

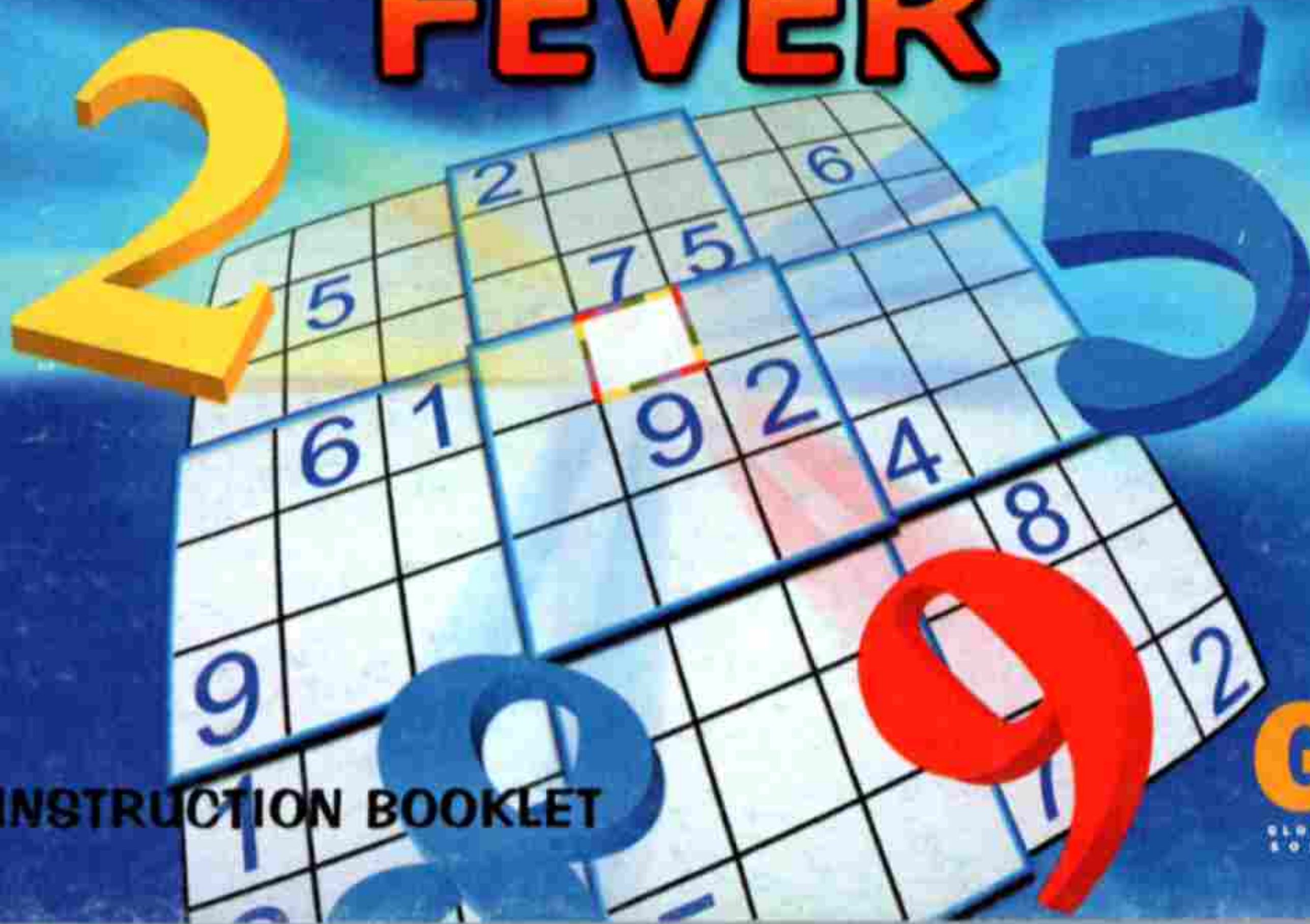
GAME BOY ADVANCE

GLOBAL STAR

AGB - B3ZE - USA

Sudoku

FEVER™



INSTRUCTION BOOKLET

GS
GLOBAL STAR
SOFTWARE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY MICRO AND NINTENDO DS VIDEO GAME SYSTEMS.

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The Puzzle Craze Sweeping the Nation

Global Star Sudoku Fever is fun, challenging and highly addictive. Join the millions already hooked on the puzzle logic game you won't be able to put down. Catch the fever today!

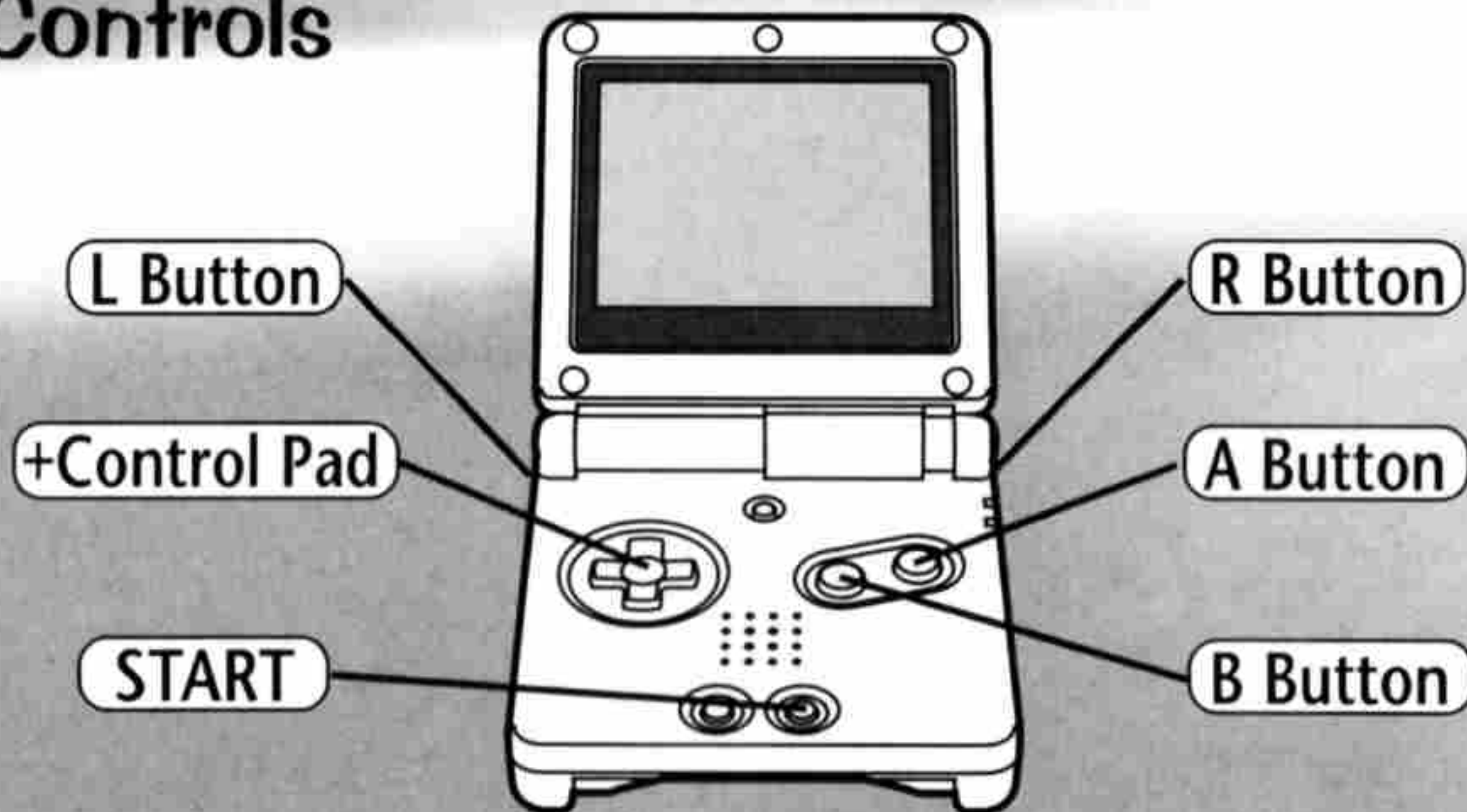


Getting Started

Move up and down the main screen using the +Control Pad and select a puzzle type using the A Button.

Then select a difficulty level using the A Button.

Game Controls



To move around the grid: Use the +Control Pad in the direction you would like to go.

To access drop down menus: Press START

To make a selection in the drop down menus: A Button

To select an empty square: B Button

To select a character (numbers, letters or symbols) to insert into grid: A Button

To remove a character: B Button

Turn Pencil Marks feature on/off: L Button

Turn Error Highlight feature on/off: R Button

How To Play

In Classic 9x9 Sudoku, the objective is to fill in each row, column and 3x3 box with the numbers 1 through 9, without repetition. There is no math involved; only logic.

Sudoku Eight, Sudoku Mini and Sudoku Junior are simply smaller versions using numbers 1 through 8, 6 and 4, respectively.

When solving the puzzle, move around the main grid using the +Control Pad. Select an empty square and press the A Button to move to the smaller Number Selection Panel, where you will select your input number. Move around the numbers with +Control Pad and select one with the A Button. The number will appear in your pre-selected square on the main grid.

If you wish to return to the main grid without selecting a number, press the B Button. Also use the B Button to delete a number from the main grid.

Used Count tells you how many of each number is so far revealed on the grid. Classic Sudoku has 9 of each number; Sudoku Eight has 8 of each number; Sudoku Mini has 6 of each number and Sudoku Junior has 4.

Number Selection Panel

The interface displays a 9x9 grid with the following numbers:

2		1		7	4	5		9
7			5					
3				8		7	1	
5	1	6				4		8
			2	6	1		5	7
		2	4					
	5				7	6	9	
		9			5			
8	2		6		9		4	5

The Number Selection Panel shows a 3x3 grid of numbers 1-9.

The USED COUNT table is as follows:

USED COUNT									
1	2	3	4	5	6	7	8	9	
4	4	1	4	7	4	5	3	4	

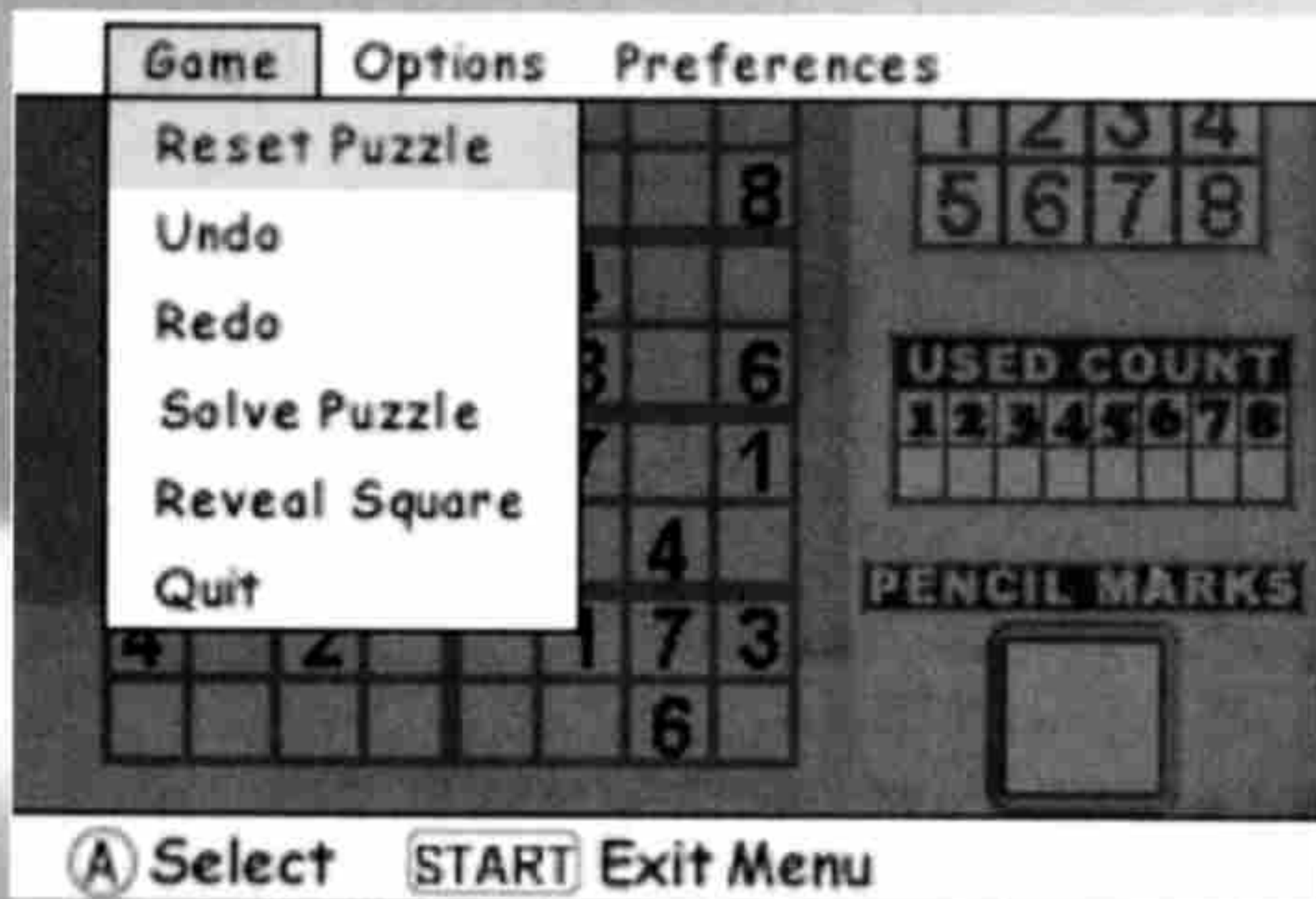
The PENCIL MARKS section shows a box containing the numbers 4, 6, and 9.

At the bottom, there are three buttons: (A) Select, (B) Delete, and START Menu.

Drop Down Menus

Press Start to access the drop down menus for the following functions:

GAME MENU



Reset Puzzle: All inputs will be cleared and you will return to the original grid.

Undo: Removes the last character placed.

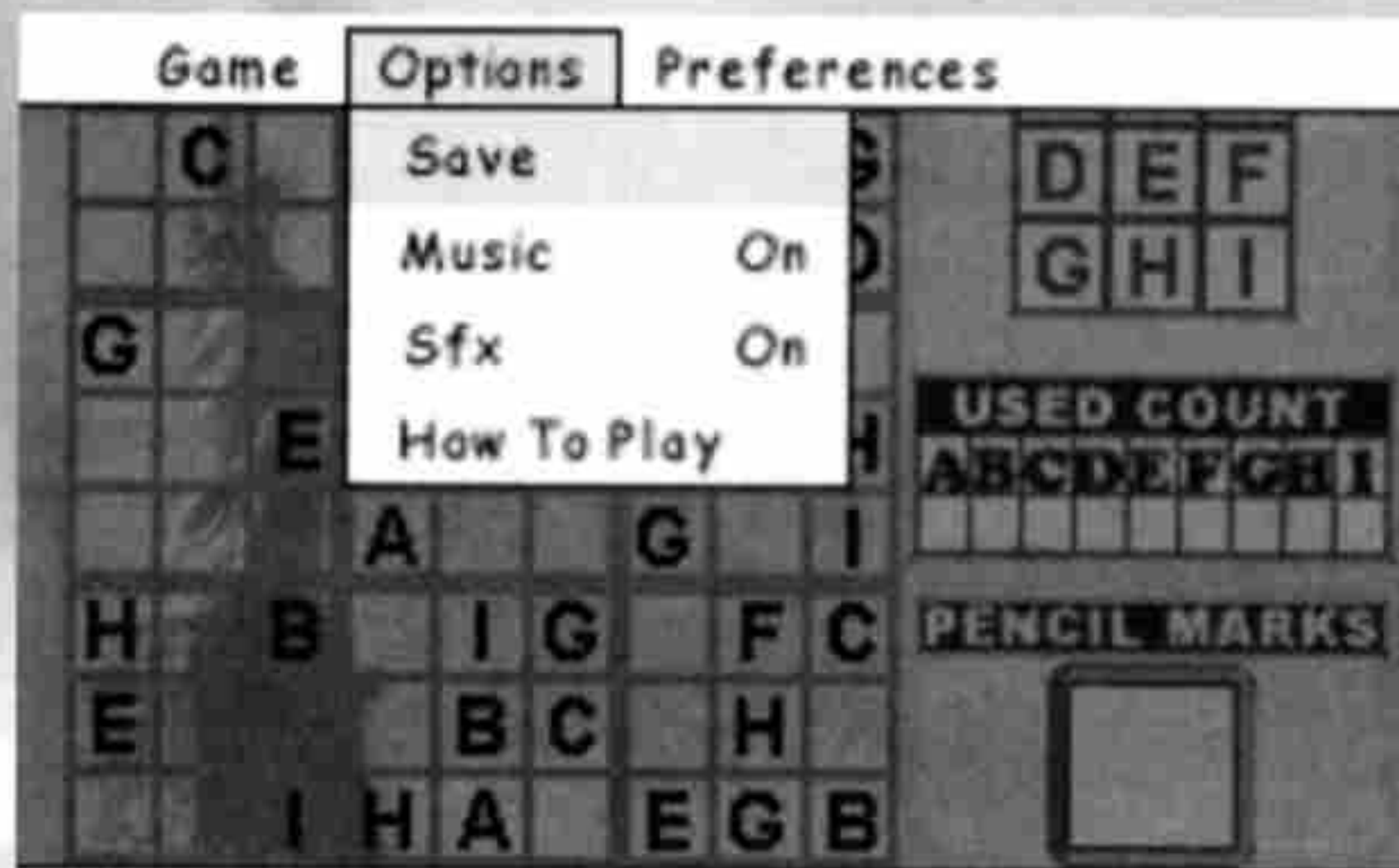
Redo: Puts back the last character you removed.

Solve Puzzle: Fills in all the answers.

Reveal Square: Fills in selected square with correct answer.
(Good to use if you are stuck and want a little help.)

Quit: Ends current puzzle and takes you back to the list of puzzle types.

OPTIONS MENU



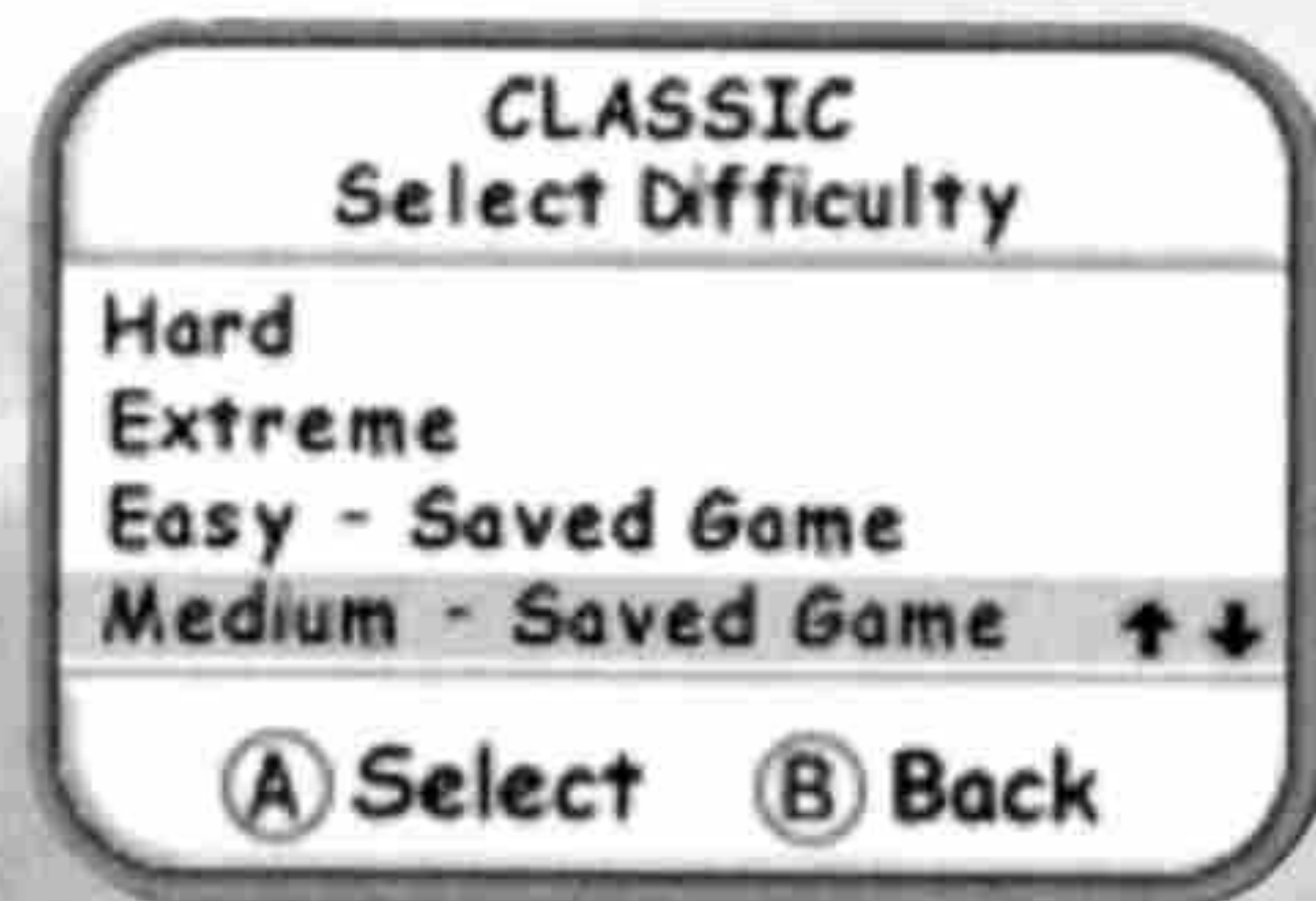
(A) Select START Exit Menu

Save: Press the A Button to save your current game.

One version of each difficulty of each Sudoku game type can be saved. The saved games are listed on the Select Difficulty screen for each Sudoku game type.

For example - if you save a Classic Sudoku on Easy difficulty, then the save will be listed as "Easy - Saved Game" on the Select Difficulty screen for Classic.

To access a saved game, go to the main screen and select your game type. When you reach the Select Difficulty screen, scroll down the list until you find the appropriate saved game.

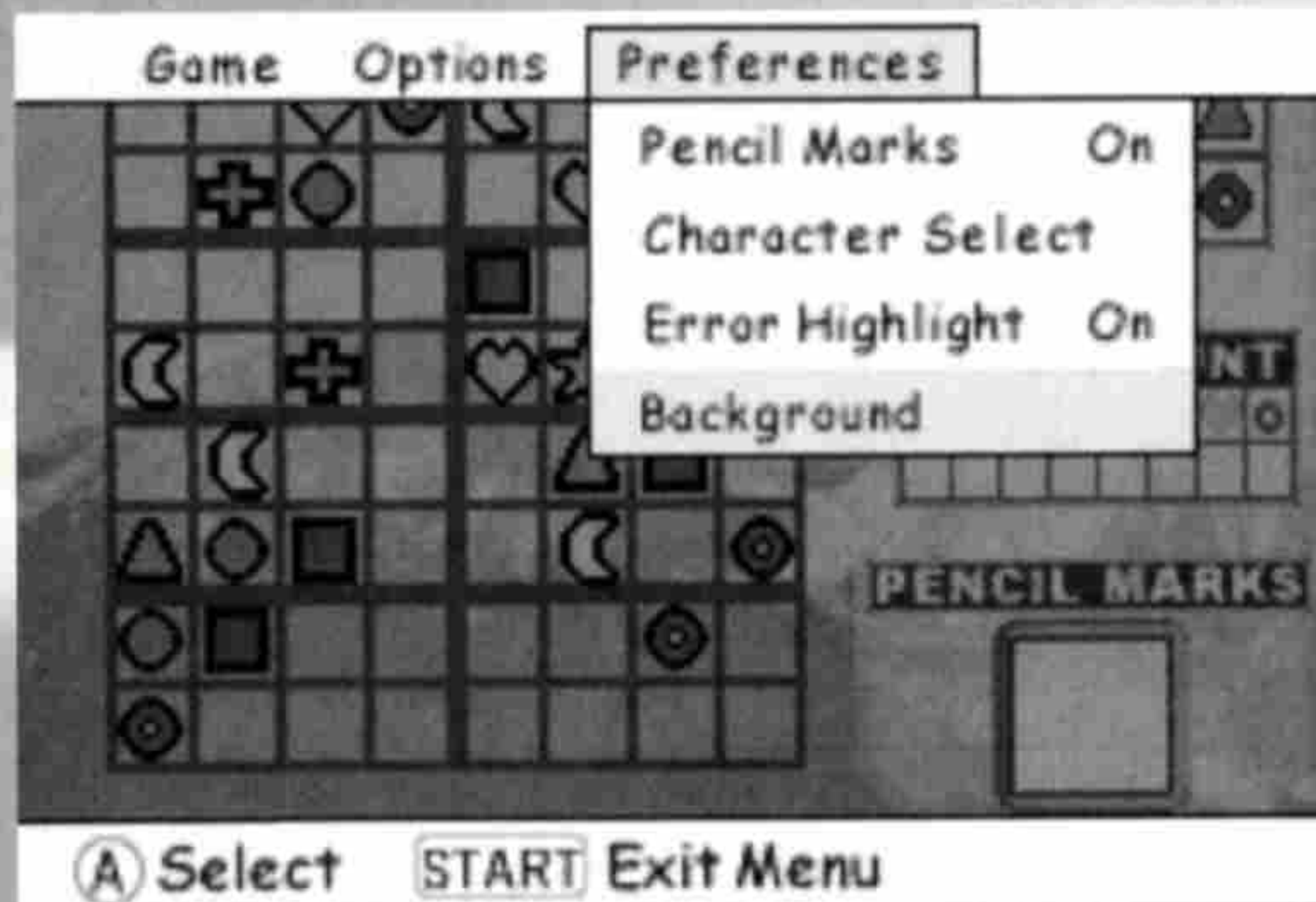


Music: Switches background music on and off.

Sfx: Switches sound effects on and off.

How to play: Provides basic instructions. Change the page using the L and R Buttons.

PREFERENCES MENU



Pencil Marks: For whichever square you have selected on the main grid, you will be shown the number possibilities for that square. If there is only one option, then it's the right answer and you can enter it on the square by selecting it

on the Number Selection Panel. Having Pencil Marks selected all

the time offers less of a challenge, so you may want to use this feature only to get started, or on the more difficult puzzles.

Character Select: You can select to play with letters or symbols instead of numbers.

Error Highlight: Alerts you every time you insert a wrong character.

Background: Choose a background for the puzzle screen (ex: Tropical).

Sudoku Solver

Use this handy feature to enter the numbers from any puzzle published in a newspaper, magazine, book or other source to check the solution or solve the puzzle on screen. Enter the given numbers in the way described under **How To Play**.

While using Sudoku Solver you can not utilize Save, Undo, Redo or Reveal Square features.

Game-Play Hints

Diagrams A and B show techniques to start solving Sudoku Puzzles. Diagram A is an example of Sudoku Classic, but you may prefer to start with a smaller puzzle. The principles are the same.

Note: when we say 'square' we mean an individual cell on the grid.

Splitting the grid into manageable bites

Remember, to solve a Sudoku Classic puzzle, each row, each column and each 3 x 3 box must contain the numbers 1 - 9, without repetition. It helps to mentally split the grid into thirds, i.e., three blocks of three rows or three blocks of three columns, and work logically through each third, **remembering that each number can only be used once in each row, column and box.** Then try the other direction.

Diagram A

5				6				9
7		⑥	4					1
4				5				6
		8	6					
		9				⑥	⑥	
6		7	3		9			5
9	7		2	3				
	1							9
8	6		7			5		3

In Diagram A, we can quickly see that the 6 for the top left 3 x 3 box must be in the second row. By then checking with columns 1, 2 and 3 we can see there is only one possible square for it. Looking further down the puzzle, there are two possible squares for 6 in the middle right box. This should be left for now until there are further clues to specify which square is the correct one.

Looking at each 3 x 3 box as a standalone unit

Look at a 3 x 3 box with a small number of empty squares. Ask yourself which numbers still need to go in the box. Then look for where they could go by checking the longer rows and columns.

Single numbers

The Sudoku Junior example in Diagram B shows a single number 3 pencil marked in the top row, third column square. This means 3 definitely belongs in that square, and therefore leaves only a 2 in the square to the right of it, and 1 three squares below it. There are other single numbers in this puzzle, too, which quickly lead to the full solution.

Diagram B

1	2 4	3	2 3
3	2	4	1 2

4	1	2	3 4
2 4	2 3 4	1 3	1 3 4

As you progress you may find your own additional strategies to solve the puzzles.

Have fun with Global Star Sudoku Fever™ !!!

Credits and Support

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