

Nintendo

GAME BOY[®] color

Pokémon[®]

PUZZLE

CHALLENGE



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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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 selecting the Pokémon® Puzzle Challenge Game Pak for the Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

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For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

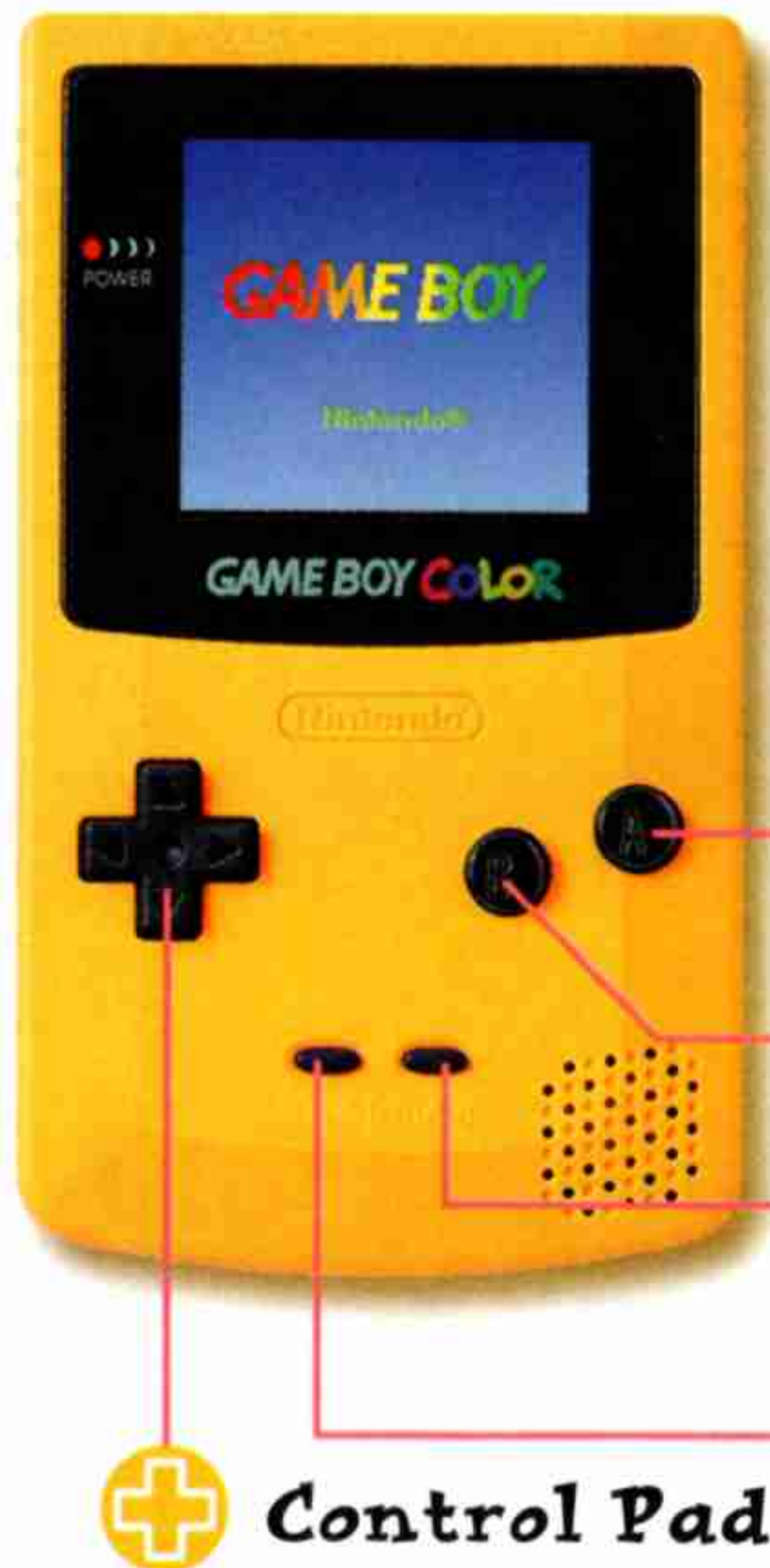
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Rather talk with a game counselor?

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Callers under age 18 need to obtain parental permission to call (prices subject to change).*

1. GAME CONTROLS



This puzzle game is simple enough that anyone can pick up a Game Boy Color and start playing right away—but it'll take time and practice to truly master it.

A Button

B Button

START

SELECT

+ Control Pad

NOTE: Press A + B + START + SELECT to reset the game at any time.



A Button

- Menus: Confirm selections
- Game: Switch blocks

+ Control Pad

- Menus: Move the cursor
- Game: Move the cursor

B Button

- Menus: Cancel selections
Return to the previous screen
- Game: Raise the level of the blocks
Undo a move in Puzzle Mode

NOTE: As you play, new lines of blocks will appear at the bottom of the screen, pushing the other blocks toward the top. You can also cause new lines to appear whenever you want by pressing the B Button. Just don't add so many lines that you run into trouble!

START

- Menus: Confirm selections
- Game: Pause the game

SELECT

- Game: Get a hint in
Puzzle Mode



Properly insert your *Pokémon Puzzle Challenge* Game Pak into your Game Boy Color system, then turn the power ON. When the Title Screen appears, press START to bring up the Main Menu.

Main Menu

There are six options available on the Main Menu. Move the cursor to any option to get a brief description of it from Professor Oak. (See page 10 for more information about the Main Menu.)



The Pokémon Eggs

As you play through the game, the Pokémon eggs on the Stage Selection Screen of each mode will hatch into Pokémon, allowing you to select new levels.

(For more information about the Stage Selection Screens, see the mode descriptions that begin on page 12.)

Try to hatch as many Pokémon eggs as you can!



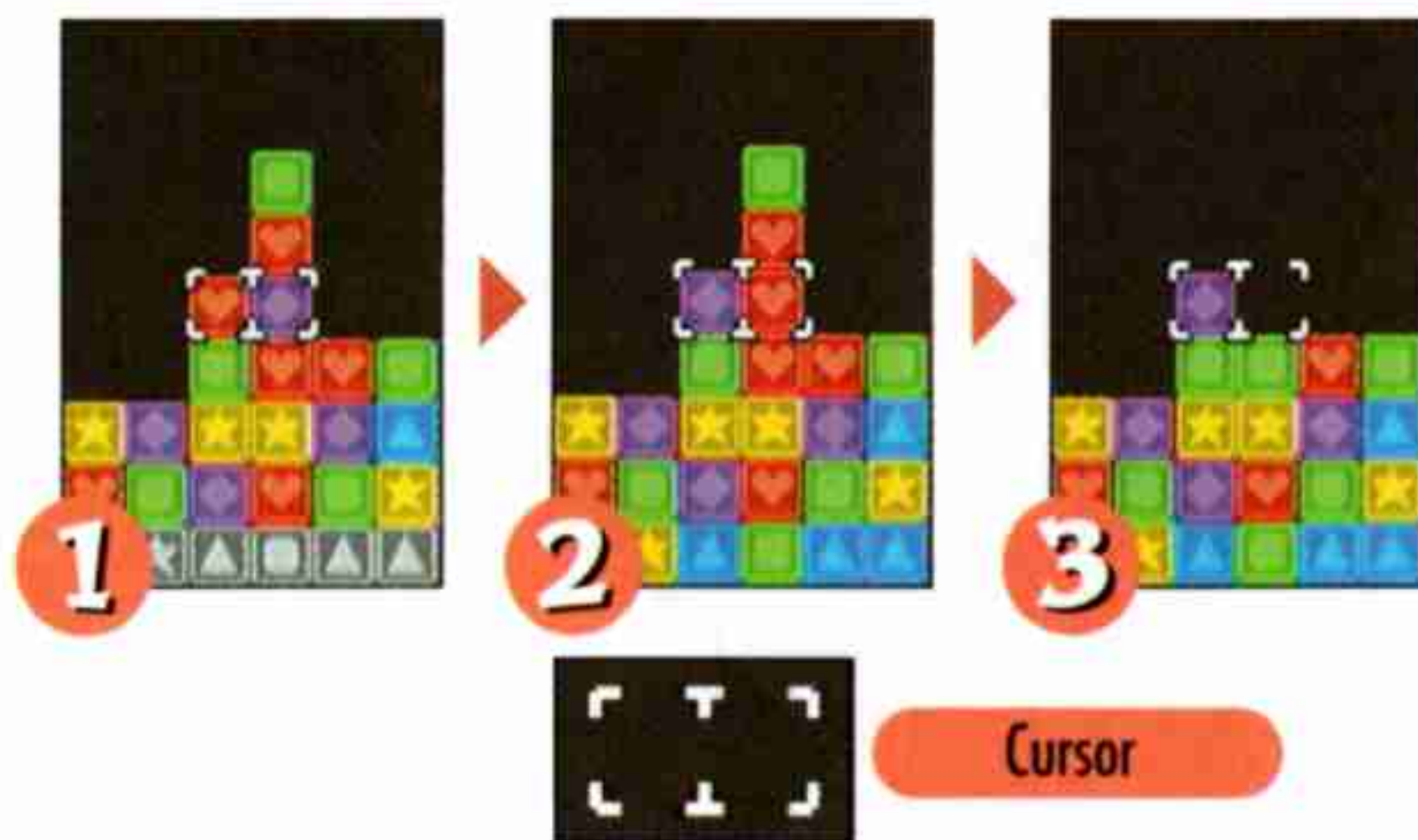
This is a puzzle game that's easy to learn and play but difficult to truly master.

Your goal is to clear the blocks off of the screen before they reach the top. You can clear blocks by lining up three or more of the same type side by side, either horizontally (left and right) or vertically (top and bottom). Sounds simple enough, right?

But as you play, new lines of blocks will appear at the bottom of the screen, pushing the other blocks toward the top. When a block hits the top of the screen, your game is over.



Clearing Blocks



- This is the basic technique for clearing blocks.

- 1 Use the + Control Pad to move the cursor around.
- 2 Press the A Button to switch the  and the . When you do this, three  s will line up vertically.
- 3 When the  s clear, the block that was on top of them will fall down.

Switching a Block with an Empty Space

- This is the basic technique for switching a block with an empty space.



- 1 Move the cursor so that half of it is on an empty space.
- 2 Press the A Button to switch the  with the empty space.
- 3 Both the  and the  above it will fall.

NOTE:

Blocks can only be moved left or right. Drop a block into an empty column to move it down.



Pokémon Puzzle Challenge features two advanced block-clearing techniques—chains and combos. You'll need to use both to complete the advanced stages of the game, so be sure to master them. Using these techniques will make playing the game a lot more fun, too!



Chains

You can make a chain by clearing multiple groups of three or more blocks, one right after the other.

- Here's an example of a Three-Chain...

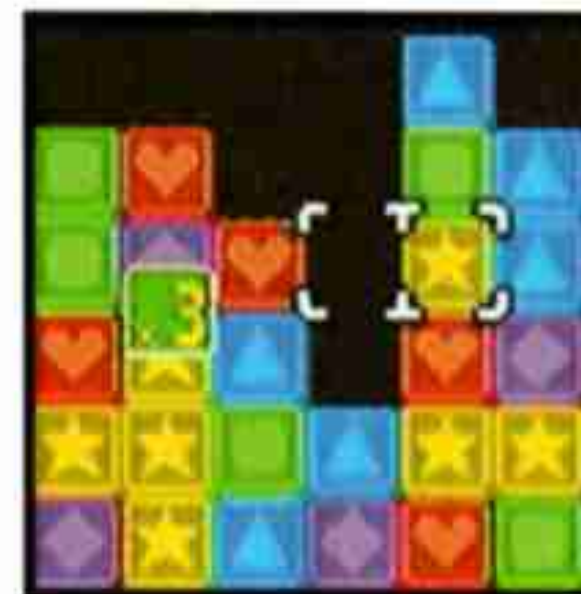
First, switch the  and the .



The s will form a vertical line and clear.



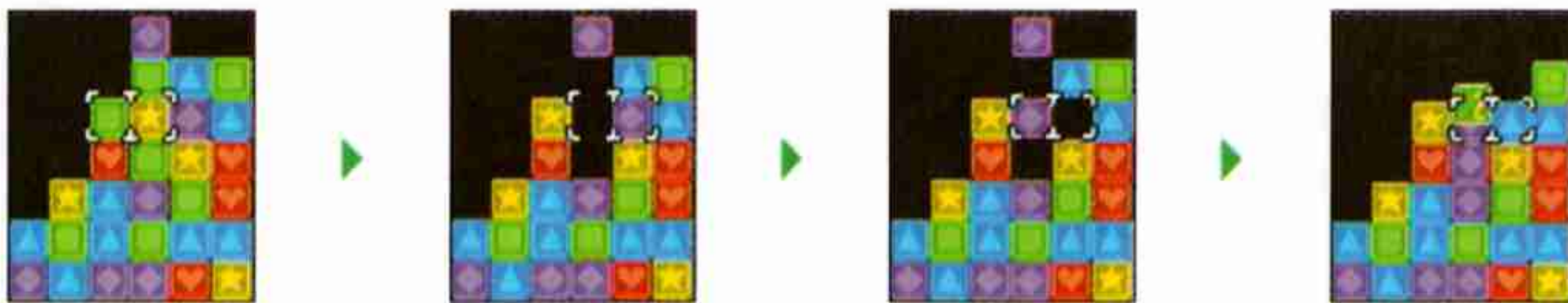
Then the  that was above will fall to form a horizontal line, clearing another group.



Finally, the  will fall to form a vertical line, clearing a third group.

Active Chains

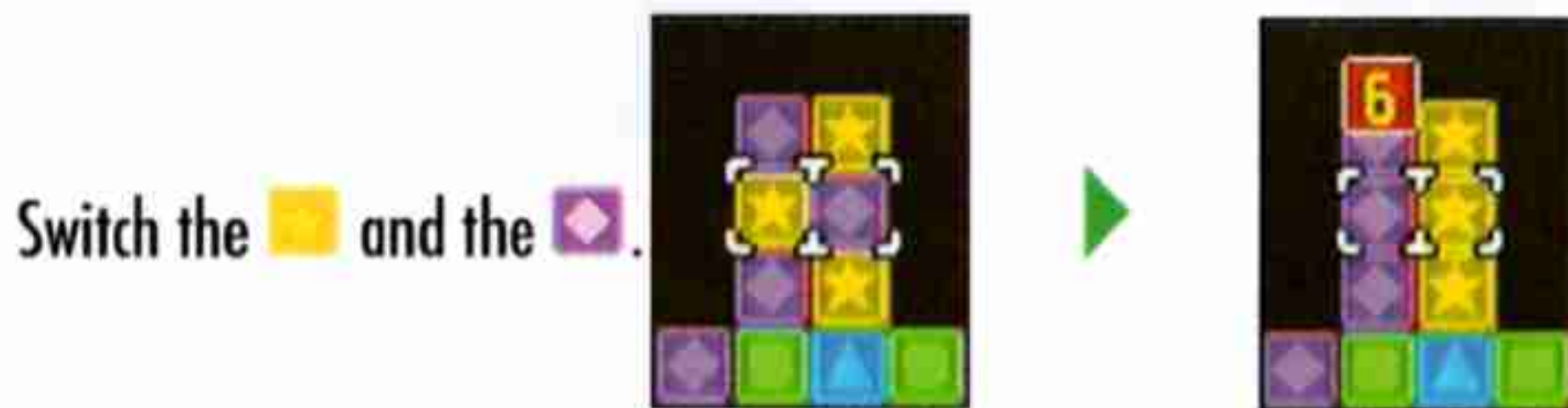
To form an active chain, move blocks to create a chain while other blocks are in the process of clearing.



Switch the  and the  to form a vertical  group. Just before the  falls from above, move the  from the next column on the right into the empty space. This will fall to clear a vertical  group.

Combos

To make a combo, you must move a single block to cause four or more blocks to clear at the same time. It doesn't matter if you clear one type of block or several different types.



The  and  groups will form vertically and clear at the same



- There are many ways to form regular chains, active chains and combos. For more help, choose Training on the Main Menu.

Press START on the Title Screen to bring up the Main Menu. Use the + Control Pad to move the cursor, then press the A Button to make your choice.



1 Player

Play one of the six single-player modes. See page 12 for more information.



2 Players

Play against a friend in one of the three two-player modes. See page 20 for more information.



Training

Practice your skills in a slow-motion game or watch demos of how to form chains and combos.

Controls

Get an explanation of the game controls.

Records

View Your Data, Vs Data and Others.

Your Data

See your records for four different game modes.

Vs Data

See records for the three Vs Modes.

Others

Choose one of two options:

PKMN Level: See the current levels of your Pokémon. The more you use a particular Pokémon, the higher its level will become.

Erase Data: Delete all saved data.



Records for GOLD	
Pokémon Puzzle Challenge	
Best Chain Normal	4
W/Garbage	6
Best Combo	10
PlayTime	0:24:40
Your Data	
Vs Data	
Others	

NOTE: To erase data for a single game mode, first choose either Your Data or Vs Data. Next, choose the mode you want to erase data from, then press SELECT. When the text window appears, choose Yes to confirm.

NOTE: The first time you view Your Data or Vs Data, you will have to enter your name.



Options

Change various game settings. See page 25 for more information.

Choose 1 Player on the Main Menu, then select one of the six single-player game modes on the 1-Player Screen.



Marathon

Just keep playing as long as you can. As you play, the blocks will gradually rise faster and faster.

Before you begin, you'll need to choose your level settings. Press up and down on the + Control Pad to choose a setting, then press left and right to change the current setting. Press the A Button to confirm the new settings. Finally, choose which Pokémon you'll use, then get ready to play.

- The game background will change depending on which stage you've selected.



Game Level

Score

Speed Level

Your Pokémon and Stop Counter

Game Clock

Game Level

- How quickly blocks clear
- How quickly blocks fall

Speed Level

- How quickly blocks rise

Challenge (versus the Gym Leaders)

Travel through the world of Johto, facing trainers and Pokémon found in the Gold and Silver versions of Pokémon®. Attack your opponents by clearing blocks, and knock their life gauges down to zero to win the match. Many opponents await your challenge, so fight your way through the ranks to become the champion!

Choose level settings, just like in Marathon Mode. When the Story Screen appears, press the A Button to scroll through the text messages, then press START to begin the match.

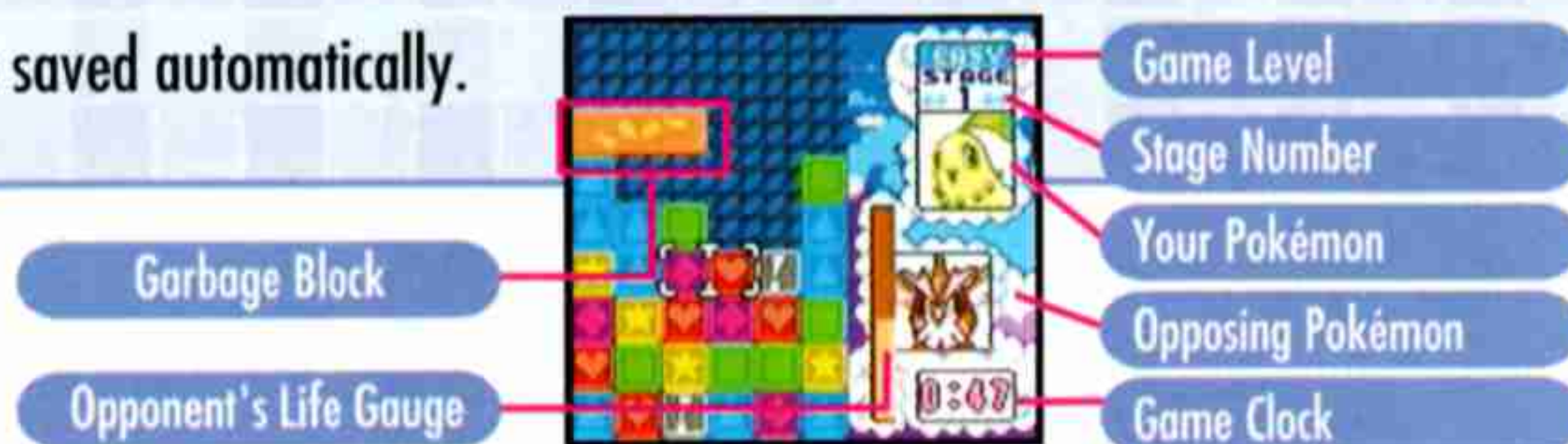
Attacking Opponents

There are three ways to attack your opponents: chains, combos and shock blocks (! blocks). Your opponents will also attack you by dumping garbage on your screen. See page 18 for more info on garbage blocks.

- Your progress in this mode will be saved automatically.



Shock Block



Time Zone

Get the highest score possible in just two minutes.

Choose your level settings, just like in Marathon Mode, then select a stage to start your game.

Your game will automatically end when time runs out, and the High Score Screen will be displayed. If you earn one of the top five scores, your score will be recorded, and you can enter your initials. Press up and down on the + Control Pad to select a letter, then press the A Button to enter it.

- If a block reaches the top of the screen before time runs out, your game will end.



Game Level

Time Remaining



Score

Speed Level

Your Pokémon and
Stop Counter



Line Clear

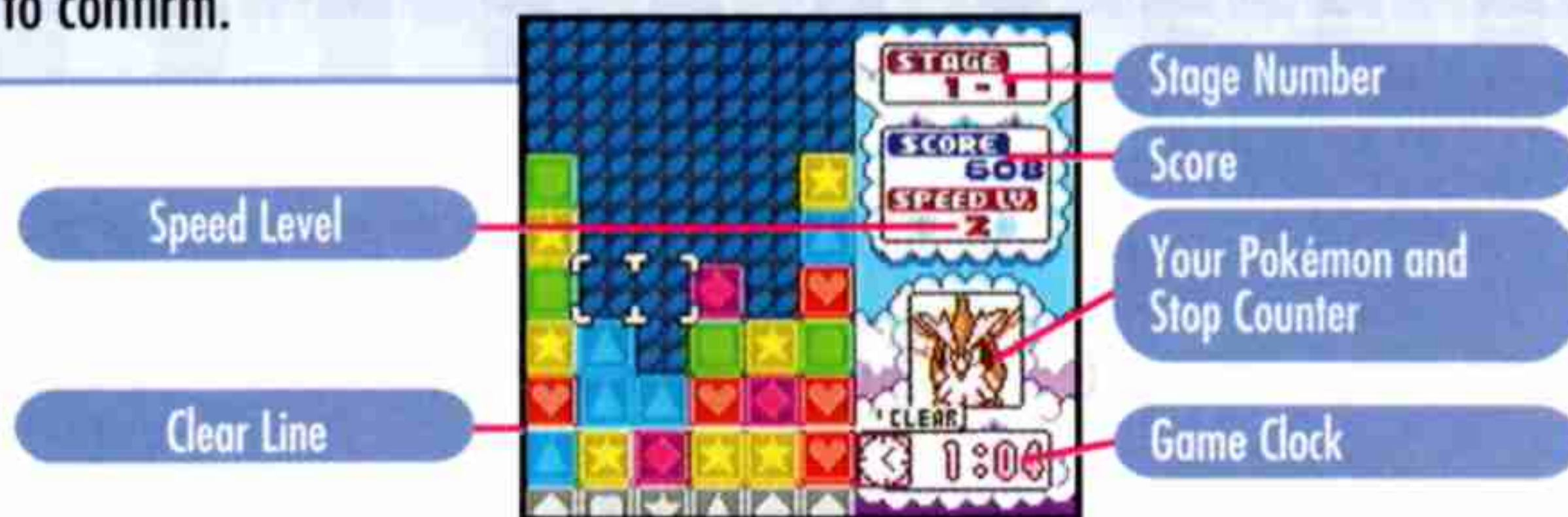
Complete stages by clearing all the blocks above the Clear Line. The more stages you get through, the faster the blocks will move up the screen.

Choose one of the three save files, then press the A Button to move on to the Stage Selection Screen. When the Hint Screen appears, press the A Button to read the hint, then press START to begin playing.

- Your progress in this mode will be saved automatically.

Erasing Data

Choose Erase on the File Selection Screen to delete a saved game. First, confirm that you actually want to erase your game. Next, choose the save file you want to delete, then choose Yes to confirm.



Puzzle

Solve the puzzles using only a limited number of moves.

Choose a file and a stage to play. There are six rounds, which must be cleared in order. Each round has 10 stages. Use the + Control Pad to select a stage, then press the A Button to begin the game.

- Your progress in this mode will be saved automatically.
- Press SELECT on the Stage Selection Screen to get advice from Professor Oak.
- Clear eight stages in a round to move on to the next round.
- Press SELECT to get a hint. Clear all the stages in a round to earn an extra hint.

Erasing Data

Choose Erase on the File Selection Screen to delete a saved game. First, confirm that you actually want to erase your game. Next, choose the save file you want to delete, then choose Yes to confirm.



Remaining Moves

Game Clock



Stage Number

Remaining Hints

- "0" means you can't get any hints.

Garbage!

Keep clearing the garbage that falls from above for as long as you can. As you play, more garbage blocks will fall. This is great practice for the Challenge and Vs Modes.

Choose your level settings, just like in Marathon Mode, then choose a character to play with.



GARBAGE LEVEL

- Number of garbage blocks



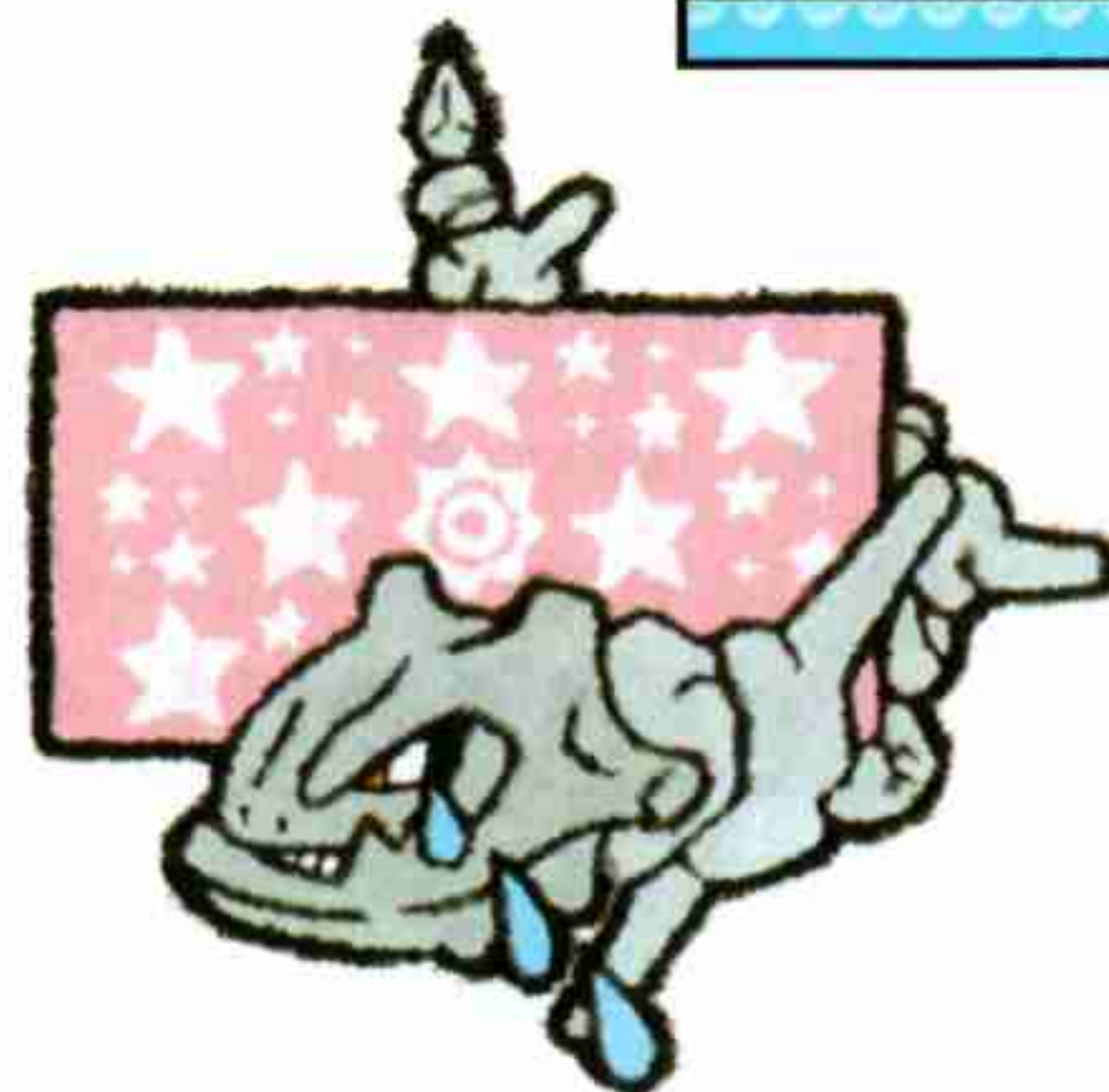
Game Clock

Your Pokémon and Stop Counter

Level

Score

Garbage Level



Clearing Garbage Blocks

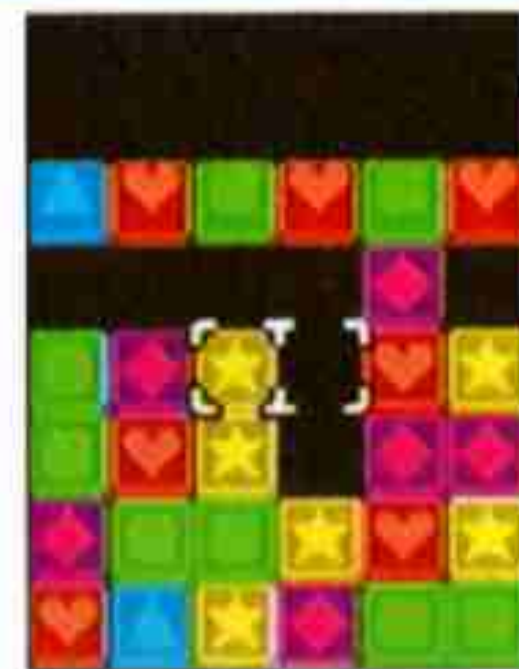
Garbage blocks are large, solid blocks that you can't move—but if you clear a group of blocks that is touching a garbage block, it will transform into regular blocks. Then you can clear those blocks just like you would any others.



This garbage block fell from above.



Clear a group of adjoining blocks...



...to transform the garbage blocks into regular blocks.

- Garbage blocks of the same type that are stacked on top of each other will all clear together, but different types of garbage blocks will not.
- Garbage blocks that are two or more blocks high will clear one layer at a time.

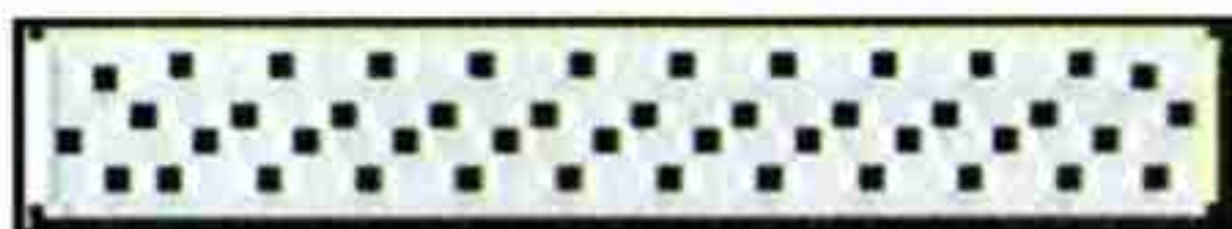
This garbage block was created by a chain.



This garbage block was created by a combo.



This garbage block was created by shock blocks.



- The longer the chain you create, the taller the garbage block you send will be.

Interrupting Your Game

In single-player games, you can interrupt your game and come back to it later. First, press START during your game to pause it. When you choose Save, the Break Screen will appear. Turn the power OFF to quit your game and take a break. The next time you turn the power ON, the Continue Screen will appear. Choose Continue to continue playing from where you left off.



Choose 2 Players on the Main Menu, then select one of the three different game modes on the 2-Player Screen.



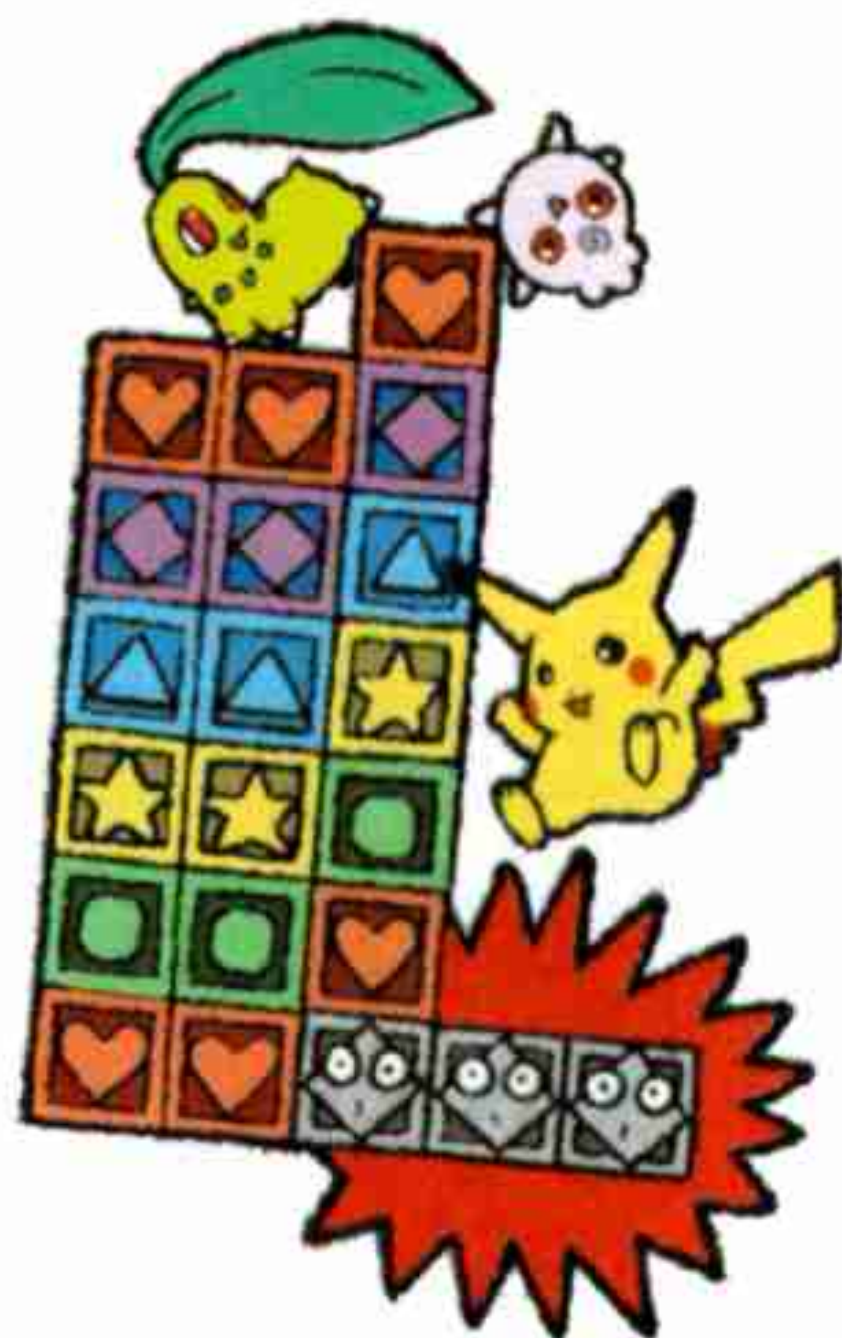
2-Player Vs

Use chains, combos and shock blocks to attack your opponent in this two-player competition. If your opponent's blocks reach the top of the screen before yours do, you win. The first to win two games wins the match.

Choose level settings for each player, then select the stage you want to play. Finally, choose which Pokémon you will use, then the game will begin.

- The game background will change depending on which stage you've selected.





- The Pokémon shown at the top of the screen is your Pokémon. The Pokémon at the bottom belongs to your opponent. (This is the same for all Vs modes.)
- The number of matches won will return to zero if you choose another mode or turn the power OFF.

Time Zone

Get the highest score possible in just two minutes. If your blocks reach the top of the screen, you automatically lose that game. The first player to win two games wins the match.

Choose your level settings, just like in 2-Player Vs Mode, then choose a stage to start playing.

- The game background will change depending on which stage you've selected.



Game Level

- How quickly blocks clear
- How quickly blocks fall
- How quickly blocks rise
- Number of block types

Matches You've Won



Game Level

Time Remaining



Your Score

Opponent's Score

★: Games Won in Current Match

Line Clear

Race to be the first to clear away all of the blocks above the Clear Line. If your blocks reach the top of the screen, you automatically lose the game. The first player to win two games wins the match.

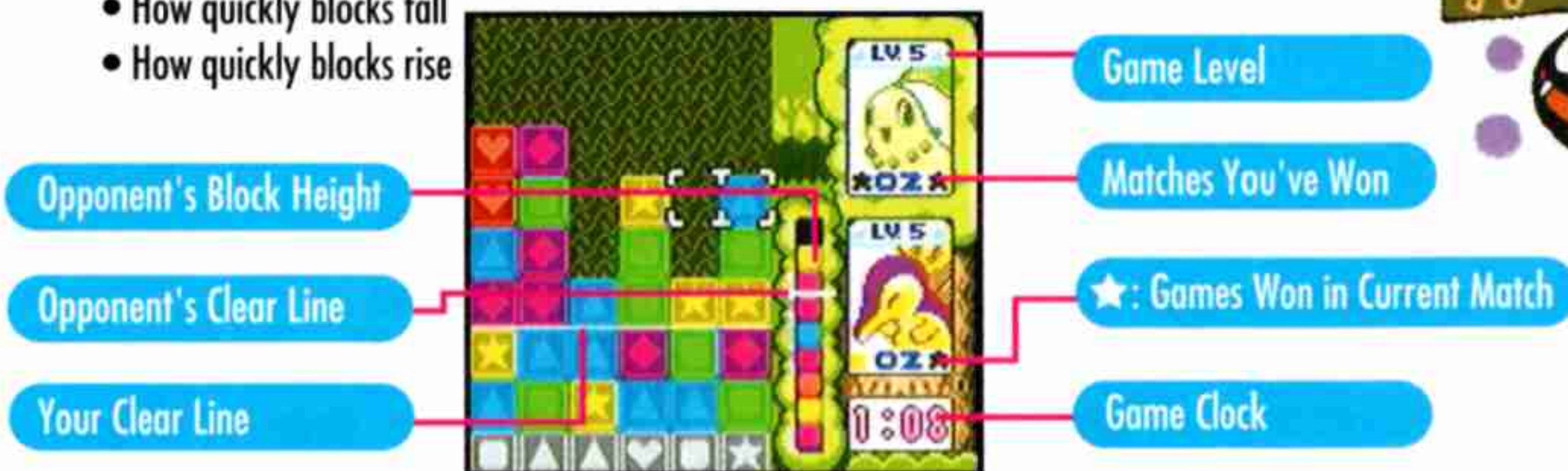
Choose your level settings, just like in 2-Player Vs Mode, then choose a stage to start playing.

- The game background will change depending on which stage you've selected.



Game Level

- Position of the Clear Line
- How quickly blocks clear
- How quickly blocks fall
- How quickly blocks rise



Connecting the Game Link® Cable

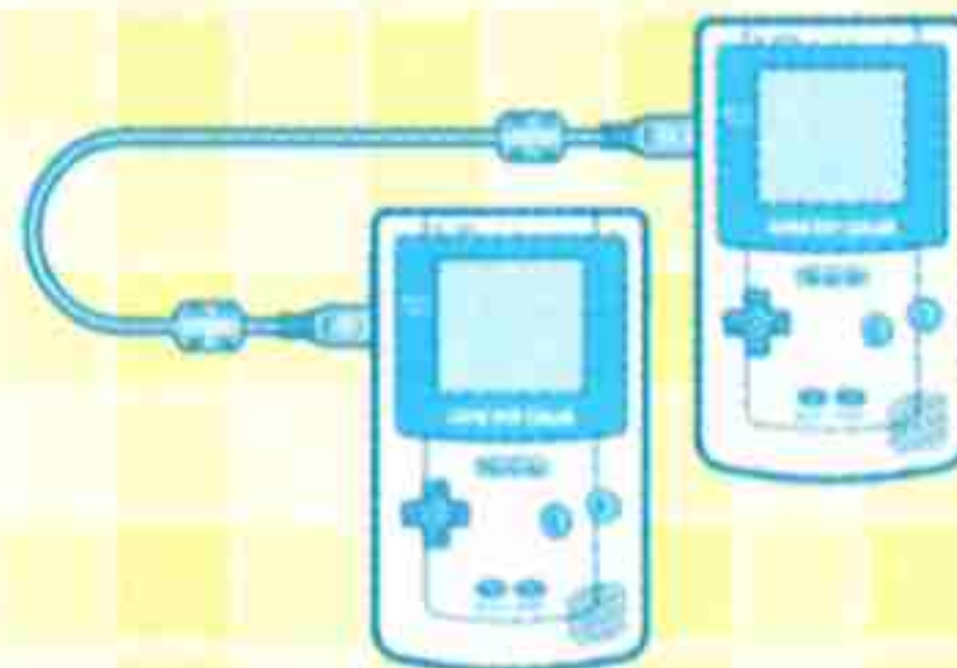
This section explains how to connect two Game Boy Color systems using the Game Link cable.

Connecting the Game Link Cable

Before playing any of the two-player modes, you must first connect two Game Boy Color systems with a Game Link cable, as shown on the right.

Items Needed

- Game Boy Color Systems 2
- *Pokémon Puzzle Challenge* Game Paks 2
- Game Link Cables 1



How to Connect the Cable

1. Confirm that the power on each system is OFF, then insert a *Pokémon Puzzle Challenge* Game Pak into each system.
2. Firmly insert one end of the Game Link cable into the EXT. Connector on each system.
3. Turn each system's power ON.
4. See page 20 for instructions on how to begin a two-player game.

Troubleshooting in Linked Play

Be sure that the Game Boy Color systems are connected properly.

The game may not function properly under the following conditions:

- The Game Link cable is not properly inserted.
- The cable becomes disconnected during game play.
- The proper cable is not being used.

Choose Options on the Main Menu to bring up the Options Screen. Press up and down on the + Control Pad, then press the A Button to choose one of the seven options.



Match Point

You can set the number of games per match in two-player games to either 1 or 2. The default setting is 2.

? Sign

The number that appears on the screen when you create a chain is called a "sign." Press left and right on the + Control Pad to turn the sign limit ON or OFF.



Sign

ON If you make an 11-Chain or bigger, a "?" will appear instead of a number.

OFF When you make a chain, a number will appear, no matter how big the chain is.

Semi-Sign

If you turn this option ON, you'll be able to see through the sign that appears on the screen.

Music

Listen to the music played throughout the game. Press left and right on the + Control Pad to select a number on the right side of the screen, then press the A Button to play that track.

Sound

Listen to the sound effects heard during the game. Press left and right on the + Control Pad to select a number on the right side of the screen, then press the A Button to play that sound.

Pokémon

See information about each of your Pokémon. Press left and right on the + Control Pad to select a Pokémon, then press up and down to see its different poses.

Gallery

View the different pictures you've collected for clearing rounds. You can't see pictures from rounds you haven't cleared.

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REV-B

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REV-L

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