

GAME BOY ADVANCE

AGB-ADBE-USA

denki BLOCKS!

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating,
call 1-800-771-3772 or visit <http://www.esrb.org>

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, OR VISIT WWW.ESRB.ORG.



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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

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

Thank you for purchasing DENKI BLOCKS! for the Nintendo® Game Boy® Advance System. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

TABLE OF CONTENTS



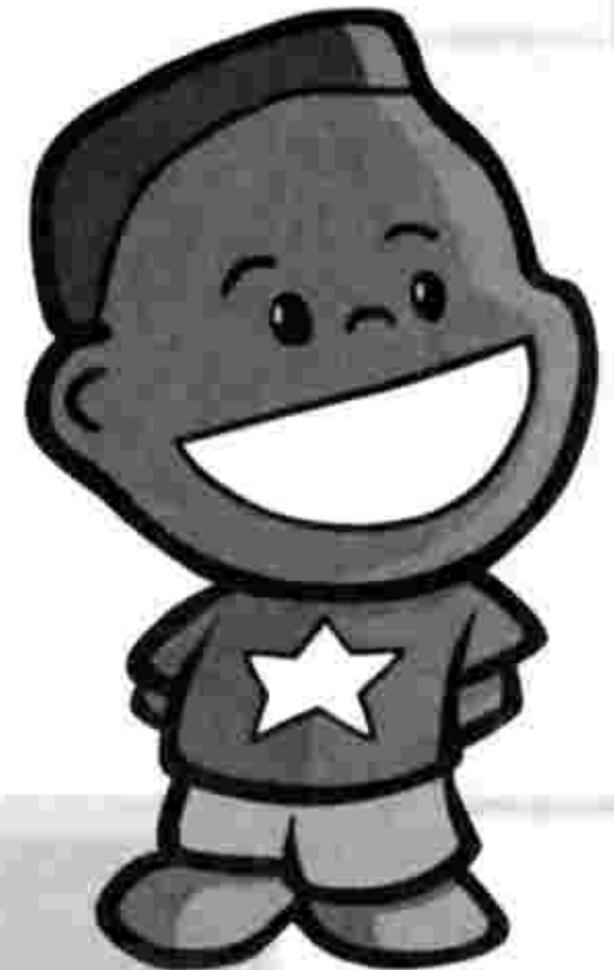
Getting Started	2
Language Selection	3
Controls	4
Creating Character Files	5
Clearing Character Files	6
Welcome!	7
How To Play	8
Mode Selection	10
Training	11
Solo Games	12
Versus Games	15
The Denki Blocks Club	17
Playing Tips	19
Credits	20
Warranty Information	21

GETTING STARTED



1. Making sure your Nintendo® Game Boy® Advance System is turned off, insert the DENKI BLOCKS! Game Pak into the Nintendo® Game Boy® Advance System.
2. Turn on your Game Boy® Advance System. In a few moments the *Language Selection Screen* should appear.

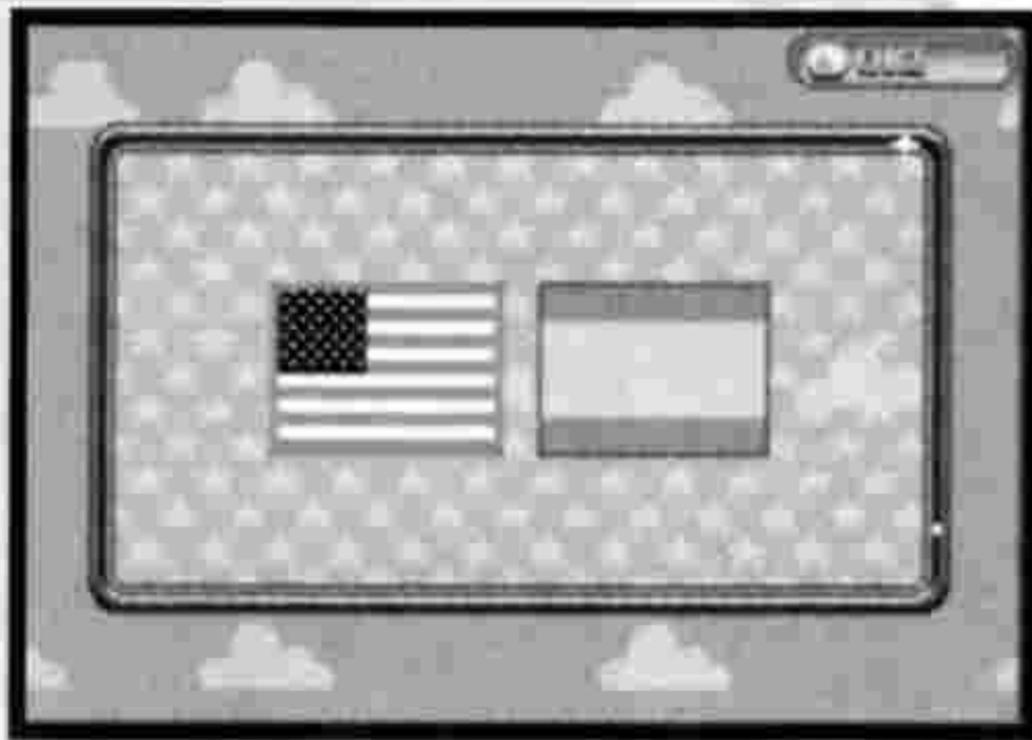
Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly, then try again. (Always turn the power switch OFF before inserting or removing the Game Pak.)



LANGUAGE SELECTION



You may select which language will be used through DENKI BLOCKS! Simply use the **Control Pad** to select your choice, and the **A Button** to confirm it.

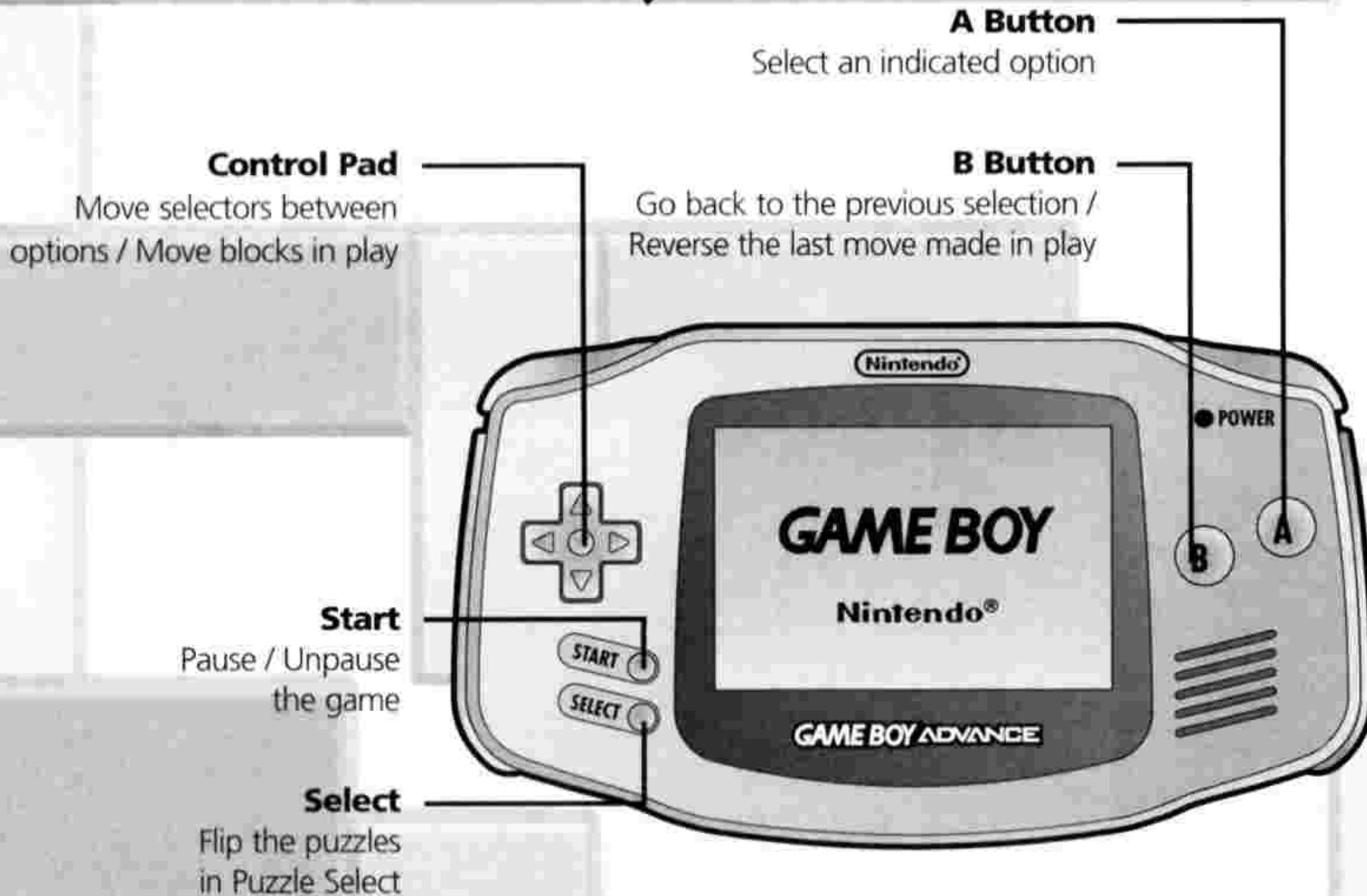
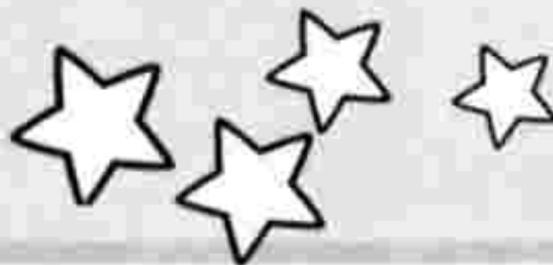


LANGUAGE SELECTION SCREEN

Puzzle
Islanders are
puzzle mad!



CONTROLS



CREATING CHARACTER FILES



The very first time you play DENKI BLOCKS! You need to create a character file. The DENKI BLOCKS! Game Pak can save up to 3 character files at one time. The following steps will show you how to create a character file:

How to Create Character Files

- First, choose a character from the *Character Selection Screen* and press the **A Button**.
- Next, give your character a name. A name of up to eight letters can be entered. Use the **Control Pad** to highlight a letter and the **A Button** to select it. If you make a mistake, select the back arrow to erase the last letter entered. When you are finished, select the return arrow to complete the creation of your character file. Now, the character file will appear on the *Player Selection Screen* and will be available for use to start playing DENKI BLOCKS!



CLEARING CHARACTER FILES

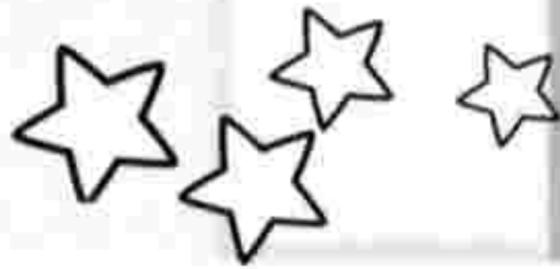


The DENKI BLOCKS! Game Pak can store a maximum of 3 character files at one time. At some point, you may want to clear a character file to create a new one. Follow these directions to do so:

How to Clear Character Files

- First, on the *Player Selection Screen*, use the **Control Pad** to highlight “Clear” under the character file you want to clear and press the **A Button**.
- Then, DENKI BLOCKS! will ask you, “Clear Player?, Yes/No”. At this time, if you wish NOT to clear this character file, choose “No”. However, if you wish to proceed with the clearing process, choose “Yes” and the character file will be cleared. You will automatically be returned to the *Player Selection Screen* and an empty character file slot will be available.

WELCOME!



*Hello! I'm Jessop, the wizard.
I'm here to explain how to play DENKI BLOCKS!*

This is Puzzle Island. Everyone who lives on Puzzle Island loves puzzles, especially when blocks are involved. Puzzle Island's current puzzle favorite is DENKI BLOCKS!



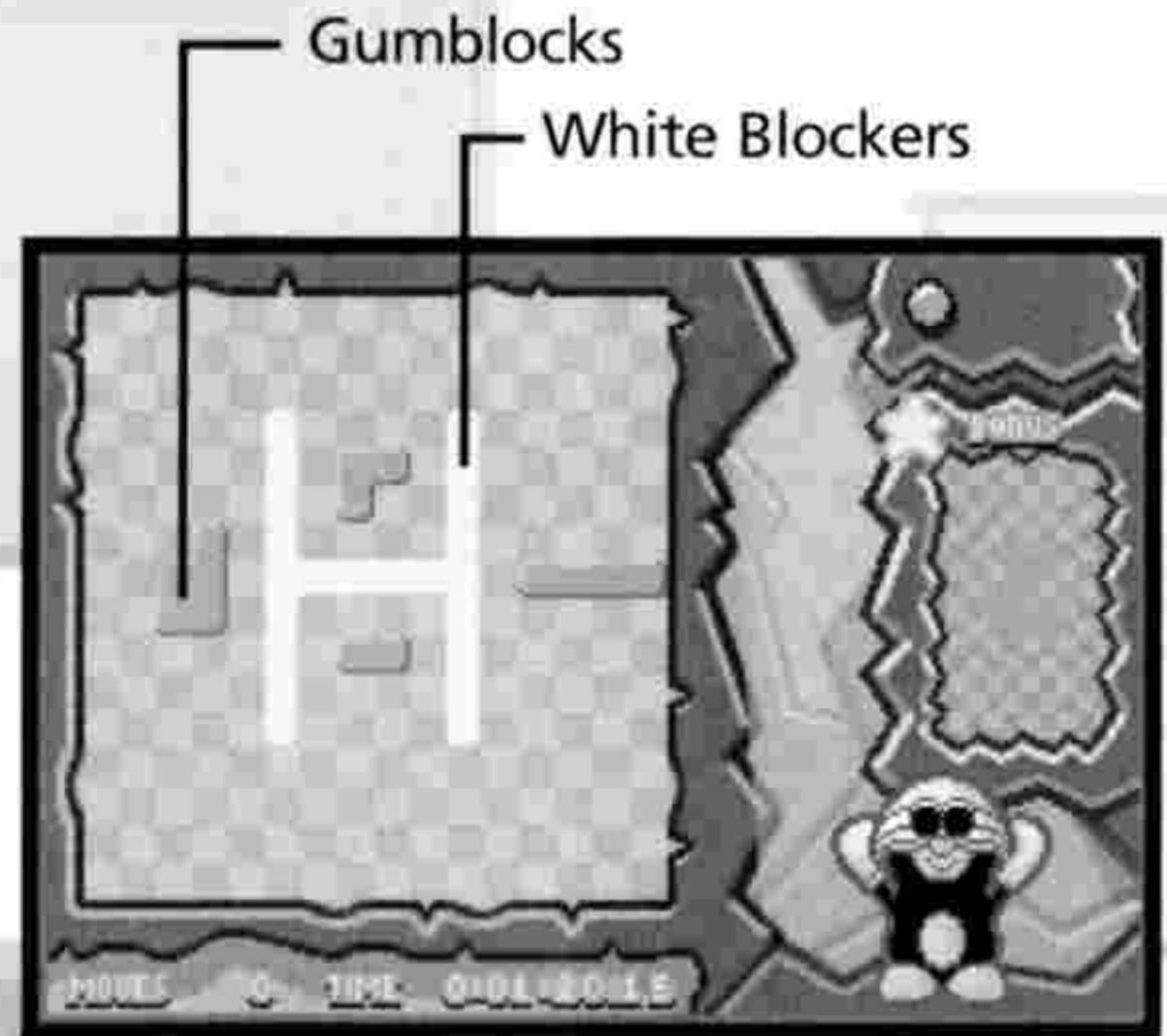
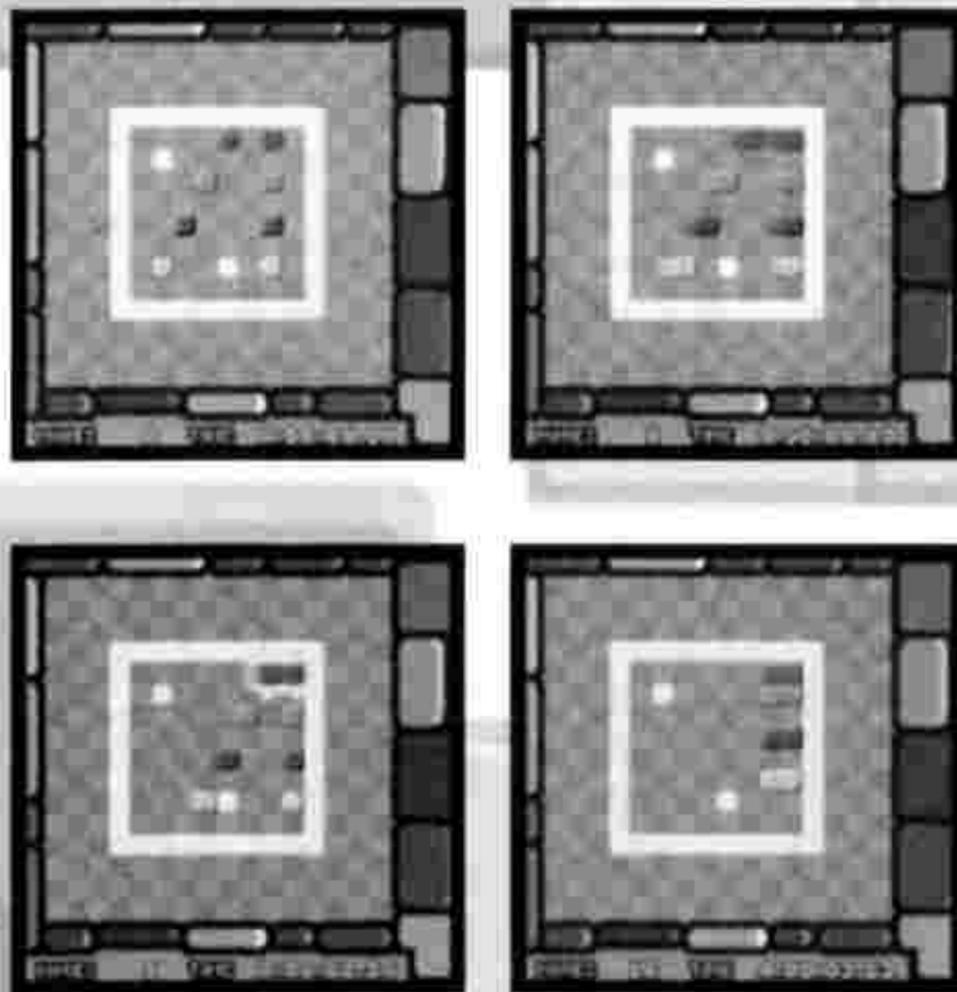
PUZZLE ISLAND SCREEN

HOW TO PLAY



Denki Basics

DENKI BLOCKS! is a game played by sliding blocks around a board. Most blocks are either Blockers or Gumblocks. White Blockers are stuck to the board and never move. Pressing the **Control Pad UP, DOWN, LEFT or RIGHT** slides the Gumblocks over the board. When Gumblocks of the same color touch, they stick together to form clumps.



MAIN GAME SCREEN

Objectives

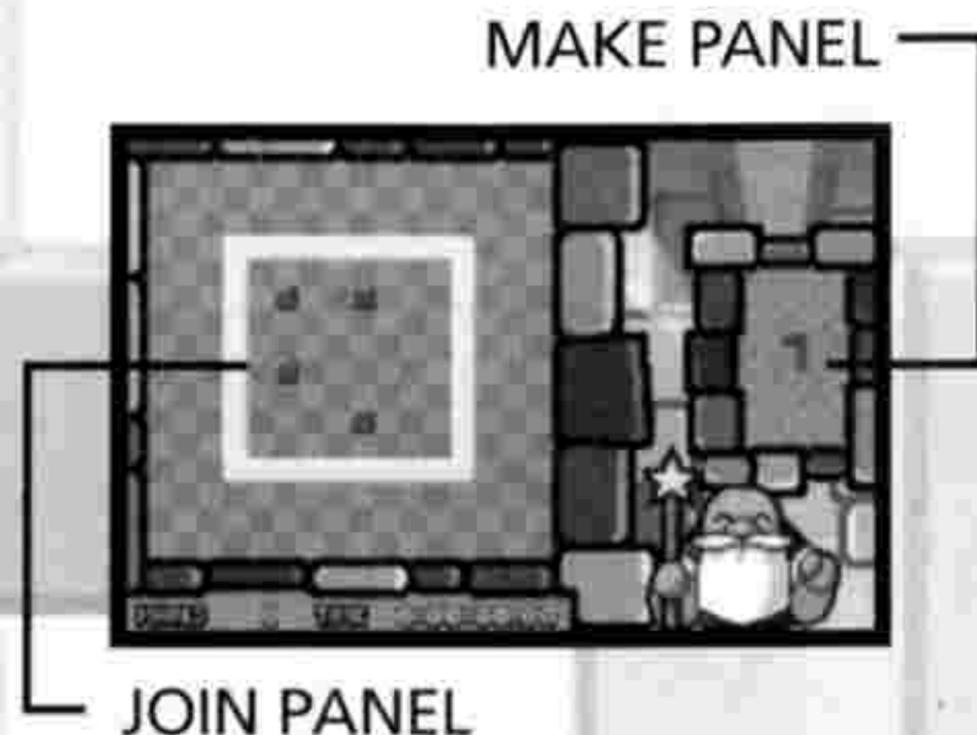
There are two basic DENKI BLOCKS! Objectives. The first is to join Gumblocks any way you can. The colors of Gumblocks to be joined are shown in the Join Panel.

The second basic objective is to duplicate the displayed shape. Use the correct color Gumblocks to create the shape exactly as shown in the Make Panel.

Note: In **Tournament** any shapes to be made are optional **Bonus Shapes**.

Oops!

Sometimes mistakes are made and Gumblocks are joined in the wrong way. Press the **B Button** during play to reverse the last move made. Sometimes reversing a move doesn't help and the puzzle is broken. However, I won't tell you when a puzzle can no longer be solved. When you decide that a puzzle is beyond solving, you can always reset it. To reset a puzzle, first, press **START** to pause the game, then select "**Reset**" to reset the puzzle pieces back to their original positions.



MODE SELECTION



The Puzzle Islanders have invented many different ways to play DENKI BLOCKS! with up to four players.

Training

In Training, learn all there is to know about DENKI BLOCKS!

Solo Games

Solo Games are for you to play on your own.

Versus Games

Versus Games are competitions for more than one player. Up to three guests or Puzzle Islanders can play Versus Games on a single Game Boy® Advance System.

Note: Puzzle Islanders and guests cannot play at the same time.

The Club

Here, you can view your trophy collection, as well as play special puzzles.



MODE SELECTION SCREEN

TRAINING



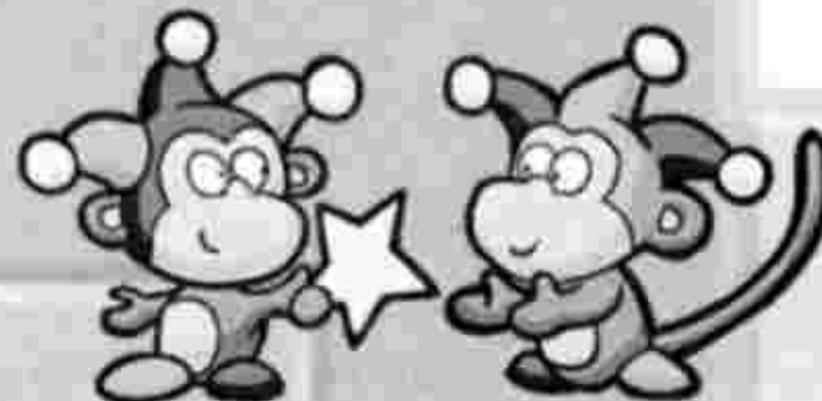
Select "TRAINING" on the *Mode Selection Screen* to visit Blockhenge, where Jessop the Wizard will teach you all there is to know about DENKI BLOCKS!. To start with, there are 30 lessons that you can learn, and as you make progress in the game, new lessons will be made available. So, it is a good idea to check back often!

The lessons are represented as a board full of light purple and dark purple blocks. Light purple blocks are lessons you can choose, and dark purple blocks are lessons that will become available later in the game.

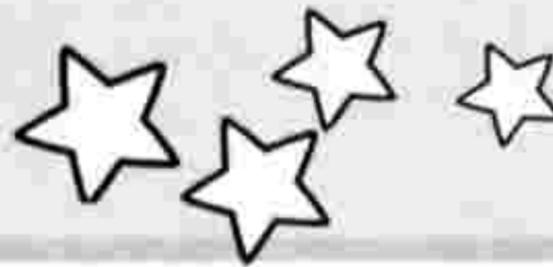


BLOCKHENGE SCREEN

To choose a lesson, use the **Control Pad** to highlight a light purple block, then press the **A Button** to begin. Press the **B Button** to stop a lesson at any time.



SOLO GAMES



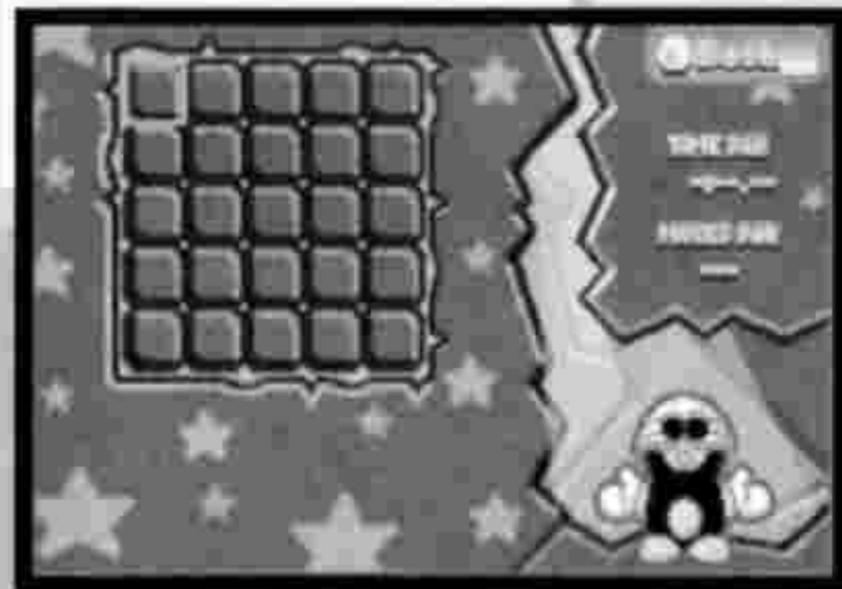
Select "SOLO GAMES" on the *Mode Selection Screen* for games you can play alone. There are three Solo Games to choose from: **Tournament, Workout, and Perfecto!**



SOLO GAMES MENU SCREEN

Tournament

The title of "Puzzle Master" is Puzzle Island's greatest accolade. The title is only earned by solving puzzles set by the existing Puzzle Master. The Puzzle Master only meets with the best player on Puzzle Island. To be worthy you must defeat Puzzle Island's seven leading DENKI BLOCKS! players. Each player has 25 puzzles. Solve any 15 puzzles of each player to beat them and win a trophy.



TOURNAMENT GAME SCREEN

They call me Grugg!



Bonus Shapes

Some puzzles in **Tournament** feature a **Bonus Shape** you must create. Use the correct color Gumblocks to duplicate the shape shown in the Make Panel. You don't have to make **Bonus Shapes** to solve **Tournament** puzzles, but when you do make them, you get special Denki Stars which you can use to access special puzzles in The Official DENKI BLOCKS! Club. Please refer to the "**THE DENKI BLOCKS! CLUB**" section of this manual for more information.



MAIN GAME SCREEN
W/ BONUS

Three Of A Kind

In some **Tournament** puzzles it's possible to make **Three Of A Kind**. You don't have to make Three Of A Kind to solve **Tournament** puzzles, but when you do, you get special Denki Stars.

SOLO GAMES (cont.)



WORKOUT

Workout

Workout is a great way to improve your DENKI BLOCKS! skills. You can practice creating random shapes using a set arrangement of Gumblocks. Jessop the Wizard records your performance so you can see if you are improving.

Perfecto!

Everyone on Puzzle Island has a favorite shape. We all like to see how efficiently we can make our favorite ones. Most Puzzle Islanders you meet will share their favorite shape with you. But can you make their shapes faster and in fewer moves than they can?



PERFECTO

VERSUS GAMES



Select "Versus Games" on the *Mode Selection Screen* to play in competitions where you can challenge up to three guests or Islanders. There are three Versus Games: **Race**, **All Change!** and, **Battle**.



VERSUS



RACE

Race

Race is all about being fastest to make shapes. You can race to make four or eight shapes. The winner is the first player to make all the given shapes.

Puzzle Islanders are puzzle mad!



VERSUS GAMES (cont.)

All Change!

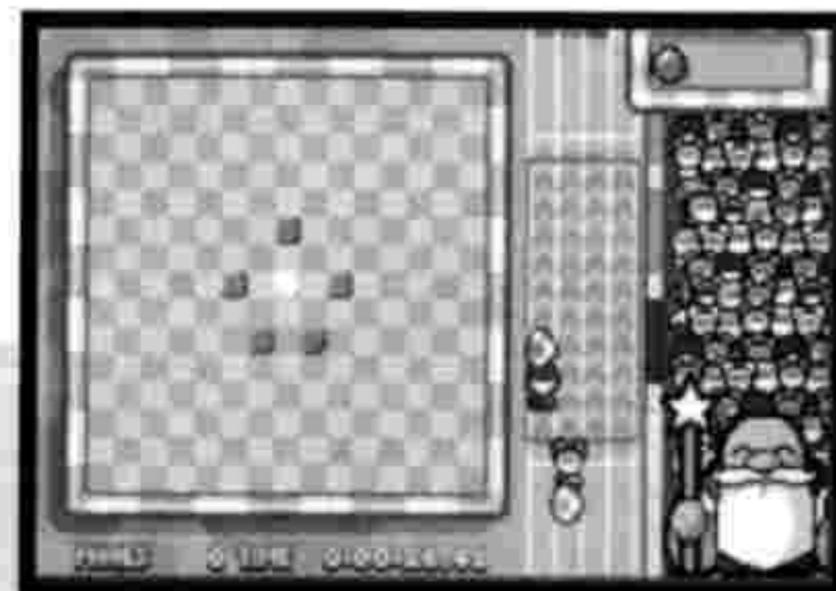
There are two stages to **All Change!** First, each player has 30 seconds to join together all the Gumblocks to build any shape. Any player who fails to join all the Gumblocks in 30 seconds is out. All the shapes are then swapped among the players so the second stage can begin. Each player has to recreate the given shape, and I never give players their own shape. The winner is the player who creates the given shape first.

Note: Shapes too wide to fit in the panel are turned until they fit.

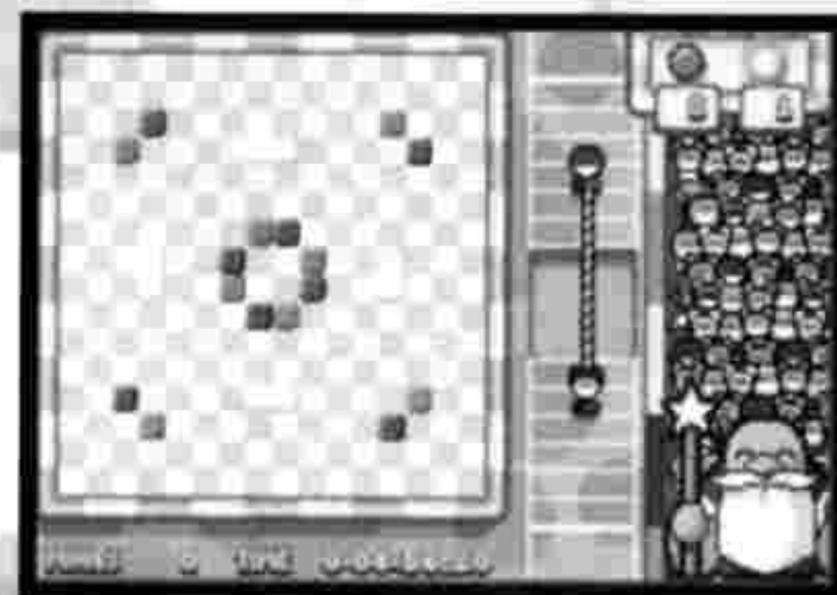
Battle

Players take turns to move all the Gumblocks on the same board. A player's turn ends when any blocks or clumps are joined. The winner is the first player to join all Gumblocks of their color. Be careful not to join your opponent's Gumblocks by mistake.

Note: Puzzle Islanders won't play **Battle** with you. Your opponent has to be a guest.



ALL CHANGE



BATTLE

THE DENKI BLOCKS! CLUB



The Official DENKI BLOCKS! Club is where all the enthusiastic DENKI BLOCKS! players are usually found. The caretaker, Gramps, has looked after The Club for... well, as long as anyone can remember. To enter, select "THE CLUB" on the *Mode Selection Screen*.



CLUB



TROPHY

Trophy Cabinet

On your travels around Puzzle Island you are likely to acquire trophies. Any trophies you earn are stored here for safekeeping. You can view them at any time by selecting "Trophies" from The Club.



You may call me Princess Honey-Cake!

THE DENKI BLOCKS! CLUB (cont.)



SPECIAL PUZZLES

Special Puzzles

Some Puzzle Islanders have made special puzzles with new features. You can get special puzzles in exchange for Denki Stars.



1-900-773-TECH

1-900-773-8324

(\$1.25 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

PLAYING TIPS

- ★ Always make sure you are clear about the objective before you start to play.
- ★ Don't be fooled by appearances. Some puzzles are harder than they look, and some puzzles are easier than they look.
- ★ It isn't always obvious at first what needs to be done to solve a puzzle.
- ★ Don't be afraid to make some moves to see what happens.
- ★ The **B Button** only reverses a single move so when in doubt you should play slowly and with care.
- ★ Don't be afraid to break a puzzle – you can always reset it and start again.
- ★ When more than one color of Gumblock has to be joined in a puzzle try focusing on joining one color at a time.
- ★ Remember that in Tournament only 15 out of the 25 puzzles in each location have to be completed to earn a ranking.

CREDITS

RAGE

Developed under license by
Yoyo Entertainment Ltd.

Game Code

Charles Waddington

Front End Code

Adrian Hirst

Art

Emel Akiah

Audio

Paragon 5

Production

Wayne Smithson

Produced for Rage by

Feargus Carroll

Rage Marketing Manager

James Scalpello

Rage QA Manager

Dean Bent

QA

Lee Gledhill (Yoyo)

Stuart Williams

Gavin Clark

Nick Hall

David Dixon

James Brodie

Jody Craddock

Paul Coles

Stuart Clenton

Mark Povey

Publisher Support

John Schorah - Deputy Managing Director

Simon Lilley - Marketing Director

Phil Wright - Sales Director

Glen O'Connell - Corporate PR

Tony Fitzgerald - European Sales Manager

Pat Kavanagh - Production Services Manager

Martin Kitney - Product PR

Lisa O'Connor - Sales Administrator

Michael Marrs - US Package & Manual Design

Madmikemaging.com

WARRANTY INFORMATION

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo GAME 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 GAME 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 GAME PAK, enclose your name, address and phone number, and return your GAME PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

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

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

Repairs/Service after Expiration of Warranty

If the GAME 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 GAME PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective GAME 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 GAME 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 MAJESCO SALES, INC. 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 only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

CHECK OUT THESE COOL GAMES!

Brought to you by Majesco



www.majescogames.com
160 Raritan Center Parkway • Edison, NJ 08837

©2002 Rage Games Limited. All Rights Reserved. Licensed to and published by Majesco Sales Inc.

©2002 Majesco Sales, Inc. All Rights Reserved.

PRINTED IN USA