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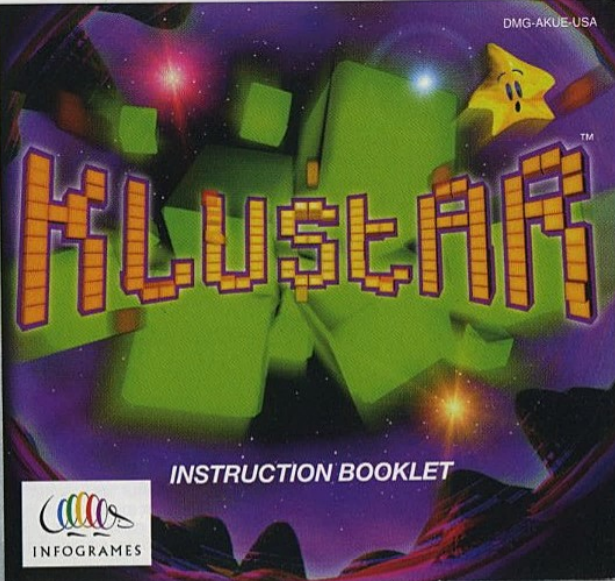
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Nintendo

GAME BOY COLOR

DMG-AKUE-USA



INSTRUCTION BOOKLET

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KLUSTAR

TABLE OF CONTENTS

INTRODUCTION	2
CONTROLLER OPERATIONS	2
BLOCK & SHAPE TYPES	7
COLLAPSES	10
GAME OVER	11
SCORING	14
HINTS & TIPS	16



INTRODUCTION

Kluster is a great new puzzle game from Great Britain designed specially for the Game Boy Color and Game Boy. In Kluster, strange shapes move across the screen and stick onto your Kluster. Your goal is to prevent the Kluster growing so large that it fills the screen, by getting square matrices of blocks. When you get a matrix the blocks will disappear and the Kluster will collapse inwards.

CONTROLLER OPERATIONS

CONTROL PAD

- Press UP to move the Kluster upwards
- Press LEFT to move the Kluster to the left
- Press RIGHT to move the Kluster to the right
- Press DOWN to move the Kluster downwards

2

A BUTTON

Press the A button to rotate the Kluster clockwise. The Kluster rotates about the "Magic Block".

B BUTTON

Press the B button to rotate the Kluster counter-clockwise. The Kluster rotates about the "Magic Block".

START BUTTON

Press START to begin a game. Press START during a game to pause the game. This shows the difficulty level and the collapse count.

RESET

Press SELECT, START button, A button and B button at the same time to reset the game. When the game is paused: Press A or B to turn music on and off. Press LEFT or RIGHT to change the background grid.



3

How to start and play a 1 Player Game

Before you insert the Game Pak please ensure that the Game Boy unit is switched off. To begin a game, insert the Klustar Game Pak into your Game Boy unit, push the POWER switch to the ON position and after a few seconds the Title Screen will appear.

Press LEFT or RIGHT on the Control Pad to select a 1 Player game. You can only start a 2 Player game when the Game Link cable is connected to another Game Boy with Klustar.

When you press START, the first 1 Player Select Screens appears. In this screen you can customize the game to maximize your enjoyment by selecting from the following options:

A. Game type:

1. Type 1 - Endurance game.
2. Type 2 - Countdown game.

4

B. Shape size:

1. Four blocks - the standard medium size shapes.
2. Five blocks - larger shapes for a more challenging game.

C. Direction of shapes: how incoming shapes appear

1. The incoming shapes come from the left and right edges of the screen and move horizontally towards the opposite edge of the screen. This is the easy option.
2. The incoming shapes come from the top and bottom edges of the screen and move vertically towards the opposite edge of the screen. This is the medium difficulty option.
3. The incoming shapes come from the top, right, bottom and left edges of the screen and move towards the opposite edge of the screen. This is the difficult option.
4. The incoming shapes appear randomly from one of the four edges of the screen and move towards the opposite edge of the screen. Two consecutive shapes will never appear from the same edge. This is the very difficult option.

5

Use the UP and DOWN buttons on the Control Pad to move the flashing cursor, and press LEFT or RIGHT to make a selection. Press the A button or START button to move to the second 1 Player Select Screen. Press the B button to go back to the previous screen. The controls are the same for both selection screens. In the second 1 Player Select Screen you can customize your game from the following options:

A. Level:

You can select the difficulty level at the start of the game from 1 (easy) to 8 (hard). If you start at a higher difficulty level you will score greater points but the shapes will move faster. During game play the maximum difficulty level that can be reached is 16.

B. Collapse size: the smallest size square matrix of blocks that you must get to make the Klustar collapse

1. 3x3 (easy)
2. 4x4 (hard)
3. 5x5 (very hard)

6

C. Start size: the size of the Klustar at the start of the game

1. a single block
2. 5x5 maximum size
3. 7x7 maximum size
4. 9x9 maximum size

BLOCK AND SHAPE TYPES

There are several different types of object that appear in the game: the Magic Block, the Klustar, static blocks and incoming shapes. Understanding these objects is essential to playing Klustar.

The Magic Block is the key to mastering Klustar, as you control the movement and rotation of the Klustar through the Magic Block. The Magic Block can never be destroyed. The Klustar rotates about the Magic Block and it collapses inwards towards the Magic Block.

7

The Klustar is made up of one or more blocks connected together. The smallest Klustar consists of just one block, the Magic Block. The largest Klustar possible will almost touch the four edges of the screen. The Klustar can normally move and rotate freely on the screen. The Klustar cannot move if part of the Klustar would go off the screen, or the movement is blocked by a static block or an incoming shape.

If the rotation of the Klustar is blocked, you will hear a buzzer sound. The Klustar cannot rotate if part of the Klustar would go off the screen, or if the rotation is blocked by a static block or an incoming shape, or if the Klustar is 18 or more blocks wide as this would cause a Game Over.

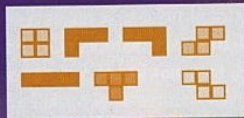
You can increase the size of the Klustar by attaching incoming shapes to it. When this happens the color of the blocks of the incoming shape becomes darker. You can reduce the size of the Klustar by achieving a square matrix of blocks which collapses down.

8

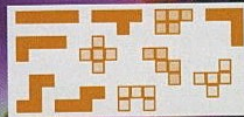
Static blocks are a hazard during the game because they can severely restrict the movement of the Klustar, and increase the chance of other static blocks being formed. Once a static block has been formed it is very difficult to remove. Static blocks are formed from an incoming shape when the incoming shape reaches the opposite edge of the screen, or when the movement of the incoming shape is blocked by a static block.

Incoming shapes come onto the screen from the edges. As the difficulty level increases the incoming blocks move faster. These can be made of four or five blocks.

The incoming shapes made up of four blocks are:



The incoming shapes made up of five blocks are:



9

The following incoming shapes only appear in the Type 2 Endurance Game.



COLLAPSES

Collapses are the only way in the game that you can reduce the size of the Klustar and score points. When an incoming shape is attached to the Klustar and a complete square matrix of blocks is detected, the square matrix flashes, disappears and the Klustar collapses inwards towards the Magic Block. The minimum size of the matrix can be a matrix of 3x3, 4x4 or 5x5 blocks. If matrix size of 3x3 is selected, then matrices of 4x4 and 5x5 are also detected. If matrix size of 4x4 is selected, then matrices of 5x5 and 6x6 are also detected. If matrix size of 5x5 is selected, then matrices of 6x6 and 7x7 are also detected. A bigger square matrix will collapse before a smaller one. When the Klustar collapses, more square matrices may be formed which will also collapse. This is called a multiple collapse and is an effective way to quickly reduce the size of the Klustar. It is also a good way to score points.

10

Collapses are also the only way to clear the static blocks from the screen. With a collapse size of 3x3 blocks you can clear all the static blocks from the screen by getting ten 4x4 collapses or one 5x5 collapse. With a collapse size of 4x4 blocks you can clear all the static blocks from the screen by getting ten 5x5 collapses or one 6x6 collapse. With a collapse size of 5x5 blocks you can clear all the static blocks from the screen by getting ten 6x6 collapses or one 7x7 collapse.

GAME OVER

The game is over when:

1. the Klustar is so wide that it touches the left and right edges of the screen, or
2. the Klustar is so tall that it touches the top and bottom edges of the screen, or
3. the Klustar cannot move, or
4. the incoming shapes have no space to appear.

11

When a game finishes, the High Score Screen appears. If you have got one of the top three scores for your Game Type, you should input your name using the flashing cursor. Press LEFT or RIGHT on the Control Pad to move the cursor. Use the UP and DOWN buttons to select the letter. Press the A button when you have finished entering your name.

Type 1 Game and Type 2 Game

Type 1 Endurance Game

This type of game will test your endurance as you try to get as many collapses as possible. The collapse count displayed is the total number that you have achieved.

Type 2 Countdown Game

The aim of this game is to get the highest possible score with only 32 collapses. In this Game Type the displayed count is the number of collapses left to complete the game. As an extra challenge you will encounter new types of incoming shapes that you will not see in the Endurance Game. You must get 32 collapses to complete the game.

HOW TO START AND PLAY A 2 PLAYER GAME

Kluster features a special 2 Player head-to-head game using the Game Link[®] Cable. The winner is the Player who survives the longest. The object of the game is to defeat your opponent by getting as many collapses as possible. Each time you get a collapse you will send lines to your opponent. The bigger the collapse, the more lines are sent.

To play a two player game you need 2 Game Boy units, 2 Kluster Game Paks and a Game Link cable. With both Game Boy units switched off, connect the Game Link cable between the two Game Boy units, and ensure that the Kluster Game Paks have been inserted correctly. Slide both POWER switches to the ON position. Ensure that the Title Screen is displayed on both of the Game Boy units. Use the UP or DOWN buttons on the Control Pad to select 2 Player and press START on one of the units. The player that pressed START first will become Player 1.

Note: If the Game Link cable is set up incorrectly or is pulled out during a 2 Player game, then the game will not work. If this happens, turn OFF the POWER switches on both Game Boy units and repeat the set up procedure from the start.

When the set up procedure has been correctly carried out and START pressed on one of the Game Boy units, the Select Screen is displayed on both Game Boy units. From this screen each player may select the starting difficulty level, and also see the starting difficulty that the other player chooses. You cannot change the direction of shapes, the shape size, the collapse size or the start size. To begin the game Player 1 presses the A button or START.

SCORING

The points that you score depend on the size of the matrix and the difficulty level.

Level	3x3	4x4	5x5	6x6	7x7
1	50	100	250	1000	2000
2	100	200	500	2000	4000
3	150	300	750	3000	6000
4	200	400	1000	4000	8000
5	250	500	1250	5000	10000
6	300	600	1500	6000	12000
7	350	700	1750	7000	14000
8	400	800	2000	8000	16000
9	450	900	2250	9000	18000
10	500	1000	2500	10000	20000
11	550	1100	2750	11000	22000
12	600	1200	3000	12000	24000
13	650	1300	3250	13000	26000
14	700	1400	3500	14000	28000
15	750	1500	3750	15000	30000
16	800	1600	4000	16000	32000

HINTS & TIPS

When playing Klustar you will be more successful and get a higher score if you use some of the following techniques:

1. For novice players it is important to keep the Klustar as small as possible. The bigger the Klustar, the harder the game is to play and the greater the chance that the game will end. For more experienced players a larger Klustar will increase the chances of a multiple collapse, but this takes lots of courage.
2. By moving the Klustar perpendicular to the incoming shapes you can "side slip" the incoming block to fill odd shaped holes in the Klustar which might otherwise cause problems.
3. If your Klustar has large gaps in it you may be able to position the incoming shape in the holes by carefully moving the Klustar to guide the incoming shape through the gaps.

4. If you collapse bigger square matrices you will score much higher points, and you will also be able to clear away all the static blocks from the screen. However, to do this does take more courage.

5. Whenever possible stop static blocks from forming, as they can severely restrict the movement of your Klustar. Even if you do not manage to attach incoming blocks to exactly the right location on the Klustar, you will increase the chances of getting a multiple collapse.

Technical Support:

The Infogrames U.S. helpline-1(408)289-1411 is open to telephone calls from 9:00am to 5:00pm Monday to Friday (except holidays).

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18

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19

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