

GAME BOY ADVANCE

AGB-BEBE-USA

INSTRUCTION BOOKLET

 **IGNITION**
entertainment



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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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.**



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ELF BOWLING

1 & 2

The title 'ELF BOWLING' is in large, red, 3D block letters with a white snow-like texture on top. Below it, '1 & 2' is in similar red 3D letters. The background is a dark blue night sky with strings of colorful Christmas lights (red, yellow, green, blue) and white snow-covered mountains.

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GETTING STARTED

Insert the Game Pak into the Game Boy® Advance and turn on the power. Press START at the title screen.



Use the +Control Pad to highlight the game that you want to play (Elf Bowling or Elves in Paradise) and then press the A Button to begin the highlighted game. Press the B Button if you want to go back to the title screen.



If you select Elves in Paradise, you'll be given the option to play either with 1 Player or 2 Players. In a 2-player game, players alternate turns (both players use the same Game Boy® Advance). Use +Control Pad Left or +Control Pad Right to highlight the option that you want and then press the A Button.



Elf Bowling 1

The Story

'Twas the night before Christmas,
And at the North Pole,
Santa's sleigh was packed tight,
The reindeer ready to go.

When out in the snow,
There arose such a clatter,
St. Nick sprang from the can,
To see what was the matter.

"The elves are on strike,"
Cried Mrs. Claus with disdain!
"What shall we do Santa?
C'mon, rack your fat brain."



Santa's face began to sparkle.
He shouted merry Christmas to all.
He dashed to the coat closet.
And grabbed his 16-lb. ball!

Santa began to laugh so hard,
His stomach was rolling.
"C'mon, you old woman,
It's time for Elf Bowling!"



Trouble brews in the arctic north. The recent explosion of online Christmas purchases has more than doubled the demand on the typically lazy workers of the ETMU (Elf Toy Makers Union).

Under the legal advice of Elliot Elf, the union's chief counsel, the Elves have decided to strike against Santa's Workshop, Inc. Upon hearing the news, President Claus knows there's only one way to resolve this conflict in time for Christmas -

Elf Bowling!

How to Play / Game Controls

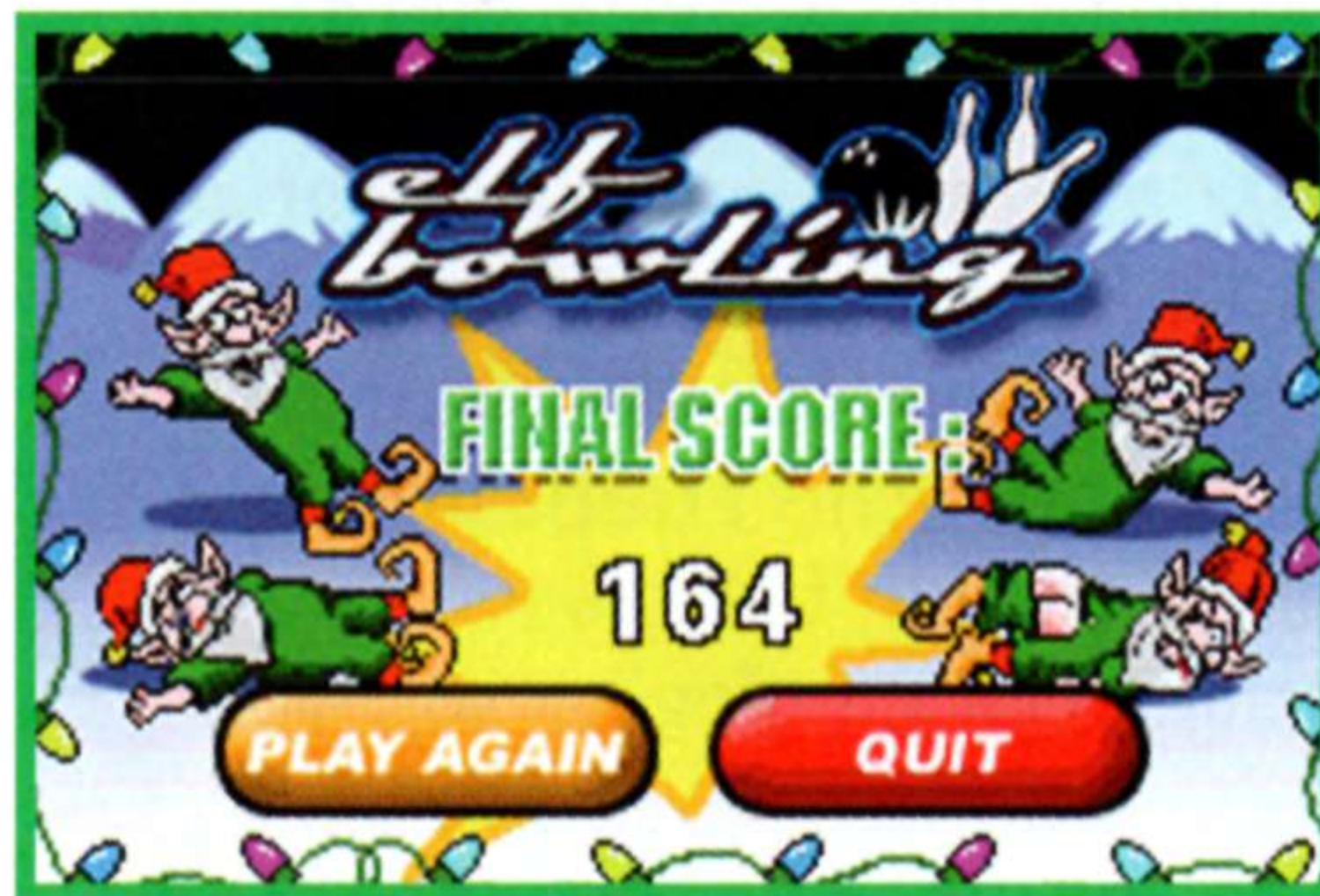
The lane markers light up one by one in sequence, traveling left-to-right and then right-to-left. Press the A Button to stop the lane marker where you

FEWER TOYS!
HIGHER
WAGES!



want Santa to aim his jolly ball. Press START if you want to pause the game. Press START again to resume play.

Just like real bowling, you will get two chances per frame to knock the lazy Elves out of the picket line and back into the workshop. Scoring is just as in real bowling with strikes, spares, and gutter balls (watch out for the deer!). Occasionally, a bunny or a frog will hop across the lane. Just a word of warning - these Elves will do everything they can to distract, tease, and humiliate you!



When the game is over, you'll see your final score. Select Play Again to start another game or Quit to return to the title screen. Use +Control Pad Left or +Control Pad Right to highlight the option that you want and then press the A Button.



Elf Bowling 2 (“Elves in Paradise”)



The Story

The Great Santa's Elf strike brought the North Pole to its knees. The belligerent survivors of Elf Bowling made heavy demands on old man Kringle - higher wages, lower urinals, less fish in the cafeteria, and a fabulous cruise to every little man's

dream destination, Micronesia. Meanwhile, mother Kringle, a bit petulant after having just turned 271, had different ideas. She handed over Rudolph's reigns to Santa's unemployed older brother - and still her favorite - Dingle Kringle, despite his erratic behavior and his failure as a used ice salesman. But being a lonely gaming man, Dingle challenged Kris to double or nothing.

Step aboard the S.S. Kringle cruise and help Kris keep the title of Father Christmas.

How to Play/Game Controls

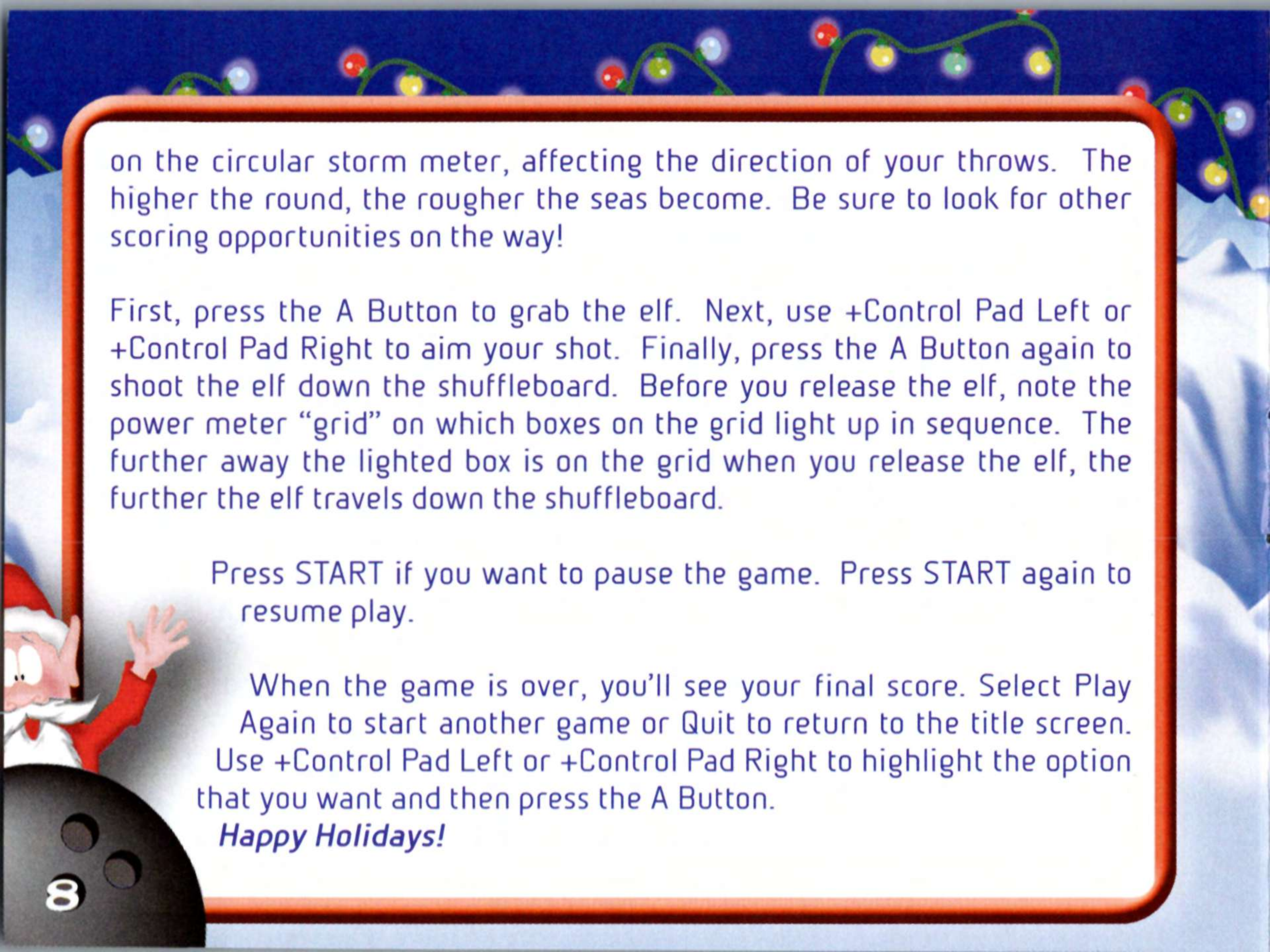
Welcome to the upper deck of the S.S. Kringle cruise. Santa has been challenged to a lively game of shuffleboard by his ne'er-do-well brother, Dingle Kringle, using those nasty little Elves for pucks. After three grueling rounds of combat, a new Father Christmas will be crowned.

The goal of the game is to hurl Elves down the deck into the score zone at the other end of the ship, marked 100, 200, and 300. Hang an Elf off the far edge of the deck and score 400!

You alternate four throws per round against the computer (1 Player) or your opponent (2 Players). Scores are tallied at the end of each round, so try to knock your opponent's Elf off with a well-placed shot before it's counted. All Elves remaining on the board at the end of each round score points. (Yes, we know this deviates from standard shuffleboard rules!)

To complicate matters, the ship rocks back and forth, as displayed





on the circular storm meter, affecting the direction of your throws. The higher the round, the rougher the seas become. Be sure to look for other scoring opportunities on the way!

First, press the A Button to grab the elf. Next, use +Control Pad Left or +Control Pad Right to aim your shot. Finally, press the A Button again to shoot the elf down the shuffleboard. Before you release the elf, note the power meter “grid” on which boxes on the grid light up in sequence. The further away the lighted box is on the grid when you release the elf, the further the elf travels down the shuffleboard.

Press START if you want to pause the game. Press START again to resume play.

When the game is over, you’ll see your final score. Select Play Again to start another game or Quit to return to the title screen. Use +Control Pad Left or +Control Pad Right to highlight the option that you want and then press the A Button.

Happy Holidays!

Credits

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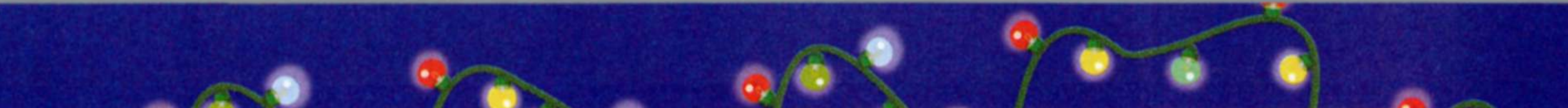
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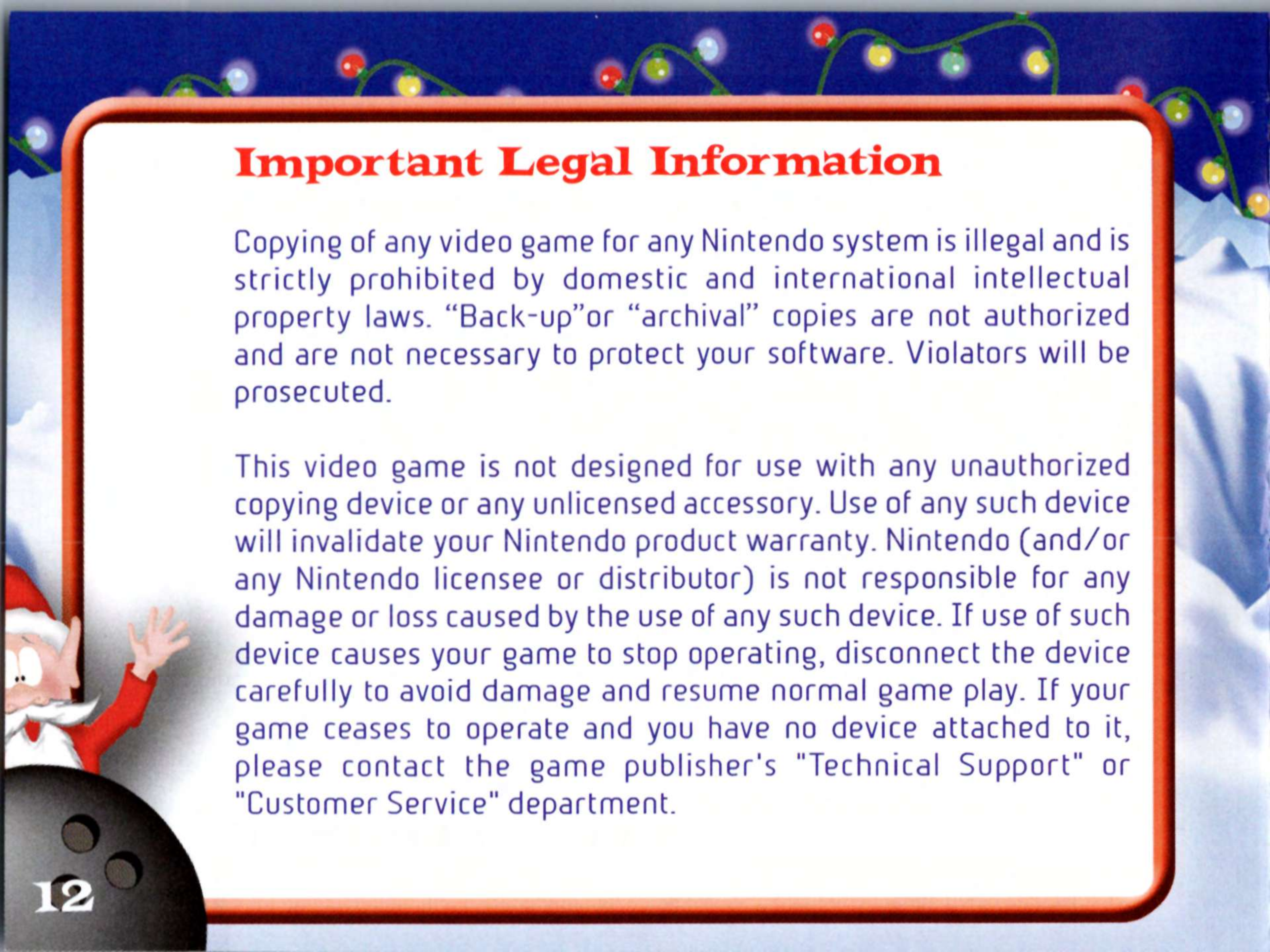
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Rev-D (L)

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Technical Support/Warranty

Technical Support

For questions and concerns, please email support@ignitionusa.com.

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