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Nintendo

GAME BOY COLOR

ULTIMATE

CGB-BUPE-USA[®]

PAINTBALL

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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.



EVERYONE
MILD ANIMATED VIOLENCE

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



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

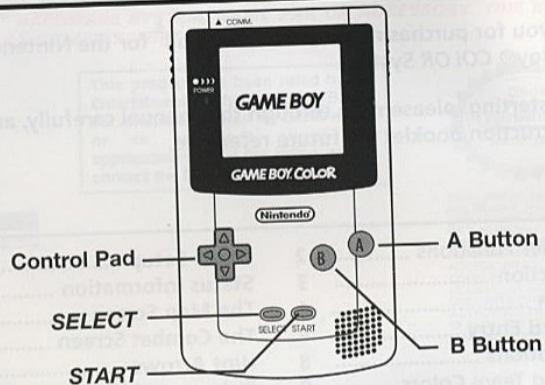
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Thank you for purchasing Ultimate Paintball® for the Nintendo® Game Boy® COLOR System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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CONTROLLER FUNCTIONS



NOTE: To return to the Title Screen during the game...
Press **SELECT**, **START**, **A Button** and **B Button** simultaneously

INTRODUCTION

Paintball is quickly becoming one of the most popular recreational pastimes. With **ULTIMATE PAINTBALL**[®], enjoy the adventure of this pastime as you race against the computer opponents in an attempt to be the first to "capture the flag!" With multiple levels of game-play, realistic environments, and four different types of paintball weapons, you'll feel just like you are in the action!

So grab your equipment and let's go!

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TO BEGIN

1. Make sure your Nintendo® Game Boy® *COLOR* System is turned off, then insert the *ULTIMATE PAINTBALL* Game Pak into the Nintendo® Game Boy® *COLOR* System.
2. Turn on your Game Boy® *COLOR* System. In a few moments the Title screen will appear.



TO BEGIN

3. Press *START* until the *Main Menu Screen* appears.

- Using the Control Pad, move the paintball splatter icon UP or DOWN to start a new game or use a previous password to start at the next level after the one you had previously completed.
- Press the A Button to display the appropriate screen.



Main Menu Screen

PASSWORD ENTRY

Once on the *Password Select Screen* appears, you may either begin the game setup or enter a password. To choose either, simply do the following:

- Using the Control Pad, move the paintball splatter icon UP or DOWN to the desired option.
- Pressing the A Button exits the screen and displays either the *Password Entry Screen* or enters the Setup Mode.

Since the ULTIMATE PAINTBALL Game Pak is not equipped with battery back-up, you will be given an 8 digit password code at the end of every level. When given, you must write this password code down so that it can then be entered on the *Password Entry Screen* at a later time, allowing you to start after the level completed in your previous game.

PASSWORD ENTRY

To enter a password code, simply do the following:

- Using the Control Pad, move the on-screen box icon to the desired letter or number.
- Press the A Button to select the currently highlighted letter or number.
- Press the B Button to delete the last selected letter.
- Press *START* to enter the password or exit the Screen.



Note:
To bypass the Password Entry Screen simply press *START* without selecting a password.

MAIN OPTIONS

On the *Main Option Screen*, you can choose the game's degree of difficulty.



To select these options, simply do the following:

- Using the Control Pad, move the paintball splatter icon UP or DOWN to the desired difficulty setting.
- Pressing the A Button exits the screen and sets the currently displayed Difficulty Level.

CHOOSING TEAM COLORS

It is on the *Color Option Screen* that you can select your team's color. You may choose from four possible selections: red, blue, green, and purple.

To select one of these colors, simply do the following:

- Pressing the Control Pad RIGHT or LEFT to view each color option.
- Pressing the A Button exits the screen and sets the currently displayed Team Color.



UPGRADING EQUIPMENT

Once you have successfully completed a level, you will be awarded credits based upon the following criteria:

- 1 credit for every Paintball Grenade remaining
- 1 credit for every 5 Opponents eliminated
- 1 credit for every 5 Paintballs remaining
- 5 credits for every Opponent Flag captured



If you possess enough credits to upgrade either your marker or protector at the start of new level, the *Equipment Option Screen* will appear.

UPGRADING EQUIPMENT

On this screen you may choose to upgrade either your paintball marker or protector.

To upgrade either, use the following controls:

- Using the Control Pad, move the paintball splatter icon UP or DOWN to the desired upgrade.
- Press the A Button to display the appropriate screen.

MARKER SELECTION

Once the *Marker Selection Screen* appears, your total number of available credits will appear at the bottom of the screen. The better Marker that you use, the less likely it will be that your Paintball Marker will jam while you are using it.

You may select a new Paintball Marker by doing the following:



- Using the Control Pad, move the highlight to the desired Marker.
- Press the A Button to purchase this Marker.

The number of credits required to purchase the new Marker will immediately be deducted from your number of available credits.

Note: You can not purchase a Marker for more credits then you currently possess.

PROTECTOR SELECTION

Once the *Protector Selection Screen* appears, your total number of available credits will appear at the bottom of the screen. Better Protectors will enable you to compete longer, because you can take more hits.

You may select a new Paintball Protector by doing the following:



- Using the Control Pad, move the highlight to the desired Protector.
- Press the A Button to purchase this Protector.

The number of credits required to purchase the new Protector will immediately be deducted from your number of available credits.

Note: You can not purchase a Protector for more credits then you currently possess.

GAME SETUP

During Game Setup Mode, the computer will first hide its flag(s) in the upper half of the playfield area. When this is complete, it will then be your turn to hide your flag(s) in the lower portion of the playfield area. After the "POSITION FLAGS" message appears on the screen, press the A Button to enter the Setup Mode.



Depending upon the current level you are playing, you may place up to four flags. Once in the setup mode, you may place your flag(s) by doing the following:

- Using the Control Pad, move the Status Area highlight to the desired flag.
- Once the desired flag is highlighted, press the A Button to place it on the playfield.

GAME SETUP

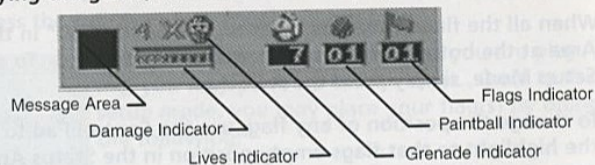
- Once on the playfield, use the Control Pad to move the animating flag to the desired location on the playfield area.
- Press the A Button to plant the flag down.
- When all the flags have been placed, the word "END" in the Status Area at the bottom of the screen will be highlighted. To exit the Setup Mode, simply press the A Button.
- To change the position of any flag, use the Control Pad to move the highlight to that flag's empty position in the Status Area and press the A Button. The screen will now scroll to that flag's position in the playfield. You may now use the Control Pad to move it to a new location. Once the flag has been moved to the new location, press the A Button once again to plant it there.

Note: You cannot place flags in areas denoting water or rocks.

STATUS INFORMATION

During Game Setup Mode, the Status Area at the bottom of the screen displays the number of flags to hide in the playfield.

While playing the game, the Status Area displays the following info:



Lives Indicator:

This number represents the number of Lives remaining.

Damage Indicator:

This number represents the amount of Paintball Damage sustained.

STATUS INFORMATION

When the Damage Indicator bar fills completely to the right with Red, you will lose one of your lives.

Paintball Indicator:

This number represents the number of available Paintballs that you have remaining.

Grenade Indicator:

This represents the number of available Paintball Grenades that you have remaining.

Flags Indicator:

This represents the number of remaining Opponent Flags.

STATUS INFORMATION

Message Area:

When the location of your flag(s) is under attack, this area will flash an image of your flag. You must then locate which of your flag(s) is currently under attack and proceed to that location before it is captured.

THE MAP SCREEN

It is on the *Map Screen* that you move about in search of the opponent's flag(s). Your map location is represented by a Paintball Protector depicting your chosen team color.

To maneuver on the Map Screen, simply do the following:

- Using the Control Pad, move your icon in one of the directions shown by the arrows on the border of the Map Mode Screen
- Press the A Button to view the current location of your icon.



Map Mode Screen with Up/Right valid Directions

While traveling on the *Map Screen*, you will automatically be placed in the Combat Screen if:

- You collide with an opponent protector icon
- You move into a paintball grenade ambush

THE COMBAT SCREEN

It is on the *Combat Screen* that you actually compete against your opponents.



When this screen appears, the opponents immediately begin firing at you. At the top of the screen appears a Directional Arrow. This Arrow will point you in the direction of the closest opponent. To combat the opponents, use the following controls:

Exploring:

- Pressing the Control Pad RIGHT or LEFT will move your viewing angle respectively.

Aiming:

- Press the Control Pad UP to aim your Marker Site higher.
- Press the Control Pad DOWN to aim your Marker Site lower.

THE COMBAT SCREEN

Paint Time:

- Press the A Button to shoot your Paintball marker at the competitor in your sights.
- Press the B Button to throw a Paintball Grenade. You can no longer throw a grenade if your available number of grenades is zero.
- Pressing *START* will pause and un-pause the game.



Combat Screen with Paint Grenade thrown

Once you have defeated all of the competitors in the area, you may press *SELECT* to return to the *Map Screen*.

HINT ARROWS



Map Mode Screen with
Flag Hint Arrow displayed

Once you return to the Map Screen after engaging in combat and clearing an area, a Hint Arrow will appear for a short time, and will point in the direction of the closest hidden Opponent Flag. You may utilize this hint to locate the Opponent Flag.

PICKUPS AND HINTS

Pickups

While searching for your opponent's flag(s), you may come across the following pickups:

- | | |
|-----------|--|
| Grenade - | Gives you five additional paintball grenade. |
| Cross - | Replenishes a portion of your damage. |

TIPS AND HINTS

- When your Marker Site is lower on the screen, you will be in a crouched position and less vulnerable to Opponent Marker fire.
- Position your flags on the *Map Screen* in a scattered fashion. Thus your Opponents will not be able to locate them easily.

WARRANTY INFORMATION

Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

Majesco Sales, Inc.
180 Raritan Center Parkway (Suite 1)
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonnable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

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