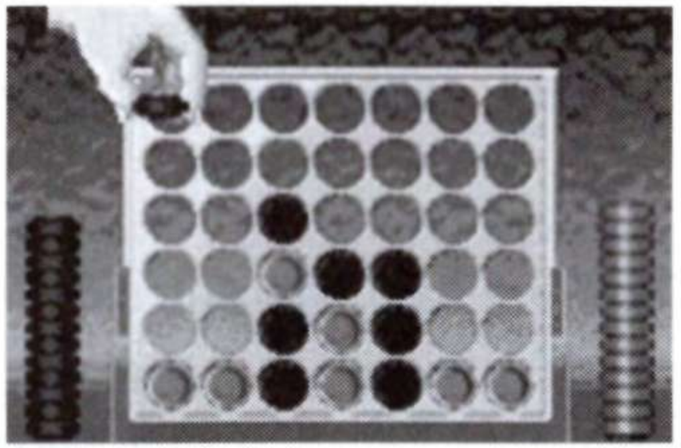
OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting your options, you're ready to Connect Four™.

From the Connect Four™ main menu, select whether you wish to play a 1 or 2 player game.

Connect Four™: The Game

The aim of Connect Four™ is to be the first player to make a continuous line of 4 tiles of the same color.

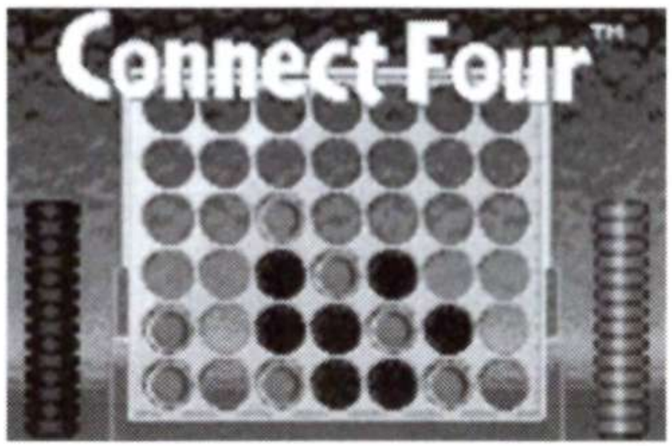


Each player takes it in turns to drop a colored tile into the game board. By carefully selecting where to drop the tile, you can either aim to create a line of four of your colored tiles, or you can block the other player from finishing his line of four. If there is no spaces left in which to drop a tile, and neither player had got a line of four, then the game is given as a draw.

Connect Four™: Onscreen Information

Information displayed onscreen is as follows:

- The tiles for Player 1 are shown at the left of the screen.
- The tiles for Player 2 are shown at the right of the screen.



Connect Four™: Controls

The game is played using the following controls:

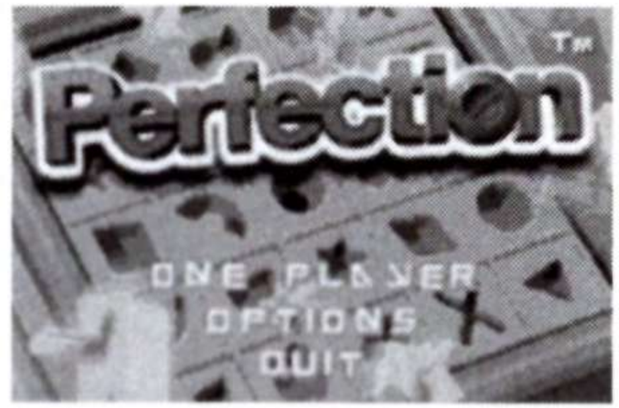
GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Move Hand Left
Control Pad Right	Move Hand Right
A Button	Drop Tile
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

Perfection™

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

Press START to continue.

You are then presented with the Perfection™ Main Menu. From here you can either start a game, change the game options, or return to the Main Menu.



Perfection™: Options

By selecting Options from the main menu, you can set the amount of time you have per game and turn on or off the music and sound effects. The time can be set between 35 and 60 seconds in 5 second intervals.

Perfection™: Options Menu Controls

The starting score screen controls are as follows:

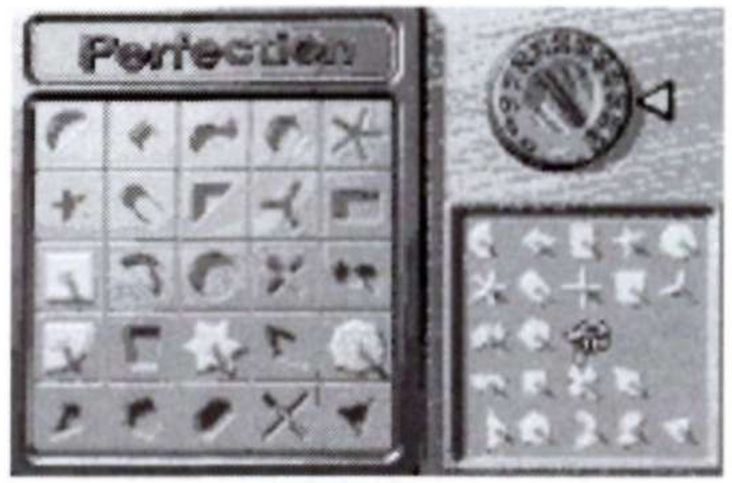
OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

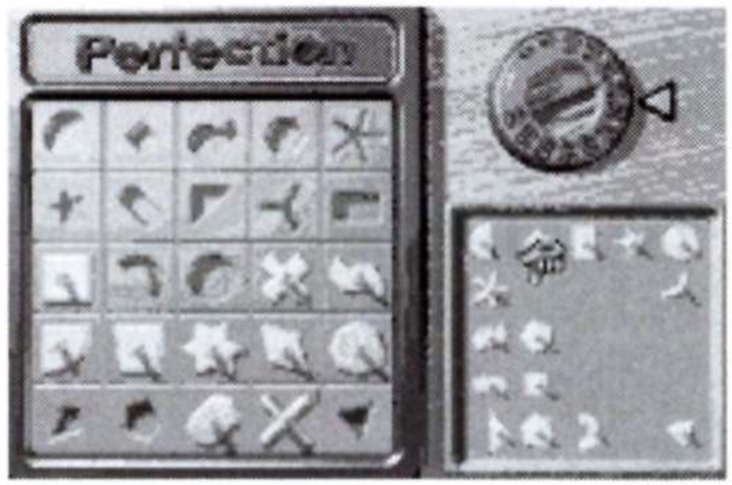
After setting the starting your options, you're ready to attempt Perfection™.

Perfection™: The Game

The aim of Perfection™ is to place all of the shapes into the matching holes before you run out of time. One at a time, you must pick up a piece from the right hand side of the screen,

and by turning it the correct way, place it into it's matching hole on the left side of the screen. If you manage to place them all on the left before the time runs out, then you have achieved Perfection™.





Perfection™: Onscreen Information

Information displayed onscreen is as follows:

- The time remaining is shown on the dial at the top right of the screen.
- The pieces remaining are shown at the bottom right of the screen.

Perfection™: Controls

The game is played using the following controls.

GAME CONTROLS	ACTIONS
Control Pad Up	Move pointer/piece Up
Control Pad Down	Move pointer/piece Down
Control Pad Left	Move pointer/piece Left
Control Pad Right	Move pointer/piece Right
A Button	Pickup/Drop Piece
B Button	Not Available
L Button	Rotate Piece Anti-clockwise
R Button	Rotate Piece Clockwise
START	Pause Game
Select	Quit Game

Trouble™

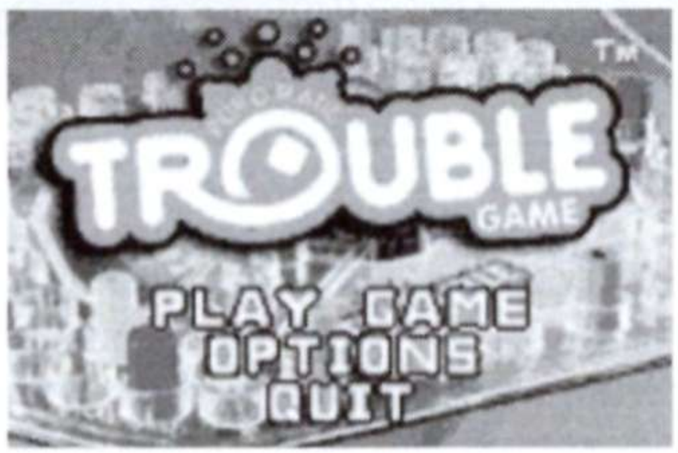
Upon selection of Trouble™, you are taken to the Trouble™ title screen.

Press START to continue.

You are then presented with the Trouble™ Main Menu. From here you can either start a game, change the game options, or return to the Main Menu.

Trouble™: 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.



Trouble™: 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 your options, you're ready to play Trouble™.

Trouble™: The Game

The aim of Trouble™ is to get all of your pieces around the board and into Home before the other players do. There are always four players in the game, so if you have chosen to play a 1 player game, the other three players will be set as computer players.

Each player takes it in turns to roll the dice using the 'Pop-a-Matic'. If a player rolls a six, they can move one of their pieces out of the start area and onto the board and start it moving around the board. Any time that a player rolls a six, they can also have another turn.

If a player's piece finishes its turn by landing on an opponent's piece, the opponent's piece is sent back to its Start area. The game continues until a player has all four of their pieces in their Home area. Pieces moving into Home may only do so by rolling the exact number of moves required.

Trouble™: Onscreen Information

Information displayed onscreen is as follows:

- The player icons are shown in the corners of the screen. A flashing icon indicates that players turn. A robotic hand indicates a computer player.
- The 'Pop-a-Matic' dice is shown in the center of the screen.

Trouble™: Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Choose Next Movable Piece
Control Pad Right	Choose Previous Movable Piece
A Button	Roll 'Pop-a-Matic' Dice or Select Piece
B Button	Not Available
L Button	Not Available
R Button	Not Available
START	Pause Game
Select	Quit Game

Credits

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Credits

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