GAME BOY ADVANCE

SNOOD

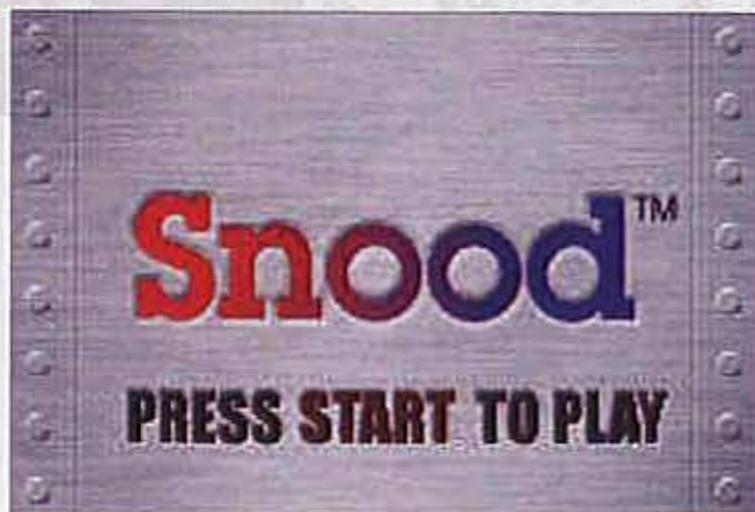INSTRUCTION BOOKLET

digital

Contents

Starting The Game

Make sure the POWER switch is OFF.

Insert the Snoods Game Pak into the Game Boy Advance slot as described in your Nintendo Game Boy Advance instruction manual.
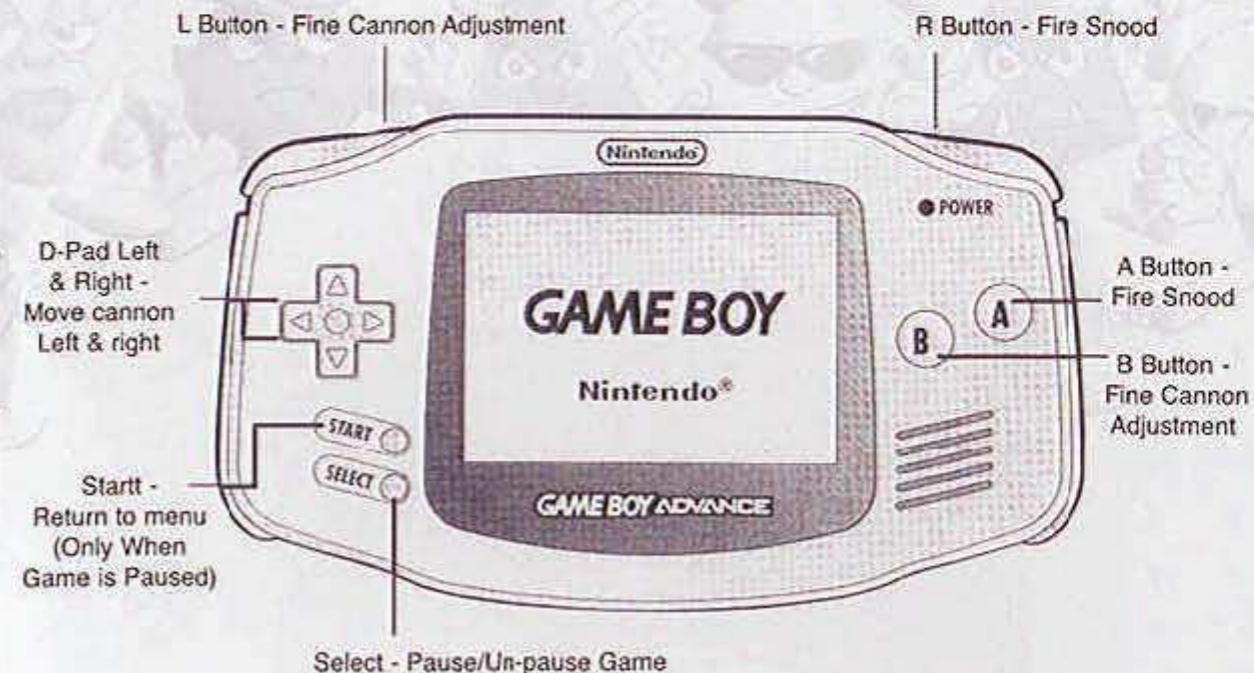
Turn the POWER switch ON.

Note: The Snoods Game Pak is for Game Boy Advance only.

Snood™

PRESS START TO PLAY

Game Boy Advance Controls

L Button - Fine Cannon Adjustment

R Button - Fire Snood

D-Pad Left & Right - Move cannon Left & right

POWER

GAME BOY

Nintendo®

A Button - Fire Snood

B Button - Fine Cannon Adjustment

Startt - Return to menu (Only When Game is Paused)

GAME BOY ADVANCE

Select - Pause/Un-pause Game

Language Selection Screen

You can choose from the following languages:

Deutsch   English   Espanol
Francais   Italiano

Use the CONTROL PAD LEFT or RIGHT to select a language. Then press START or the A BUTTON to confirm your choice. Now wait for the Snoods Menu Screen to appear. Press START.

Snoods Menu Screen

You are given a choice of three options:

MAIN MENU

SINGLE PLAYER

TWO PLAYER

OPTIONS

Use the CONTROL PAD UP and DOWN to select one of these options. Then press START or the A BUTTON to enter the selected option.

Playing the Single Player Game

Press START or the A BUTTON when 'Single Player' is selected on the Snoods Menu Screen.

Use CONTROL PAD LEFT and RIGHT to rotate your Snood cannon left and right. The Snood waiting to be launched is shown beneath the cannon.

Press the A BUTTON to launch your Snood.

The launched Snood travels up the screen, bouncing if it hits a wall, until it reaches another Snood. When Snoods come into contact, they stick together.

If three or more matching Snoods are touching then they 'teleport' away. Any Snoods attached below this 'chain' of Snoods drop off and fall to the bottom. A level is won by removing all Snoods from the screen. The 'Numbskull' Snood cannot be teleported from the screen and can only be removed by being 'dropped-off' of another chain of Snoods. Depending on the mode of game selected, the top of the level will gradually descend towards the bottom of the screen, pushing the Snoods with it. If the descending Snoods reach the bottom of the screen, then the level is lost.

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Playing the Two Player Game

You need two copies of Snoods, two Game Boy Advance Consoles and a Game Boy Advance™ Game Link™ Cable to play a two-player game of Snoods.

Make sure both Game Boy Advances are switched off.

Plug in the Game Boy Advance™ Game Link™ into the External Extension Connector of two Game Boy Advances as described in the Game Boy Advance Instruction Booklet.

The purple 'master' plug must be plugged into a Game Boy Advance console with a Snood Game Pak in it. This Game Boy Advance is the master. The other Game Boy Advance is the slave and this must also have a Snood Game Pak inserted.

Turn on both Game Boy Advances.
Select '2 Player' on the Snoods Menu Screen.
Select the type of game you wish to play.

The game is started by pressing the A BUTTON on the master Game Boy Advance. When the game starts both Game Boy Advances will have a Snood game on their screen.

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The two-player game plays the same as the single player game except that once a player has teleported enough Snoods to fill a horizontal row, a new row of random Snoods appears at the top of their opponent's screen. The first player to clear the screen or cause the Snoods on their opponents screen to reach the bottom of the screen will win.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

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Options

Use **CONTROL PAD UP** and **DOWN** to select the Option you wish to adjust.
Use **CONTROL PAD LEFT** and **RIGHT** to adjust the Option except for Select Character. For Select Character press the **A BUTTON** to go to the Select Character screen.
Press the **A BUTTON** to accept your choices and return to the Snoods Menu Screen.
Press the **B BUTTON** to cancel your choices and return to the Snoods Menu Screen.

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Difficulty

The difficulty level you set only affects the 'Classic' style game. The difficulty levels are:

Child
Easy
Medium
Hard
Evil

Game Type

There are four game types to choose from.

Classic

Play one randomly generated level. The difficulty level set in the game affects this game type.

Journey

Play a series of games working up through the difficulty levels.

Time Attack

Play 50 preset levels of increasing difficulty. Each level must be completed within a time limit shown by the rising bar at the right of the screen.

Puzzle

Play a different 50 preset levels of increasing difficulty. Each level must be completed with a limited number of Snoods. The number of Snoods that are left are shown by the bar at the right of the screen. This bar rises as you use up Snoods and lowers as you teleport Snoods away. If the bar reaches the top then the main Snood screen decreases in size and you are given a fresh set of Snoods to play with the bar returning to the bottom.

Music

Turn the music on or off.

Select Character

When you have accessed the Select Character screen use CONTROL PAD LEFT and RIGHT to see the different Snoods.
Press the A BUTTON to choose the currently displayed Snood and return to the Options Menu screen.
Press the B BUTTON to return to the Options Menu screen without choosing a new Snood.
The chosen Snood features in the animations between levels and bounces around in the 'danger' bar indicator at the right of the screen.
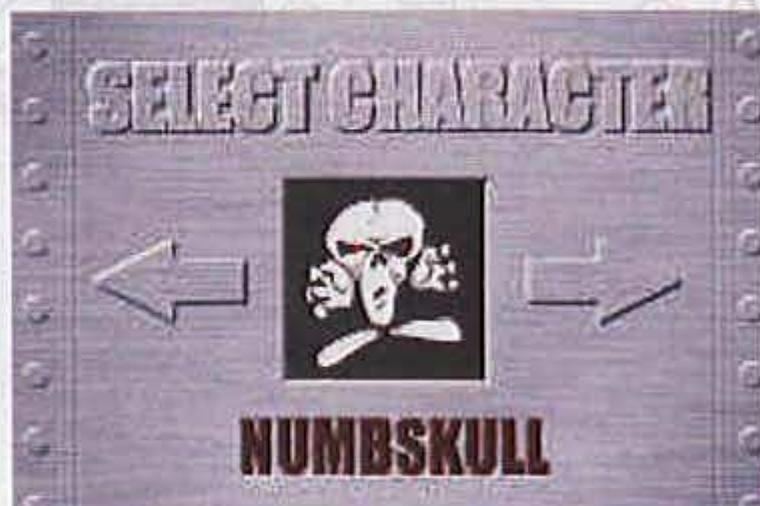
Find out more about Snoods!

Visit the Snood website to find out more about Snoods.

www.snood.com

Rebellion Credits

Jason Kingsley - CEO
Chris Kingsley - CTO
Senior Producer - Paul Tresise
Assistant Producer - Gareth Luke
Lead Programmer - Richard May
Programmer – Mark Knowles
Art & Graphics - George Launchbury & Louise Herd
Intro/Outro Art/Animations - Julian Breddy & Aeron Guy
Music & Sound - Chris Brighton, Mark Cooksey
Game Boy Advance Manual - Mark Eyles & Gareth Luke & Anna Hall
Manual Artwork – Andrew Wildman