

**Nintendo**  
**GAME BOY™**

DMG—BT—USA

**BALLOON  
KID™**

**INSTRUCTION BOOKLET**



*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.*





Thank you for selecting "Balloon Kid™" for your Nintendo® GAME BOY™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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## Precautions

- 1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or GAME BOY.
- 4) Do not clean with benzene, alcohol or other such solvents.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the GAME BOY.
- 6) Store the Game Pak in its protective sleeve when not in use.

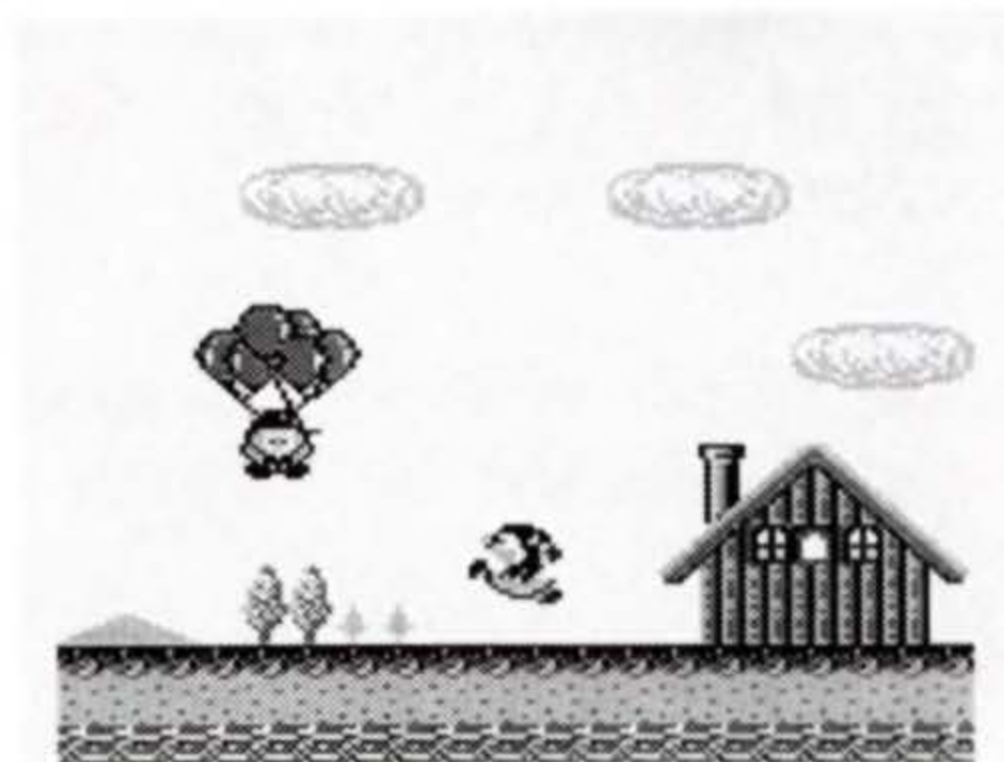


## 1. GAME STORY

In the little town of Pencylvania, there lived a brother and sister who loved to play with balloons. Alice and her younger brother Jim, would spend endless days filling the skies with their balloons.

One day, Jim filled all his balloons and tied them together to make a beautiful balloon rainbow across the sky. "What a great idea this was Jim", said Alice, "but please be careful!". Just then, a strong wind blew and Jim was carried away into the sky. "Oh no! This is terrible, I must save Jim!", thought Alice. Meanwhile, Jim who was a very clever boy, thought, "I wonder how Alice will find me.....Wait! I've got an idea. I'll leave a trail of balloons for Alice to follow!".

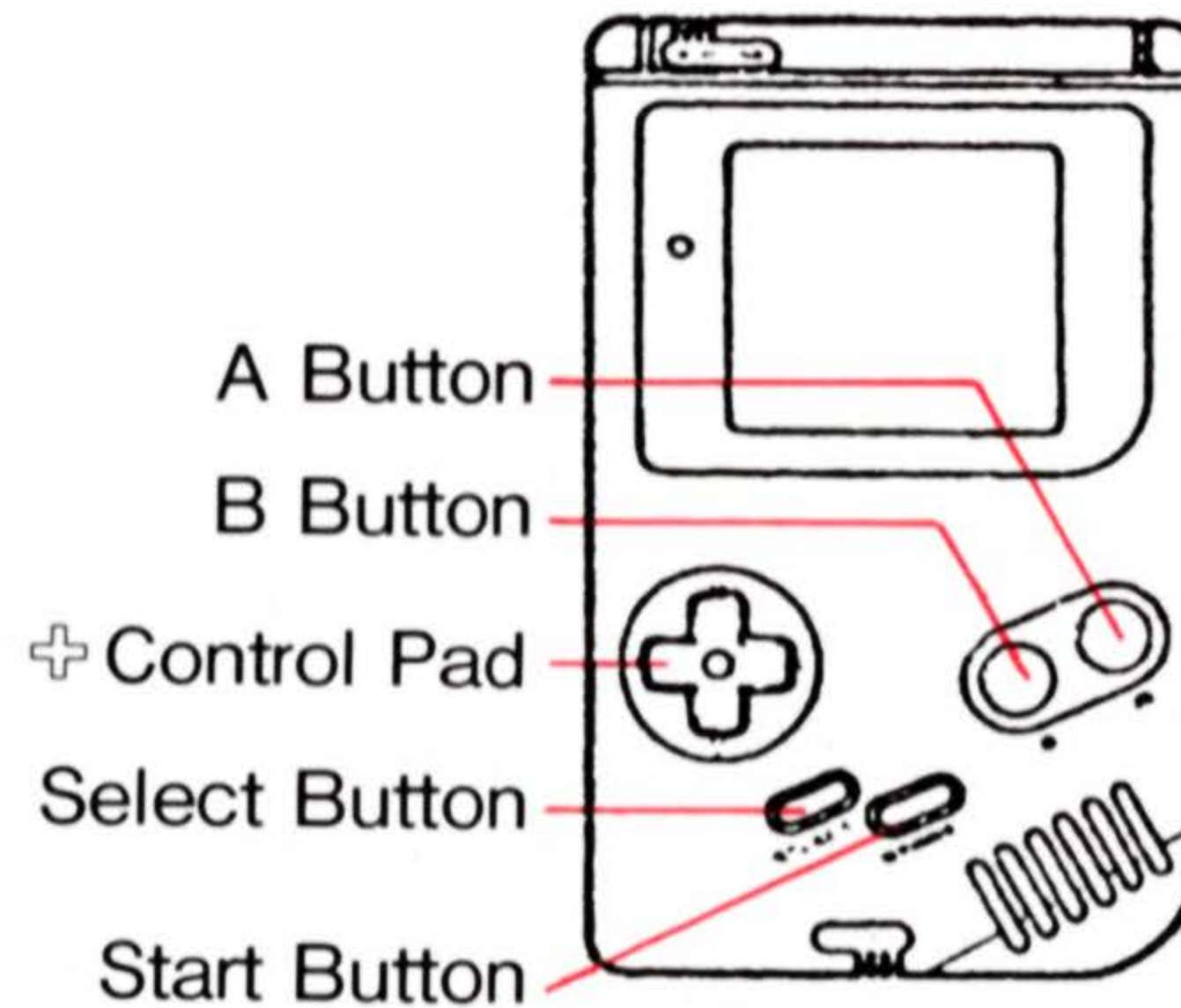
Help our Balloon Kid Heroine Alice find her brother Jim, by collecting the balloons he has left behind. But watch out! Mean animals and dangerous obstacles will try to prevent Alice from completing her search.





## 2. CONTROLLER OPERATION

### – Names and functions of parts



### – Basic Button Operations

#### – A Button

When flying with balloons, you can stay in the air longer by repeatedly pressing the A Button.

If you're not holding any balloons, you can jump over obstacles by pressing the A Button. The longer you hold the button down, the higher you will jump.



### —B Button

Releases the balloon being held.

### —START Button

Press this button at the title screen to start the game.



You can also pause the game by pressing the START button during game play.


### —SELECT Button

By pressing this button at the title screen, you can move the cursor to select the type of game you would like to play.

This button does not have a function during game play.

### — Control Pad

Use the  Control Pad to move Alice in the direction you are pressing. If you press the A Button at the same time as the  Control Pad, you will move faster in that direction.

You can also inflate a new balloon (Alice can only hold two balloons at a time) by rapidly pressing the  Control Pad down four times.

### —Game Reset

If you press the A Button, the B Button, START Button, and SELECT Button at the same time during a game, the game will reset and you will return to the title screen (In the VS game, if one player resets the game, play will not continue).



### 3. BEFORE STARTING THE GAME

Before you start play:

Set the Game Pak correctly into the Game Boy. After you turn on the power switch, "Nintendo" is displayed followed by the title screen.

#### GAME SELECTION

There are three different games in "Balloon Kid":

SINGLE PLAY — For one player

VS PLAY — For two player competition

BALLOON TRIP — For one player



When the title screen appears, use the  $\oplus$  Control Pad or the SELECT Button to choose either SINGLE PLAY, VS PLAY, or BALLOON TRIP. Press the START Button to begin play.

\*If the Game Link™ cable is not connected to both Game Boy's the VS PLAY cannot be selected.



## 4. HOW TO PLAY THE SINGLE PLAY GAME

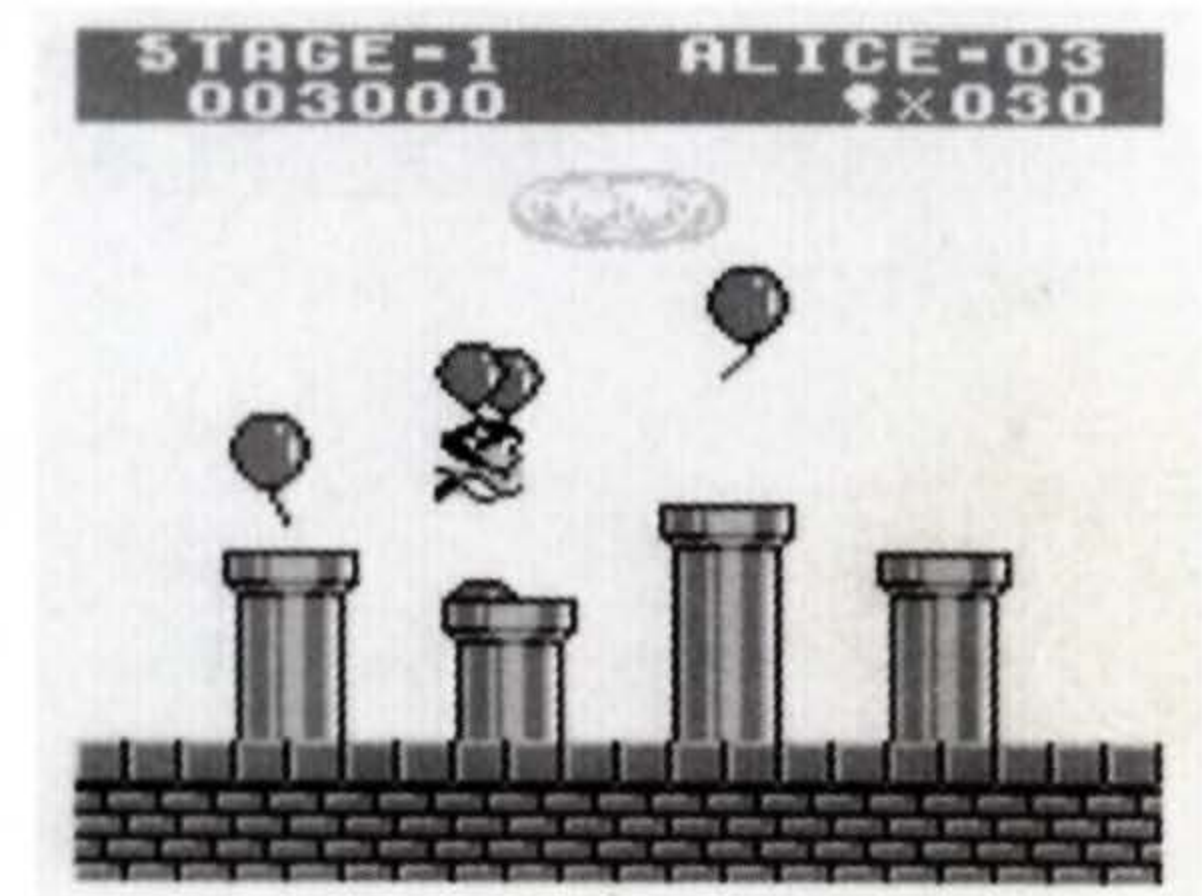
This is an action game that scrolls automatically to the left through eight stages. Gain bonus points by collecting the balloons Jim has left behind. When you reach the final signpost of each stage, you can advance to the next stage. During each stage there are enemies trying to block Alice's way, and many dangerous obstacles to overcome. Also, at the end of every second stage, a gang boss will be trying his best to keep Alice out of his territory.

### BALLOONS

You get 100 points for each balloon you collect. If you collect 20 balloons in a row, double balloons will appear that are worth 200 points. But watch out! If you miss just one balloon, these bonus balloons will disappear.

### GAME BOY

If you enter the Game Boy during the game, you can try the bonus game. In the bonus game 20 balloons will appear out of the chimneys. If you collect all 20 balloons, a special heart balloon will appear. Collect the heart balloon for a 1-UP. If you miss any of the balloons, the bonus game will stop and you will be returned to normal game play.





## POWER-UP BALLOONS

Collect this special power-up balloon to become temporarily invincible. You get 100 points for each enemy you attack while invincible. If you use the power-up balloon, one of the future stages will scroll more quickly, so be careful!



## ENEMIES

There are two types of enemies that Alice will encounter during her search. The first type of enemy, the mischievous ones, will only try to burst Alice's balloons. These enemies can also help Alice reach high places or cross big gaps of the ocean if she isn't holding any balloons. The second type of enemies, the grumpy ones, will try to end Alice's search for her brother. If you meet any of these enemies along the way, you will lose a life and Alice will have to begin her search over again.



## 5. HOW TO PLAY THE VS GAME (2-PLAYER GAME)

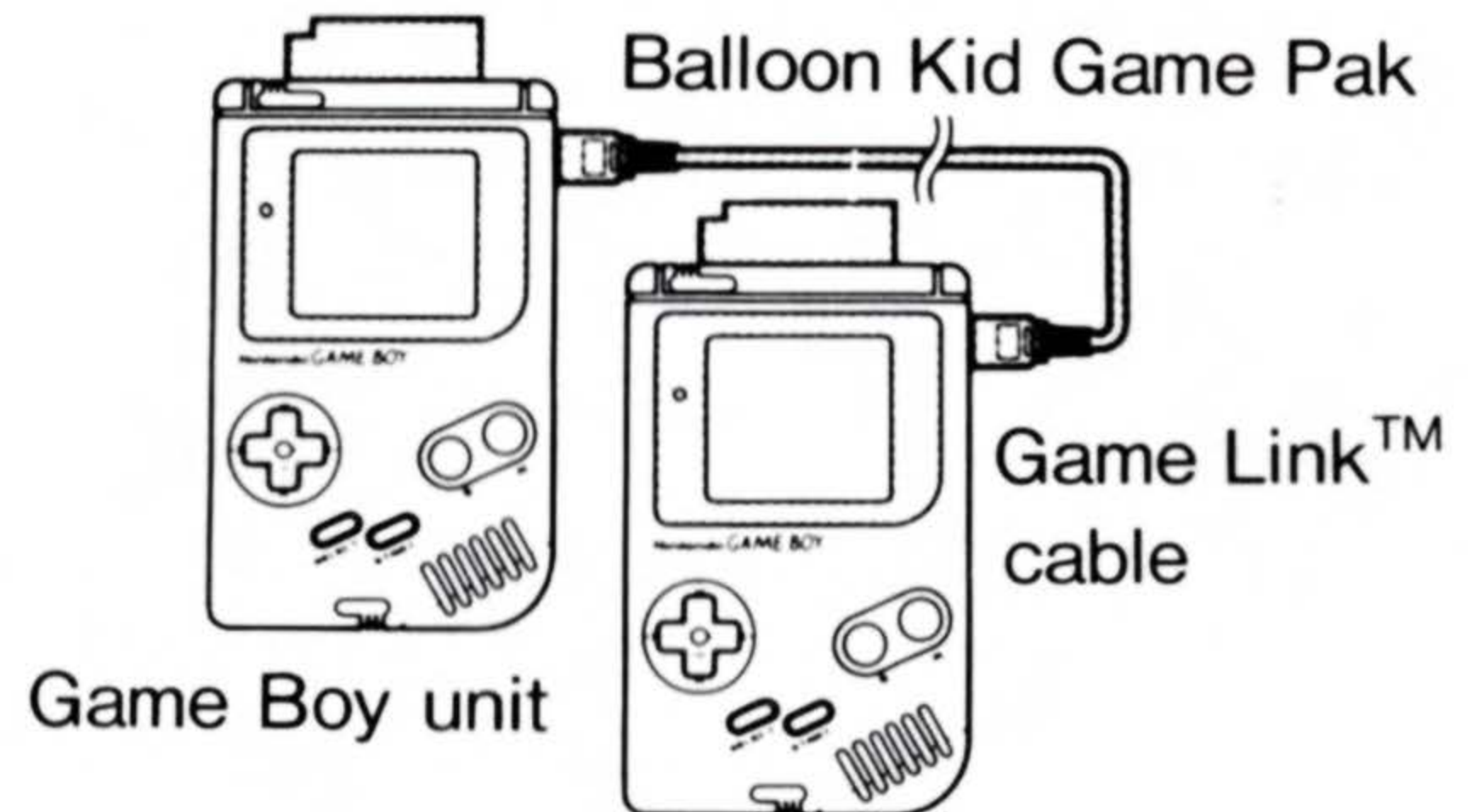
In the town of Pencilvania, balloon fights are very popular. Alice and her friend Samm like to have friendly competitions to see who is the best pilot or who can burst the others balloons for a quick dunk in the sea.

Before you begin playing the VS game, you will need the following:

2 Game Boy units

2 Balloon Kid Game Paks

1 Game Link™ cable

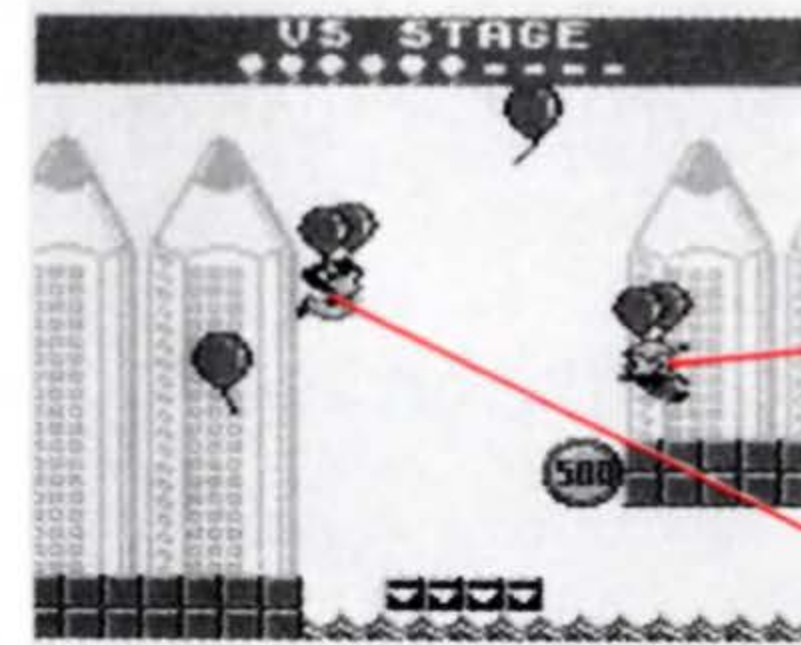


Connect the Game Link™ cable as shown in the diagram. After checking that both Game Paks are set properly, turn on the power switch on both units.



Make sure that both units display the title screen. Then have one of the players select the VS game and press START. The person that starts the game is Alice, and the other person is Samm.

To beat your opponent, you must beat them to the finish line or burst their balloons so they fall into the sea. The winner is the first person to win three games.



The total number of balloons Alice and Samm have burst.

Samm

Alice

## 6. HOW TO PLAY THE BALLOON TRIP GAME

One stormy day, Alice decided to challenge her piloting skills over the ocean. It was so stormy that lightning sparks were all around her. Guide Alice through the spark filled skies while collecting any bonus balloons you see along the way.

### BUBBLES

If you burst one of these special bubbles from the sea, you will receive 200 points and the scrolling will temporarily stop to help you collect all the balloons on the screen.



## 7. INTRODUCING THE CHARACTERS

**ALICE—**

The heroine

**JIM—**

Alice's mischievous younger brother

**SAMM—**

Alice's friend and eternal rival



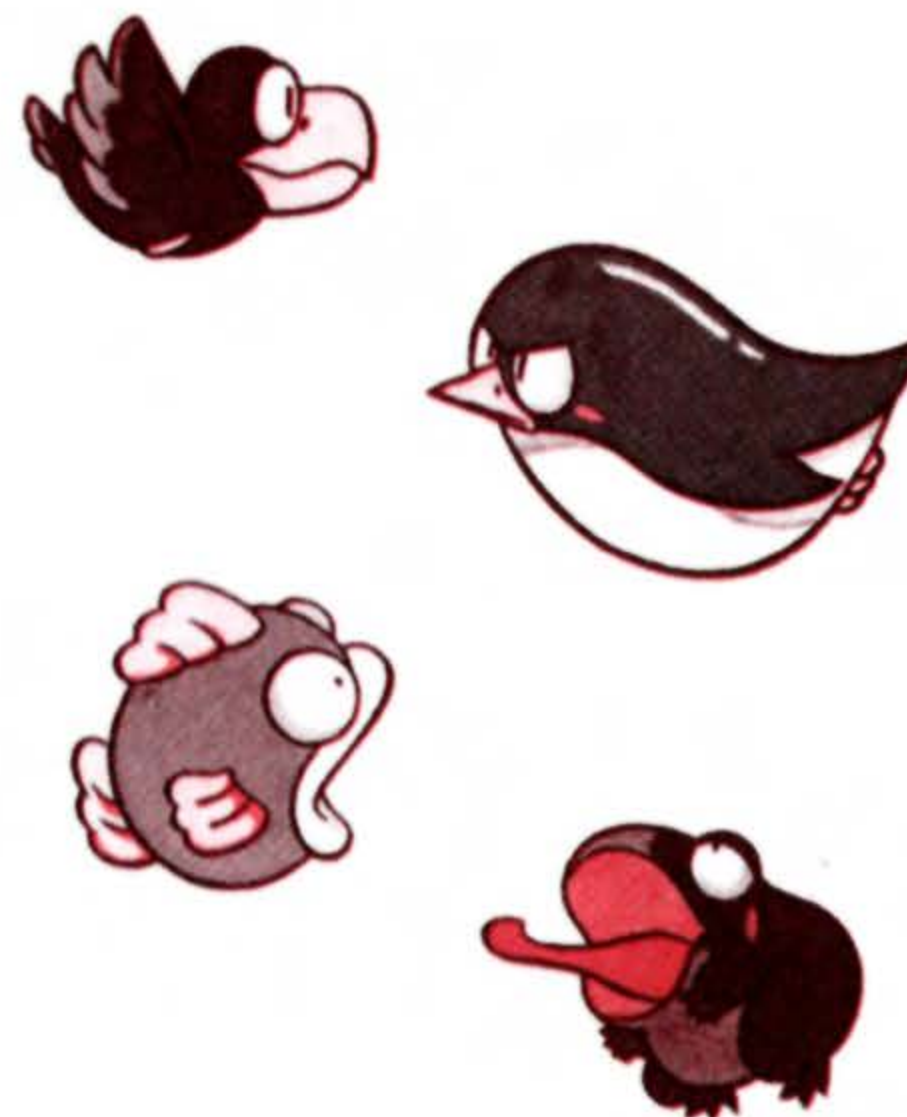
## SOME OF THE ENEMIES

**BEAKY BIRDS and POKEY PENGUINS—**

In the air and on the ground, Pokey and Beaky will bring you down.

**FLOPPY FISH and FLICKY FROG—**

Sea to sea you better not blunder, because these two will pull you under.





## CHOW CHOW THE ALLIGATOR and WONKA THE WALRUS—

With a bite like steel, these hungry boys will want you for their meal.



## BUZZY BEES—

Your balloons they will pop, and then you will drop.



## SPARKYS—

Stunning to see, but shocking to me.



## BURNER BOYS—

You better look, before you get cooked.

## WACKA WACKA WOLF—

Get by this boss or Jim will always be lost.





## 8. SPECIAL STRATEGIES

- If you are holding balloons and come to an area that you cannot pass through, press the B Button to release the balloons. If you release the balloons, you can also catch them once again by jumping and touching them, or you can inflate new balloons by pressing the Control Pad down four times.
- You can pass through the first two stages without any balloons. This is very tricky, but the techniques you will learn may be valuable in later rounds.
- Use the moving platforms as well as some of the mischievous enemies to reach places that may seem impossible to reach.
- Look for the special heart shaped balloons. These are worth an extra life, but are sometimes risky to get to. Weigh your chances carefully!



## 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

### 90-DAY LIMITED WARRANTY:

Nintendo 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 this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

### To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700.  
Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo 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 (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller), and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

In the United States:  
Nintendo of America Inc.  
Consumer Service Department  
4820-150th Avenue N.E.  
Redmond, WA 98052  
RA # \_\_\_\_\_

In Canada:  
Nintendo of Canada Ltd.  
110-13480 Crestwood Place  
Richmond BC V6V2J9  
RA # \_\_\_\_\_

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

### REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK (Be sure that your packaging is at least 4 inches by 6 inches as many shipping companies will not ship anything smaller) and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo, for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

### WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.





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