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Nintendo

GAME BOY COLOR

UJDMG-VPHE-USA

POKÉMON™ PINBALL

INSTRUCTION BOOKLET

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

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Thank you for selecting the Pokémon Pinball™ Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

Controls

+ Control Pad:

- Move the cursor and make command selections
- ← Left Flipper
- ↓ Tilt the field right



SELECT

- Tilt the field up
- Use when erasing data

START

- Use when saving and erasing data
- Use when printing and in infrared communications

- A** A Button
 - Start the ball
 - Right Flipper
 - Confirm command selections
- B** B Button
 - Tilt the field left
 - Cancel command selections

• Using Controls During Game Play



Ball Start

Press the A Button to start the ball.

Right Flipper

Press the A Button to move it.

Left Flipper

Press + on the + Control Pad

The + Control Pad and the A Button are also used for the following:

- PIKACHU™ Kickback (see page 7)
- Out Lane and Return Lane Lights (see page 30)
- Field Multiplier Lane Lights (see page 32)



Field Tilt

- Right Tilt: + on + Control Pad
 - Left Tilt: B Button
 - Upper Tilt: SELECT
- (See page 7 for more information.)

The first Game Pak with a rumble feature from Nintendo!

The Pokémon Pinball Game Pak features a rumble motor. As the ball bounces around, you can feel the rumble—it feels like you're playing a real pinball machine!



Starting the Game and Saving



Starting the Game

When you turn your Game Boy System ON, the Title screen will appear. Using the + Control Pad, select "Game Start" and press the A Button.

The Red and Blue Fields will appear. Select the field you wish to play, and press the A Button to start the game.

Changing Options

Game settings can be changed by selecting "Options" on the Title screen. The Options Menu contains the following:

Rumble Set the Rumble Mode to ON or OFF. The Rumble Mode does **NOT** work with the Super Game Boy® accessory.

Key Config This mode lets you change the Buttons used as controls. You can set up to two controls per key. To reset the keys to their original settings, select "Reset."



Sound Test Use this to hear the background music (BGM) and sound effects (SE) used in the game.

Quit and Save

The Save Menu appears when you press START during game play. Select SAVE from the menu, then press the A Button to save your progress and quit the game. When the game returns to the Title screen, your save was successful. **NOTE:** Even if you turn the game OFF, you will not lose your saved data.



Continuing

If you select GAME START on the Title screen when you have saved data, you will have the option to select either NEW GAME or CONTINUE. **NOTE:** Choosing either of these will erase your saved data.

Erasing All Saved Data

To access the Erase Saved Data screen, hold ↑ and → on the + Control Pad, SELECT and START all at the same time **before** the screen shown on the right appears. To erase **all saved data**, press the A Button. Press the B Button to cancel.



Resetting

To reset during game play, press START, SELECT, and the A and B Buttons simultaneously. **NOTE:** Your data will not be erased.

Playing the Game

There are two pinball fields to choose from—the Red Field and the Blue Field. You start the game with three balls. Use the flippers to hit the ball and keep it from falling down the hole at the bottom of the field.

Once you have met certain requirements during the game, you can catch Pokémon in the Catch 'em Mode, your Pokémon can evolve in the Evolution Mode, and you can shoot for a high score in the Bonus Stages.

Collect all the Pokémon and complete your Pokédex!

Once you have seen a Pokémon, its silhouette will appear in the Pokédex. Data for Pokémon you have captured and ones that have evolved is automatically recorded in your Pokédex. Open your Pokédex on the Title screen to look at your Pokémon data and hear Pokémon calls.



- ① Pokémon caught
- ② Remaining Balls
- ③ Thunder Mark
- ④ Points

Catch the ball that's about to fall!

PIKACHU Kickback

You must build up the Thunder Meter in order to activate the PIKACHU Kickback. The Thunder Meter gets built up when the ball goes through the Right Loop and spins the Spinner.

When the Thunder Meter gets fully charged, the PIKACHU Kickback is ready. When the ball falls onto PIKACHU, it is launched back by a powerful Thunder Jolt. You can move PIKACHU to either Out Lane by pressing the A Button or \blacktriangle on the + Control Pad.

The Effects of Tilting

When the ball falls into the Out Lane, tilt the field to knock it beneath the flipper.

Raise your flipper. When the ball gets below the flipper, do an Upper Tilt (SELECT) to knock the ball back onto the field.



The Red Field's Thunder Meter and Spinner



The Red Field



- 1 Evolution Cave
- 2 DITTO™
- 3 Field Multiplier Lanes
- 4 VOLTORB™
- 5 Spinner
- 6 Thunder Meter
- 7 BELLSPOUT™
- 8 STARYU™
- 9 Left Outside Loop
- 10 Left Inside Loop
- 11 Right Loop
- 12 Small STARYU Light
- 13 DIGLETT™ & DUGTRIO™
- 14 Out Lanes & Return Lanes

- 15 Sling Shot Bumpers
- 16 Bonus Cave & Bonus Cave Light
- 17 Pokémon Panel
- 18 Catch! Counter
- 19 Ball Saver Light & Shoot Again Light
- 20 PIKACHU Kickback
- 21 Bonus Multiplier Counters
- 22 Evolution Arrows
- 23 Catch 'em Arrows
- 24 Left Inside Loop Arrow
- 25 BELLSPOUT Arrow
- 26 Flippers
- 27 Plunger Lane

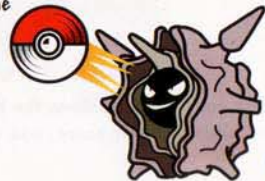


The Blue Field



- 1 SLOWPOKE™
- 2 Field Multiplier Lanes
- 3 SHELLDER™
- 4 Spinner
- 5 Thunder Meter
- 6 CLOYSTER™
- 7 Dash Arrow
- 8 Left Loop
- 9 Right Loop
- 10 POLIWAG™
- 11 PSYDUCK™
- 12 Out Lanes & Return Lanes
- 13 Sling Shot Bumpers
- 14 Bonus Cave & Bonus Cave Light

- 15 Pokémon Panel
- 16 Catch! Counter
- 17 Ball Saver Light & Shoot Again Light
- 18 PIKACHU Kickback
- 19 Bonus Multiplier Counters
- 20 Evolution Arrows
- 21 Catch 'em Arrows
- 22 SLOWPOKE Arrow
- 23 CLOYSTER Arrow
- 24 Flippers
- 25 Plunger Lane



Scoring

You can get points by hitting various targets around the field with the ball and shooting the ball through the loops. Keep your ball under control and aim for a high score!



After your ball falls down the hole beneath the flippers, bonus points will be calculated and added to your score, and your total score will be displayed.

Red Field Bonus Points

Name	Conditions	Score
Pass-Through Switch	1 Pass-Through	50
Spinner	1 Spin	100
VOLTORB	1 Hit	5,000
Field Multiplier Switch	1 Light-up	1,000
Field Multiplier Switch	1 Match-up	4,000
STARYU Switch	1 Hit	50,000
Evolution Hole	1 Entry	100,000
BELLSPROUT	1 Entry	100,000
Bonus Multiplier Switch	1 Hit	100
DIGLETT	1 Hit	5,000
Out Lane or Return Lane	1 Light-up	1,000
Out Lane or Return Lane	1 Match-up	4,000
PIKACHU Kickback	1 Kickback	50,000

Blue Field Bonus Points

Name	Conditions	Score
Pass-Through Switch	1 Pass-Through	50
Spinner	1 Spin	100
SHELLDER	1 Hit	5,000
Field Multiplier Switch	1 Pass-Through	1,000
Field Multiplier Switch	1 Match-up	4,000
SLOWPOKE	1 Entry	100,000
CLOYSTER	1 Entry	100,000
Bonus Multiplier Switch	1 Hit	100
POLIWAG	1 Hit	5,000
PSYDUCK	1 Hit	5,000
Out Lane or Return Lane	1 Light-up	1,000
Out Lane or Return Lane	1 Match-up	4,000
PIKACHU Kickback	1 Kickback	50,000



End of Ball Bonus Points

Stage	End of Ball Bonus	Points
Red Field	Pokémon Caught	500,000
	Pokémon Evolved	750,000
	BELLSPROUT	75,000
	DUGTRIO	50,000
	Cave Shots	25,000
	Spinner Turns	10,000
Blue Field	Pokémon Caught	500,000
	Pokémon Evolved	750,000
	SLOWPOKE	75,000
	CLOYSTER	75,000
	POLIWAG	50,000
	PSYDUCK	50,000
	Cave Shots	25,000
	Spinner Turns	10,000

The End of Ball Bonus is calculated after your ball has fallen down the hole beneath the flippers. **15**

The Catch 'em Mode

You can catch Pokémon in the Catch 'em Mode.

(You cannot catch evolved Pokémon in the Catch 'em Mode.)

Catch 'em on the Red and Blue Fields

1. Pass through the Right Loop as shown on the right. Each time you pass through it, one Catch 'em Arrow will light up. (At the start of the game, two Catch 'em Arrows are already lit.)

2. Once two or more Catch 'em Arrows are lit, the Catch 'em Mode is ready. [When three Catch 'em Arrows are lit, Pokémon with a low appearance rate (see page 24) are more likely to appear.]

Catch 'em Arrow

Red Field



Blue Field



Red Field



Blue Field



3. When two or three Catch 'em Arrows are lit, shoot the ball into the BELLSPROUT's mouth (CLOYSTER'S mouth on the Blue Field). When the ball comes out, the Catch 'em Mode begins. You have two minutes to catch the Pokémon; a timer indicating the time remaining appears in the upper-right corner of the screen.

4. A silhouette of the Pokémon you can catch is shown in the Pokémon Panel.



Red Field



Blue Field



5. An arrow will appear somewhere on the field. Hit the area that the arrow points to with the ball.

6. When you hit that area with the ball, a portion of the panel will be revealed.

7. Once the entire panel has been revealed, the Pokémon will appear. This time, hit the Pokémon with the ball. As you hit the Pokémon with the ball, the letters "CA," "TC," and "H!" will appear beneath it.

Red Field



Blue Field



8. Once all the letters appear, hit the Pokémon one more time to catch it.

[The data for the Pokémon you caught will be recorded in your Pokédex (see page 6).]



The Evolution Mode

You can evolve Pokémon you have caught in the Evolution Mode.

Evolution on the Red and Blue Fields

1. Shoot your ball through the Left Outside Loop (Left Loop on the Blue Field) as shown on the right. Each time you pass through the loop, one Evolution Arrow will light up.

2. When all three Evolution Arrows are lit, the Evolution Mode is ready. Shoot the ball into the Evolution Cave (SLOWPOKE'S mouth on the Blue Field).

NOTE: If you do not have any Pokémon that can evolve, the Evolution Mode will not begin.

Evolution Items

There are seven types of Evolution Items. The kind that appears depends on which Pokémon you are trying to evolve.



Evolution Arrow

3. Choose which of your Pokémon you want to evolve. When the ball comes out, the Evolution Mode starts. You have two minutes to evolve your Pokémon.

NOTE: The Pokémon you choose will appear in the Pokémon Panel. A Pokémon with a star beside its name cannot be evolved any further.

4. Several arrows will appear on the field. A prize is hidden near one of the arrows.

5. When you hit the prize with your ball, an Evolution Item will appear somewhere on the field. If you touch that item with your ball, you get the item.





6. If your ball hits MISS, all the arrows will disappear for 10 seconds. During that time, you cannot find items. However, if you shoot your ball through the loop as shown on the right, all arrows will immediately reappear.

NOTE: You can shoot your ball through the loop from either the left or the right.



7. Once you get the Evolution Item, that item's symbol will appear beneath the Pokémon Panel. When you match up three Evolution Item symbols, the Bonus Cave will open in the middle of the field.

8. If you shoot your ball into the Bonus Cave, the Pokémon in the panel will evolve.

NOTE: The data for the evolved Pokémon will be recorded in your Pokédex (see page 6).

NOTE: During the Catch 'em Mode and the Evolution Mode, a High Score (Jackpot) Point will appear somewhere on the field. Shoot your ball around the field and try to find it.



The Map Mode

The Map Mode is a mode that changes the "places" where Pokémon appear. In the map are places such as "Pallet Town" and "Viridian Forest." Different kinds of Pokémon will appear depending on the place, so in order to collect all the Pokémon, you must move to different places in the Map Mode.

The Map is displayed in the center panel. At the start of the game, the first place is selected from Area 1 (see pages 27 and 29) by the Slots. While some of the same places will appear on both the Red and Blue Fields, the Pokémon that appear in those places are different. For instance, on the Red Field ODDISH™ and MANKEY™ will appear in Cerulean City, while on the Blue Field BELLSPROUT and MEOWTH™ will appear there.



Red Field



Blue Field

NOTE: In the Catch 'em Mode, many Pokémon other than those listed below will appear. Among those that appear, some will appear only on the Red Field or only on the Blue Field.

Red Field Map



Pallet Town

- ★ CHARMANDER™
- RATTATA™
- ▲ NIDORAN (♂)™
- POLIWAG™



Viridian Forest

- ★ WEEDLE™
- PIDGEY™
- ▲ PIKACHU



Pewter City

- ★ SPEAROW™
- JIGGLYPUFF™
- ▲ EKANS™
- MAGIKARP™



Cerulean City

- ★ ODDISH, MANKEY
- ▲ JYNX™, ABRA™



Vermilion City Seaside

- ★ SHELLDER, KRABBY™
- ▲ EKANS
- FARFETCH'D™



Rock Mountain

- ★ VOLTORB
- DIGLETT
- ▲ MR. MIME™



Lavender Town

- ★ GASTLY™
- MAGNEMITE™
- ▲ CUBONE™
- ELECTABUZZ™



Cycling Road

- ★ SPEAROW™
- DODUO™
- ▲ LICKITUNG™
- SNORLAX™



Safari Zone

- ★ PARAS™
- RHYHORN™
- ▲ CHANSEY™



Seafoam Islands

- ★ HORSEA™
- STARYU
- ▲ SEEL™
- ARTICUNO™



Cinnabar Island

- ★ PONYTA™
- GROWLITHE™
- ▲ OMANYTE™
- KABUTO™



Indigo Plateau

- ★ MACHOP™
- ONIX™
- ▲ DITTO™

★ = Common Pokémon ▲ = Uncommon Pokémon

Blue Field Map



Viridian City

- ★ SQUIRTLE™
- NIDORAN (♀)™
- ▲ BULBASAU™



Viridian Forest

- ★ CATERPIE™
- RATTATA
- ▲ PIKACHU



Mt. Moon

- ★ ZUBAT™
- PARAS
- ▲ CLEFAIRY™



Cerulean City

- ★ BELLSPOUT, MEOWTH
- ▲ JYNX, ABRA



Vermilion City Streets

- ★ SHELLDER, KRABBY
- ▲ FARFETCH'D, SANDSHREW™



Rock Mountain

- ★ DIGLETT
- VOLTORB
- ▲ MR. MIME



Celadon City

- ★ MANKEY
- MEOWTH
- ▲ EEVEE™
- PORYGON™



Fuchsia City

- ★ MAGIKARP, GOLDEEN™
- ▲ KANGASKHAN™
- EXEGGCUTE™



Safari Zone

- ★ DODUO, NIDORAN (♀)™
- ▲ CHANSEY



Saffron City

- ★ EKANS, SANDSHREW
- ▲ HITMONCHAN™
- HITMONLEE™



Cinnabar Island

- ★ PONYTA
- KOFFING™
- ▲ AERODACTYL™
- MAGMART™



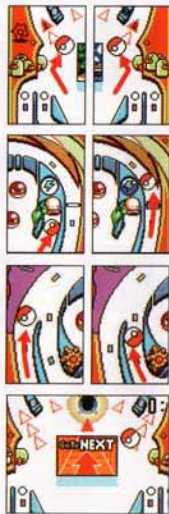
Indigo Plateau

- ★ GEODUDE™
- DITTO
- ▲ MOLTRES™
- MEWTWO™

★ = Common Pokémon ▲ = Uncommon Pokémon

Map Mode on the Red Field

- When you hit the DIGLETT on either the left or the right, a DUGTRIO will show its heads one by one. If all three heads of the DUGTRIO on either the right or left appear, the Map Mode will start. You have 30 seconds to complete the move.
- If the DUGTRIO on the right appears, shoot your ball into the BELLSPOUT's mouth or shoot the ball through the Right Loop.
- If the DUGTRIO on the left appears, shoot your ball through either the Left Inside Loop or the Left Outside Loop.
- The Bonus Cave in the center of the field will open. If you shoot the ball into the Cave, you will do a Map Move.



Red Field Map Mode Courses

Area 1



1. Pallet Town
2. Viridian Forest
3. Pewter City
4. Cerulean City
5. Vermilion City Seaside
6. Rock Mountain
7. Lavender Town

The first place you go is selected from Area 1 by the Slots. The second and third places are also from Area 1.



The fourth and fifth places are selected from Area 2.



The sixth place is Indigo Plateau. There are rare Pokémon which can only be caught here. After Indigo Plateau, you return to Area 1.

Area 2



1. Cycling Road
2. Safari Zone
3. Seafoam Islands
4. Cinnabar Island

Area 3



Indigo Plateau

Proceeding through the Map

(1) Place from Area 1 -> (2) Place from Area 1 -> (3) Place from Area 1 -> (4) Place from Area 2 -> (5) Place from Area 2 -> (6) Indigo Plateau -> back to Area 1.

Map Mode on the Blue Field



- When you hit either PSYDUCK or POLIWAG, its number will increase by one. If either of them reaches three, the Map Mode will start. You have 30 seconds to complete the Move.



- If PSYDUCK reaches three, shoot your ball into the CLOYSTER's mouth or through the Right Loop.



- If POLIWAG reaches three, shoot your ball into the SLOWPOKE's mouth or through the Left Loop.



- The hole in the center of the field will open. If you shoot the ball into the hole, you will do a Map Move.

Blue Field Map Mode Courses

Area 1



1. Viridian Town
2. Viridian Forest
3. Mt. Moon
4. Cerulean City
5. Vermilion City Streets
6. Rock Mountain
7. Celadon City

The first place you go is selected from Area 1 by the Slots. The second and third places are also from Area 1.



The fourth and fifth places are selected from Area 2.



Area 2



1. Fuchsia City
2. Safari Zone
3. Saffron City
4. Cinnabar Island

The sixth place is Indigo Plateau. There are rare Pokémon which can only be caught here. After Indigo Plateau, you return to Area 1.

Area 3



Indigo Plateau

Proceeding through the Map

(1) Place from Area 1 -> (2) Place from Area 1 -> (3) Place from Area 1 -> (4) Place from Area 2 -> (5) Place from Area 2 -> (6) Indigo Plateau -> back to Area 1.

About the Slots

The Slots is a super mode in which you can get extra balls and many, many points!

Starting the Slots

1. There are a total of four lights (C, A, V and E) in the Out Lanes and Return Lanes. When the ball passes through the lanes, the lights will light up.

NOTE: The lit lights will move each time you press the A Button or \blacktriangleleft on the + Control Pad.



Red Field



Blue Field



Red Field



Blue Field

Bonus Cave

2. If you light up all four lights, the hole in the center of the field opens. If you shoot your ball into the hole, the Slots will start. Press the A Button to stop the Slots quicker.

Slots Menu



Small

Get a 100- to 900-point bonus.



Catch 'em Mode Start

Start the Catch 'em Mode.



Ball Saver

Start the Ball Saver beneath your flippers.



Ball Upgrade

Your ball will be upgraded one level (see page 32).



Bonus Multiplier

The number shown will be added to your Bonus Multiplier (see page 35).



Big

Get a 1,000,000- to 9,000,000-point bonus.



Evolution Mode Start

Start the Evolution Mode.



Super PIKACHU Kickback

Both the left and right PIKACHU Kickbacks start.



Extra Ball

Get one extra ball.



Go To Bonus

Proceed to a Bonus Stage.

Getting Higher Scores

There are a variety of ways to increase your score. Use the following methods and shoot for a high score!

About the Field Multiplier

The Field Multiplier is a mode that multiplies your points as you evolve your ball.

• Starting the Multiplier on the Red Field

1. There is a Field Multiplier Lane Switch beneath STARYU.

Your ball can remain in a different evolutionary state for up to one minute. After one minute, your ball will drop to the next lowest evolutionary state.



Poké Ball

This is your standard ball.



Great Ball

Get 2x the normal points with this ball.



Ultra Ball

Get 3x the normal points with this ball.



Master Ball

Get 5x the normal points with this ball.



2. Hit the switch with your ball to open the lane.

NOTE: When the lane is open, the Small STARYU Light will be yellow. (When not using the Game Boy® Color system, it will be white.)



3. When your ball passes through a lane, the light above the lane will light up. When you light up all three lights, your ball will evolve. Your points will be multiplied while your ball is evolved.

NOTE: The yellow lights are moved left when you press \leftarrow on the + Control Pad and are moved right when you press the A Button.



4. If you light up all three lights again while your ball is still evolved, it will evolve to the next Evolution Stage. There are three Evolution Stages.

• Starting the Multiplier on the Blue Field

1. When your ball passes through a Field Multiplier Lane, the light above the lane will light up.

NOTE: The lights will turn off again if your ball passes through a lane that is already lit, so be careful.

2. When you light up all three lights, your ball will evolve. Your points will be multiplied while your ball is evolved.

NOTE: The lights are moved left when you press **+** on the **+** Control Pad and are moved right when you press the **A** Button.

3. If you light up all three lights again while your ball is still evolved, it will evolve to the next Evolution Stage. There are three Evolution stages.



• About the Bonus Multiplier

The Bonus Multiplier is a mode that multiplies your End of Ball Bonus by two, three or more!

NOTE: The End of Ball Bonus gives you points for the number of times you hit the BELLSPROUT, the number of Pokémon caught, etc.

End of Ball Bonus

- Number of Pokémon caught
- Number of BELLSPROUT
- Number of CLOYSTER
- Number of Triple POLIWAG
- Number of C A V E Lights



- Number of Pokémon evolved
- Number of SLOWPOKE
- Number of DUGTRIO
- Number of Triple PSYDUCK
- Number of Spinner Turns

The End of Ball Bonus is displayed after you lose a ball. At this time, your Bonus Multiplier will be applied to your total End of Ball Bonus. For instance, if your Bonus Multiplier is x4 (times 4) and you caught two Pokémon (worth 500,000 points each), your score would be $500,000 \times 2 \times 4 = 4,000,000$ points!

The Bonus Multiplier Light keeps track of your Bonus Multiplier.



Red Field



Blue Field

The left number is the tens digit, and the right number is the ones digit. For instance, if your multiplier were two, the number on the left would be 0, and the number on the right would be 2.



Starting the Bonus Multiplier

1. There is a switch beneath each of the Bonus Multiplier Lights. First, hit the blinking switch on the left. When you do this, the right switch will start blinking.



2. When you hit the right switch, a Bonus Multiplier is applied, and the number displayed increases. When you hit the left and right switches in order, your bonus multiplier will increase to two, three or more!



The Bonus Stages

The Bonus Stages are special stages in which you can collect lots of points. Perhaps there are more bonus stages than just those described here....!?!

Reaching a Bonus Stage



1. For each Pokémon you catch, one Poké Ball symbol will be displayed beneath the Pokémon Panel. One Poké Ball symbol will also be displayed for each Pokémon you evolve.



2. Once you have three Poké Ball symbols beneath the panel, the Bonus Cave in the center of the field will open. If you shoot your ball into the Cave, a Bonus Stage will start.

• Red Field Bonus Stages



DIGLETT Stage (No time limit)

Hit the DIGLETT with the ball and knock down as many as you can. If you knock them all down, a DUGTRIO will appear in the back. If you hit the DUGTRIO, you will clear the stage.

NOTE: You have only one ball to knock them all down with.



GENGAR™ Stage (1:30 Time Limit)

Hit the GASTLY with your ball. If you hit all the GASTLY, HAUNTER™ will appear. Once you have defeated all the HAUNTER, a GENGAR will appear. You must hit the GENGAR to clear the stage.

• Blue Field Bonus Stages



MEOWTH Stage (1:00 Time Limit)

Each time you hit the MEOWTH with your ball, gold coins shoot out. You can collect the gold coins by hitting them with your ball. You must collect 20 coins to clear the stage. **NOTE:** If you collect several coins in a row, your points will increase.



SEEL Stage (Time Limit 1:30)

Use your ball to hit the SEEL that sticks its head above the water. You cannot hit it while it is underwater. Once the counter at the top of the screen reaches 20, you will clear the stage. **NOTE:** If you hit the SEEL several times in a row, your points will increase.

Bonus Stage Points



DIGLETT Stage

DIGLETT 1,000,000 points DUGTRIO 50,000,000 points



GENGAR Stage

Head Stone 1,000 points GASTLY 1,000,000 points
HAUNTER 5,000,000 points GENGAR 50,000,000 points



MEDOWTH Stage

MEDOWTH 10,000 points Gold Coins 1,000,000 points

NOTE: When you collect several coins in a row, your points increase. If you collect two, your points double; if you collect three, they triple. The most they can increase is up to six times.



SEEL Stage

SEEL 1,000,000 points

NOTE: If you hit the SEEL several times in a row before it dives, your points increase. Each extra time you hit it, your points increase by two, four, eight times and so on. The most they can increase to is 256 times.

The High Score Menu

RED FIELD	BLUE FIELD
1st. MIM	100000000
2nd. GRE	400000000
3rd. GAM	300000000
4th. HAL	200000000
5th. JUP	100000000

RED FIELD	BLUE FIELD
1st. MIM	100000000
2nd. GRE	400000000
3rd. GAM	300000000
4th. HAL	200000000
5th. JUP	100000000

Up to five high scores can be saved for each field. To bring up the High Score screen, press the B Button while on the Title screen. You can switch between the high scores for the Red Field and the Blue Field by pressing ← and → on the + Control Pad.

RED FIELD	BLUE FIELD
1st. MIM	100000000
2nd. GRE	400000000
3rd. GAM	300000000
4th. HAL	200000000
5th. JUP	100000000

Saving High Scores

If you score higher than one of the five high scores for the field you are playing, you can save your score and up to three letters of your name. Select the letters you want to save by pressing ← and → on the + Control Pad and confirm each letter by pressing the A Button. If you make a mistake, press the B Button to cancel and re-enter the letter.

RED FIELD	BLUE FIELD
1st. KAS	100000000
2nd. SAT	400000000
3rd. TR	300000000
4th. MAT	200000000
5th. ERI	100000000

Erasing High Scores

If you press ↑ on the + Control Pad and the B Button at the same time, the Erase High Scores Menu will appear. If you press the A Button, all of your high scores will be erased. Press the B Button to cancel.

Printing High Scores

You can print out your high scores using a Game Link Cable and a Game Boy® Printer (each sold separately).

NOTE: Please read the Game Boy Printer Instruction Manual before using.

1. Connect your Game Boy® system to the Game Boy Printer with the Game Link Cable. Once connected, turn both the Game Boy unit and the Game Boy Printer ON.

2. On the Title screen, press the B Button to call up the High Score screen. If you press START, the Print/Wait... Menu appears. Select "Print" with the + Control Pad and press the A Button to start printing. If you press the + Control Pad at this time, you can adjust the print quality (← is darker, → is lighter).

HI-SCORE		RED
1st	NOM	00000000
2nd	CRE	00000000
3rd	GAM	PRINT SEND 000000
4th	HAL	00000000



Trading High Scores Using Infrared Communications

Game Boy Color systems are equipped with an Infrared Communications Port. Using this Infrared Communications Port you can send and receive high score data.

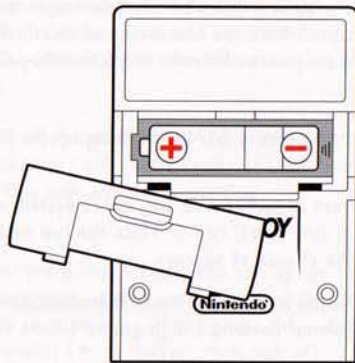
NOTE: Infrared communication only works between two Game Boy Color systems.

Transmitting High Scores

1. Bring up the High Score screens. Press START to bring up the Print/Wait... Menu. Select "Wait..." with the + Control Pad.
2. Align the ▲ marks on the front of each Game Boy Color system and keep the two systems about 1.5" to 2" (4 to 5 cm) apart. **NOTE:** Place the two systems on a table or other flat surface to increase the chance of success.
3. If both users press the A Button at the same time, communication will begin. The five highest scores from the two systems' combined high scores will be recorded.

NOTE: Only the top five scores will be recorded for each field. If all of the high scores you receive in a trade are higher than your own scores, your scores will be moved off the records list. Please be aware that once scores are removed from the list, they cannot be returned.

Game Boy® Rumble Pak® Precautions



GAME BOY
RUMBLE PAK

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with any Game Boy system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble Pak from the Game Boy system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Boy Rumble Pak into any Game Boy system then turn the Game Boy system power on.

Important:

REV. B

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For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

Warranty and Service Information

REV. K

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without calling us first.

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