

Nintendo

GAME BOY[®]

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TAKARA
Video Game Division

INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



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Thank you for selecting the Cool Ball™ Game Pak for the Nintendo® Game Boy® unit.

▶ Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for future reference.

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WHAT'S A LITTLE ROUND GUY TO DO?

Here you are, bouncing along happily in the predawn of the Universe with your girlfriend, Suzzette.

swooping Birds on your journey. So think fast and keep on bouncing!

Then along comes the BIG BANG and *WHAM* - off she goes flying through time, screaming for help! She's counting on **you** to travel through time and find her! You'll need to collect various objects along the way, all of which must be collected in order to complete each level. You'll encounter hungry Piranhas, gnarly Pterodactyls, giant killer Rats and treacherous

GETTING STARTED

1. Make sure the power switch is **OFF**.
2. Insert the COOL BALL game pak (label side up) into the game pak slot at the rear of the Game Boy. (Refer to your Nintendo Game Boy instruction booklet for assistance.)
3. Turn the power switch **ON**.

LAYOUT & CONTROLS

- 1 CONTROL PAD
- 2 B BUTTON A BUTTON
- 3 SELECT BUTTON
- 4 START BUTTON

CONTROL PAD

Push left or right to make Cool Ball go in that direction.

A or B BUTTON

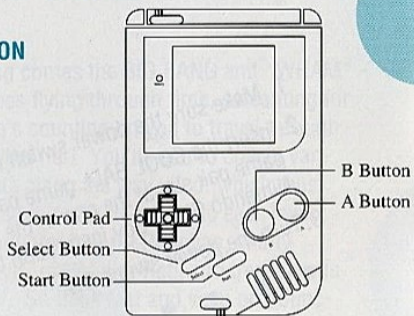
Press to make Cool Ball do a High Jump.

START BUTTON

Press to Pause the game. Press again to resume play.

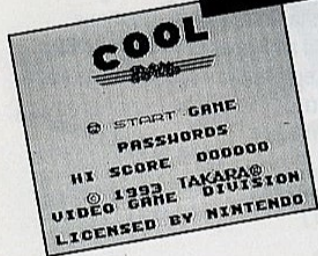
A and B BUTTON TOGETHER

Aborts the game and returns you to the beginning of the current screen.



STARTING THE GAME

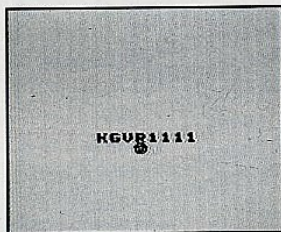
To select an option from the Title screen,



move the cursor ball up or down using the Control Pad. Then press Start to confirm your choice. You may start a new game (which begins at Level 0), or go to the Passwords screen.

THE PASSWORDS

You'll be rewarded with an 8 letter Password each time you complete a level. To start at this level the next time you play, select Passwords from the Title screen. Move the Control Pad up/down to select the letter or number of the Password. Then move the cursor to the next space by pushing left/right on the Control Pad. Continue selecting until all 8 spaces have been filled with the correct Password, and then press A or B to confirm. You will be returned to the Title Screen.



Pressing Start will now take you to the level of that Password.

GAME DISPLAY

Game Playfield

Level number

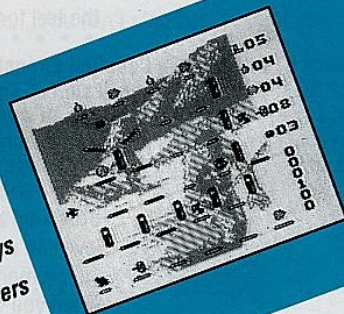
Water Drops

Keys

Hammers

Lives

Score



HOW TO PLAY

Bounce it, dude! Move Cool Ball through each level collecting as much stuff as you can; Tools, Power-ups and Lives. It won't be easy, 'cause there's all kinds of obstacles and booby-traps waiting to take you out.

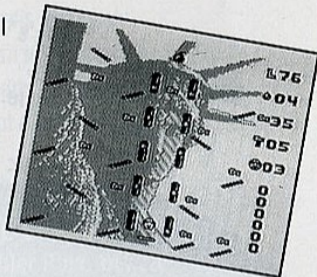
You'll start at level 0 - a good way to get the feel for how Cool Ball moves around.

Each screen is different, getting harder all the time with new enemies and all kinds of traps out to get you. Every level


brings up a new Password - and with 99 levels to complete, you'll need 'em! Just remember, the Exit only appears when you've covered the whole level. But once it does - bounce Cool Ball right on it to finish and head off for the next one!


PLATFORMS


- Normal Platform:** This is a breeze to bounce off of.
- Sticky Platform:** Real tricky. You can't stop bouncing or you'll get stuck!
- Left-Is-Left Platform:** Causes Cool Ball to bounce only towards the left.
- Right-Is-Right Platform:** Causes Cool Ball to bounce only towards the right.
- Shrinking Platform:** Every bounce causes it to get a bit smaller, until it disappears altogether!
- Spiked Platform:** These points are worse than red-hot needles. And just as deflating.
- Brick Wall:** Causes the ball to bounce off harmlessly. To smash it, you'll need to jump very high from underneath and have a Hammer Power-up to use against it.

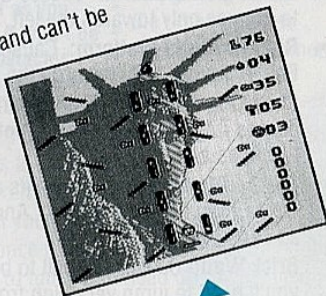


OBSTACLES





 **Raging Fire:** Only a Water Drop Power-up can put this out safely.

 **Indestructible Pole:** Solid and can't be smashed.

 **Removable Pole:** It disappears little by little if you have a Key.



POWER-UPS AND ENEMIES

- | | | |
|--|---------|---|
|  Water Drop | 40 pts. |  Useful for putting out fires. |
|  Key | 40 pts. |  Use this to open locked walls. |
|  Hammer | 40 pts. |  Destroys walls in a flash. |
|  Life | 40 pts. |  Gives you an additional life. |
| Bonus Item | 25 pts. |  Each one adds to your score but you must collect all of them to clear each level! |

All other symbols are 25 points

THE ENEMIES

Giant Killer Rats. Deadly Piranhas. Birds swooping down at you and more. If they touch Cool Ball, he's history. So you gotta avoid them at all costs!

STRATEGY AND PLAYING TIPS

Try to anticipate where Cool Ball is going to bounce (after all, you're the one in charge). Fast thinking's what you'll need to avoid heading into oblivion.

The Platforms are the only thing keeping Cool Ball from dropping right off the screen. So make sure that there's one at the bottom of the screen before you jump off!

All of the items must be collected to proceed to the next level. These are the items that you will need in your search for Suzzette.

Watch out for the temporary platforms at the bottom of the screen

You also get a bonus if you finish a level quickly!

LIMITED WARRANTY

Takara Video Game Division warrants to the original purchaser of this product that that recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media has not been subjected to misuse, damage, or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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Credits

Manual: Marshal M. Rosenthal/NYC

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