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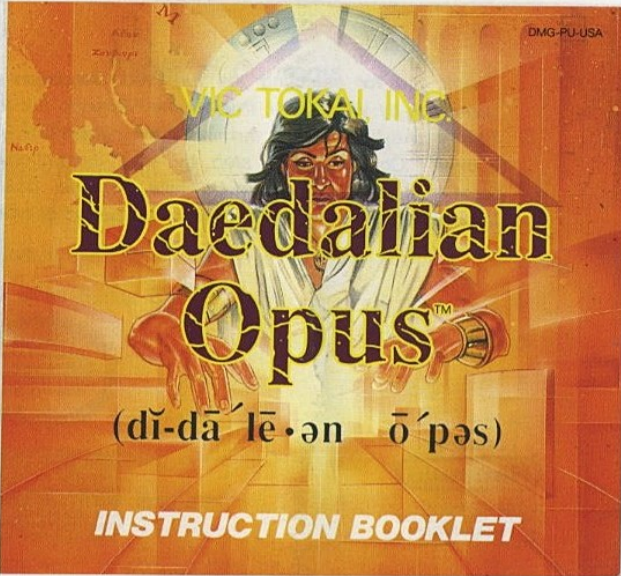
Printed in Japan

Nintendo

GAME BOY™

DMG-PJ-USA

VIC TOKAI, INC.



Daedalian
Opus™

(dī-dā'lē·ən o'pəs)

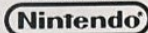
INSTRUCTION BOOKLET

Thank you for selecting the fun-filled **Daedalian Opus** game pak by VIC TOKAI, INC. for the Nintendo Game Boy. Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

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Table of Contents

[1] An Overview	p. 2
[2] Operation	p. 3
[3] Start Up	p. 4
[4] Message from Dr. Puzzle	p. 5
[5] The UFO & the Sprite	p. 5
[6] Game Play	p. 6
[7] Miscellaneous	p. 8
[8] Graph Paper	p. 9
[9] Safety Precautions	p. 12
[10] 90-day Limited Warranty	p. 13

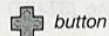
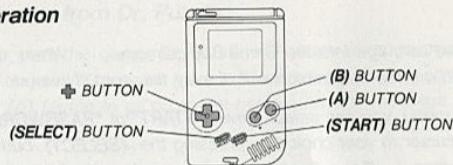
[1] An Overview

In the World of Daedalus there are puzzle houses on each of the **42** islands of this very puzzling land. On the first island there are no bridges and no ships. When you enter the puzzle house on this island you will find **3** Daedalian blocks. Your task is to fill up the frame in front of you with the blocks. There can be no space remaining! When this has been done, a bridge will appear, and you can go on to the next island.

However, you are in an apprentice stage until you get up to a point where you are using **12** blocks. While in this stage, you will find three blocks at the first island. When the sprite appears over the bridge, you will get another block and go on to the next island by passing through the puzzle house. Only when you have gotten by your apprentice stage with **12** blocks, does the real game begin!

You will encounter many different types of frames. Some will be very challenging, but don't give up! When you have mastered all the puzzles on all islands up to **41**, you will be confronted by island **42**, where your final task awaits you. Here you will be presented with **13** blocks. Good luck!

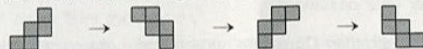
[2] Operation



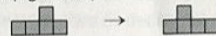
+ button Move cursor or blocks.

(A) button Pick up and set down a block.

(B) button Rotate a block 90 degrees.



(START) button Invert a block (right/left)



(SELECT) button Invert a block (top/bottom)



Pressing **(A)** and **(B)** simultaneously will bring all blocks back their initial positions. Use this when you need a fresh start.

[3] Start Up

1. Please insert the cartridge into the Game Boy correctly. When the on/off switch is turned on, the title screen will display the word "Nintendo".
2. At the starting menu, you can select either "**START**" or "**PASSWORD**". You can move the cursor to your choice by pressing the **(SELECT)** button or by using the **+** button. Once you have made your choice, press the **(START)** button to start the game.
3. If you have selected "**PASSWORD**", an input screen will appear so that you can enter your password.
4. With the **Daedalian Opus** title screen (main menu) displayed, pressing the **(A)** button will bring up the "**How To Play**" screen. After reading the instructions on this screen, you can return to the main menu by pressing either the **(A)** button or the **(START)** button.

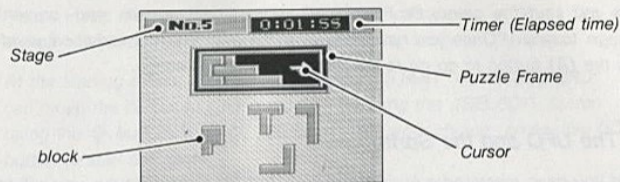
[4] Message from Dr. Puzzle

When you start the game, Dr. Puzzle will sometimes appear and present a message to you. Once you have read everything in the conversation window, press the **(A)** button to go on to the next part of the message.

[5] The UFO and the Sprite

When you have mastered a puzzle and have left the Puzzle House, you will sometimes notice a Sprite on your way to the next island. When you touch the Sprite, a new block will fall softly from the sky. The UFO will deliver a password. When you cross the bridge to enter the Puzzle House of the next island, the screen will pause. At this time you should jot down the password from the UFO. Pressing the **(A)** button or the **(START)** button will take you to the next game.

[6] Game Play



- (1) Place the cursor (**hand**) on the block that you want to move using the **+** button.
- (2) Pressing the **(A)** button will cause the selected block to pulse. The cursor will disappear. At this point the block can be moved.
- (3) Move the block to a suitable position inside the puzzle frame using the **+** button. When you press **(A)** button again, the pulsing will stop, the block will be fixed to the selected position, and the cursor will reappear. You will not be able to fix a block on top of another one or on top of the puzzle frame.

- (4) When you wish to reset a block which has already been fixed to a position place the cursor on it and then press the **(A)** button. At this point you can move it to another position.
- (5) When you have filled up all space within the puzzle frame, your task has been completed. The word "GOOD" will appear at this point. Pressing the **(A)** button will remove the word and allow you to see all of the puzzle screen again.
- (6) Pressing the **(START)** button will take you to the next screen.

[7] Miscellaneous

- * When you have finished the first forty-one islands, Dr. Puzzle will give you an additional block to work with. At this point you can proceed with island 42. This final island presents you with a challenge that allows for 16,146 different strategies.
- * Keep in mind that the solution that you find may not necessarily be the only one. Try any of the islands again and again, and you'll find a different way to win.

[8] Graph Paper

- * You should jot down your successfully completed puzzle on graph paper. Each block is derived from five perfect squares.

[9] Safety Precautions

- (1) *Pause for 10–15 minutes after 2 hours of continuous game playing. This will extend the performance of your game pak.*
- (2) *Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, do not attempt to disassemble your game pak.*
- (3) *Avoid touching terminal connectors.*
- (4) *Keep your game pak clean by inserting it in its protective storage case after use. Keep the game pak dry. Wetting the cartridge can cause damage.*
- (5) *Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.*

90-DAY LIMITED WARRANTY

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VIC TOKAI, INC. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to VIC TOKAI, INC. along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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