

Nintendo®

GAME BOY®

DAVID CRANE'S THE

DMG-RP-USA

RESCUE

OF PRINCESS

BLOBETTE™



INSTRUCTION BOOKLET

STARRING
A BOY AND HIS
BLOB™





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 with your Game Boy System.

LICENSED BY

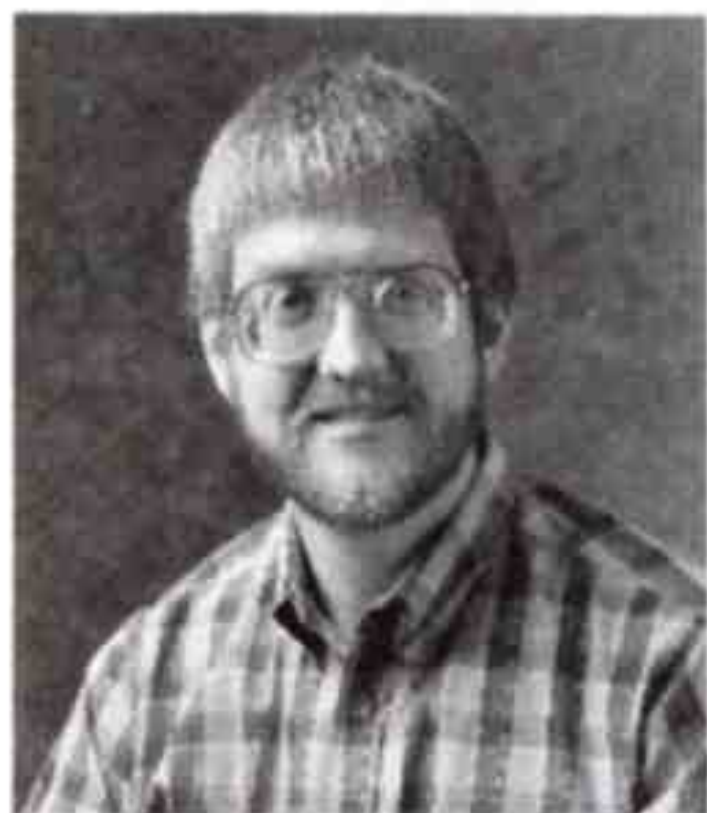


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SAFETY TIPS

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- This is a high precision game. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- To avoid malfunction, do not touch the terminals or let them come in contact with water.
- Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- Store the game cartridge in its protective case when not in use.





BACK WITH BLOB

DAVID CRANE, designer of the award-winning NES **A Boy and His Blob**, is back with this all-new adventure for Game Boy.

A Boy and His Blob, the winner of a 1990 Parents' Choice Approval, was also named Most Innovative Game of the Year and Best Strategy Video Game of the Year by *Video Games and Computer Entertainment*.

David is also the author of many more highly acclaimed games including Pitfall!, one of the best-selling video game cartridges of all time.

David Crane lives in California with his wife and daughter.

WHERE IS SHE?

The Boy and his Blob are searching for Princess Blobette. It is believed she's being held prisoner by the Antagonistic Alchemist of Blobolonia who is aspiring to become Emperor.

But who is the Boy? Who is his friend Blob? And why are they looking for the Princess?

Maybe we should back up a bit...

You see, in the first episode of our saga, Blob came to Earth from the planet Blobolonia looking for someone to help him defeat the Evil Emperor. That's how he met the Boy.

The Boy and Blob traveled back to Blobolonia to try to poison the Evil Emperor with the one thing that could weaken him: vitamins. It worked.

But now the Alchemist is trying to take the Emperor's place. So he's cap-

tured and caged the beloved Princess as part of his plan. And worse still, he's locked the Boy and Blob in the castle's tower!

Luckily, the Alchemist doesn't know their secret: by feeding Blob various flavors of jelly beans, the Boy can *alter* Blob's *shape*.

So unlocking the door to the castle's tower is really no problem—if you have the right jelly bean. In fact, most of the obstacles that the Boy and his Blob encounter can be overcome by feeding Blob the right jelly beans. Which is a good thing. Because the Antagonistic Alchemist has not made things easy for this duo.

So let's join them in their search for Princess Blobette. Then find a way to free her. And finally, help them follow her to a surprising—and perfectly wonderful—conclusion.

GEARING UP

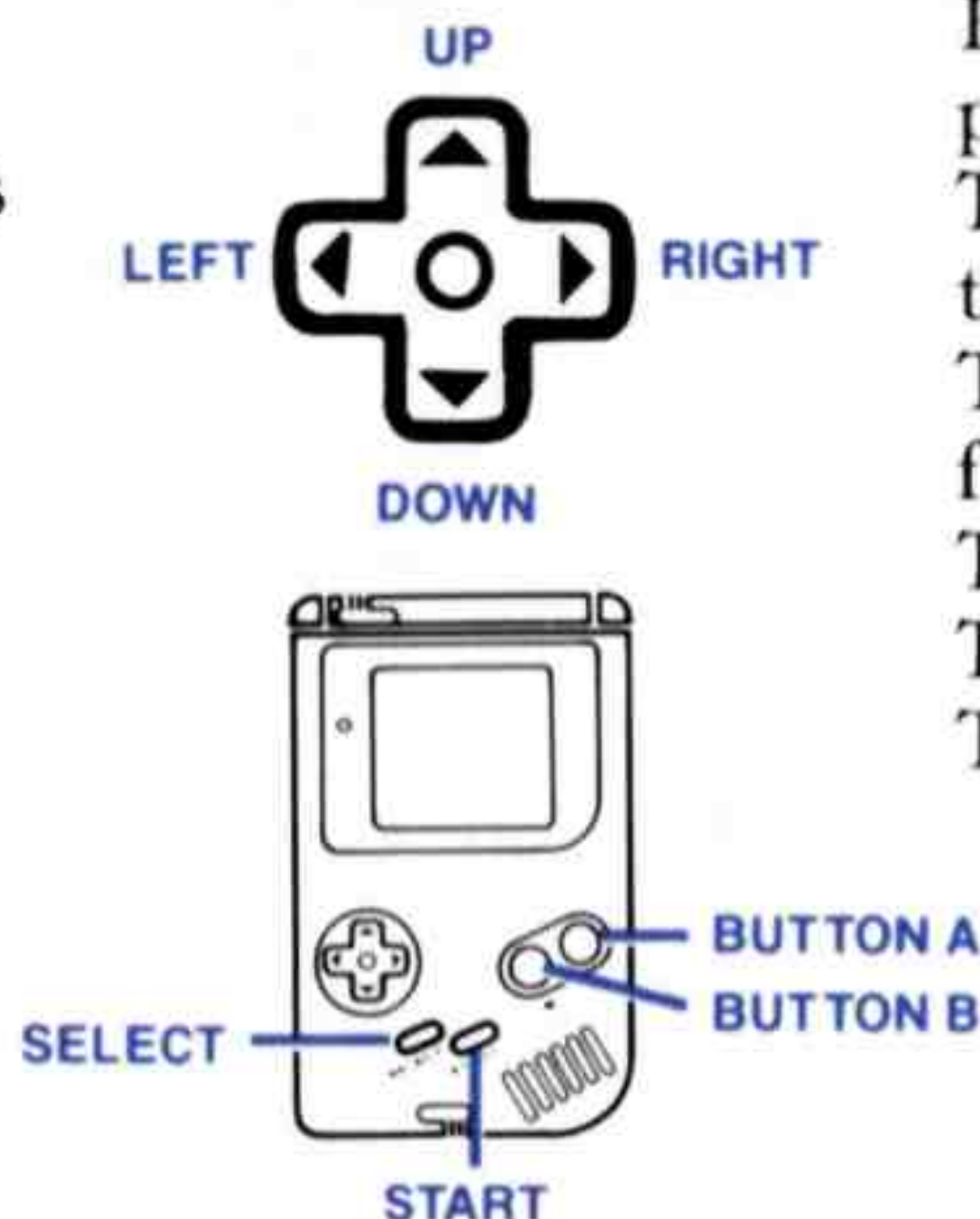
1. Make sure the power switch is OFF.
2. Insert the *THE RESCUE OF PRINCESS BLOBETTE* game pak as described in your GAME BOY guide.
3. Turn the power switch ON.

TO START: Push the START BUTTON.

TAKING CONTROL

The following illustration shows you the control points on your GAME BOY.

Throughout this instruction book we will refer to these controls by the names indicated here.



To move right or left—Press the RIGHT or LEFT ARROWS.

To move up or down—Press the UP or DOWN ARROWS.

To call Blob (just whistle!)—Press BUTTON B.

To turn a shape back into Blob—Press BUTTON B.

To select a jelly bean flavor—Press the SELECT BUTTON repeatedly until the desired flavor is listed at the bottom of the screen.

To reverse the order of the flavors—Hold down the DOWN ARROW and press the SELECT BUTTON.

To toss a jelly bean to Blob—Make sure the Boy is facing Blob and press BUTTON A. **Note:** You'll be feeding Blob the flavor that's indicated on the screen.

To pause—Press the START BUTTON.

To continue—Press the START BUTTON again.

IN AND AROUND THE CASTLE

THE RESCUE OF PRINCESS BLOBETTE takes place in the Royal Castle of Blobolonia.

The castle's steeped tower is where you'll first encounter the Boy and his Blob. And where you'll find the jelly bean that turns Blob into a key. Once you open the door, watch out for the drop-off. It might be a good idea to test out its distance first. If you *must* leap, carry something to ease your landing. Then watch out: those updrafts are quite strong. (It's OK to get a little carried away.)

Remember to look everywhere for hidden treasures, peppermints (for extra lives), and bags of jelly beans.

Search every room, every ledge—even climb (or jump around) the walls! And if you get “torched,” try a mid-air “meltdown.”

You may actually find Princess Blobette early on in your quest. But remember: finding her is not releasing her. So keep going. And keep looking. And keep taking advantage of Blob's magnificent repertoire of shapes.

With courage, creativity, and persistence you can free Princess Blobette from this cruel fate. And then the castle will be returned to its rightful heirs.

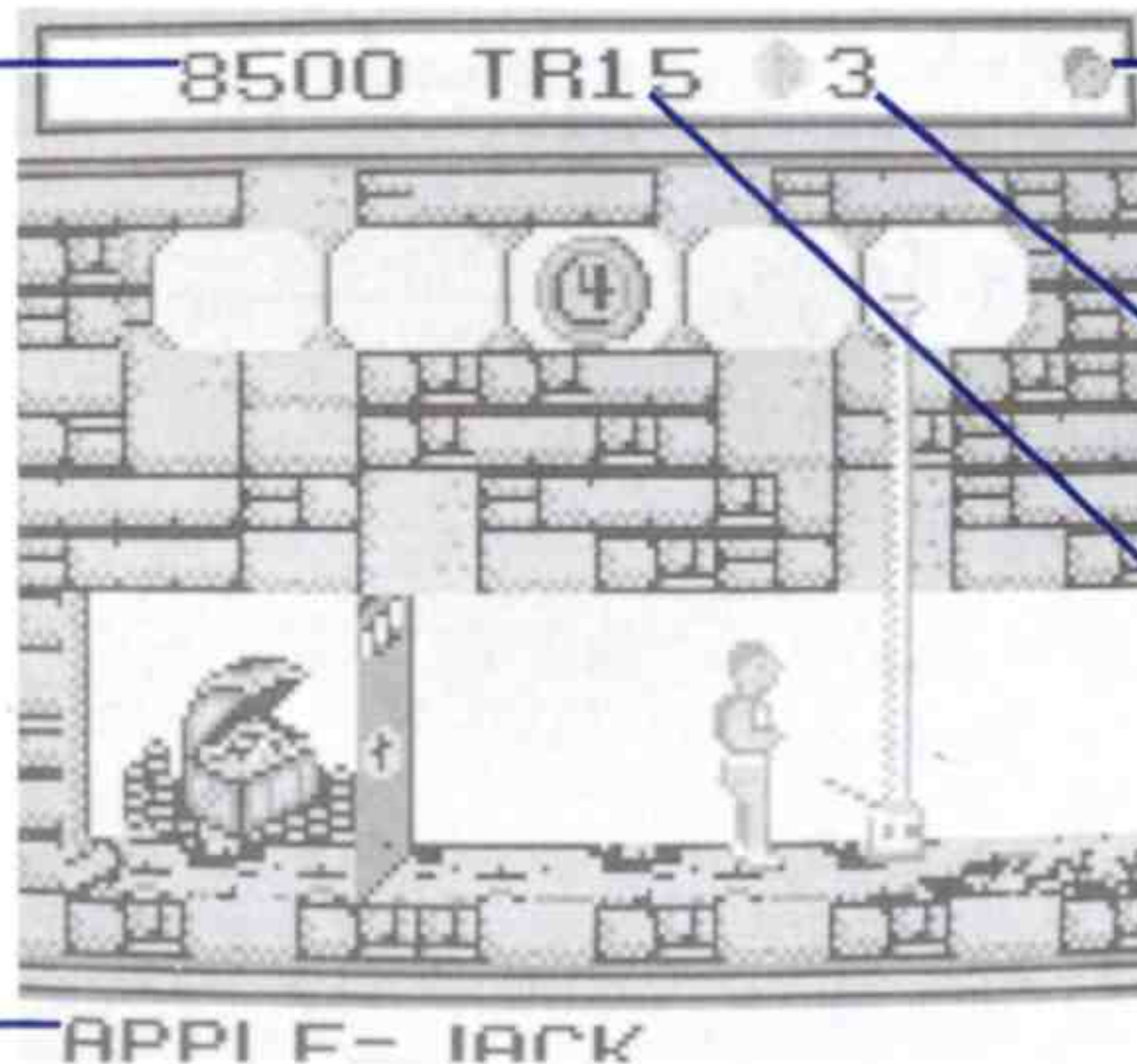
SEEN ON THE SCREEN

Once you press the START BUTTON, you will see most of the following information across the top or bottom of the screen. What's not there now will be added as the game progresses.

score (based on
treasures collected)

number of indicated
flavor remaining
(not shown here)

jelly bean flavor
selected



lives remaining
(not including the
one you're in)

number of pepper-
mints collected

number of treasures
left to find

FOURTEEN FABULOUS FLAVORS

You'll start the game with 7 jelly bean flavors, but you'll quickly pick up a bag with more flavors. Plus, throughout your search for the Princess, you should find even more.

In the beginning, you'll have to experiment to see what shape each flavor makes. But you'll soon find you have them memorized. That's because each flavor name corresponds somehow to the shape it creates—either in the sound of the word or in its meaning.

Here is the list of flavors you'll find. If you like, jot down the shapes formed next to each flavor.

Licorice	Tangerine
Strawberry	Root Beer
Coconut	Honey
Cola	Ketchup*
Banana	Punch
Apple	Lime
Vanilla	Mint

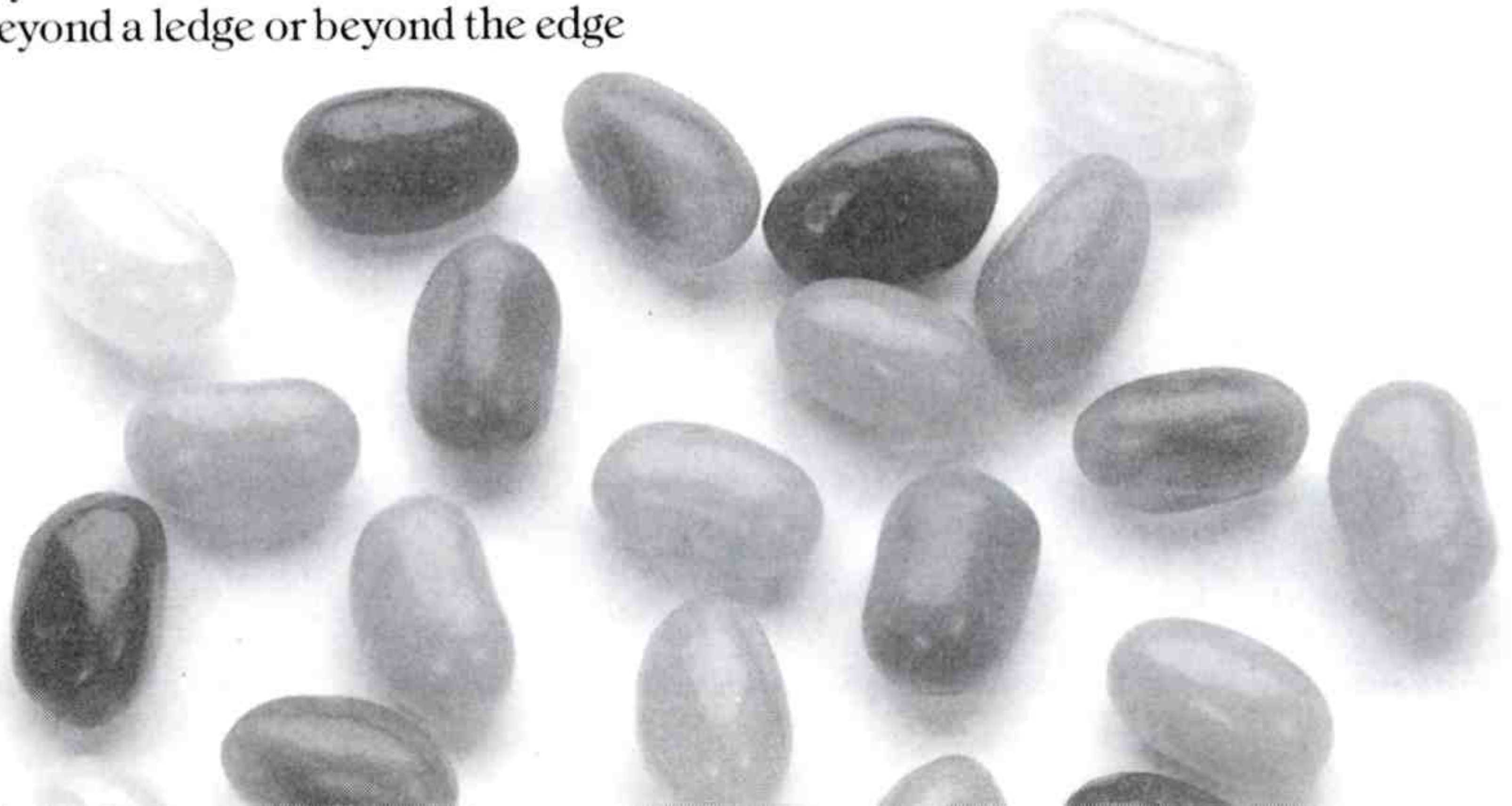
*There is one jelly bean flavor Blob detests: KETCHUP! In fact, if he accidentally ate one, he'd be petrified.

MORE ABOUT THE AMAZING JELLY BEAN

In addition to feeding Blob jelly beans, you can also use jelly beans to scout out unknown areas. Here's how:

If you want to know what lies beyond a ledge or beyond the edge

of a screen, simply toss a jelly bean in the unknown direction. The "camera" will follow the jelly bean and you'll momentarily be able to see what lies ahead.

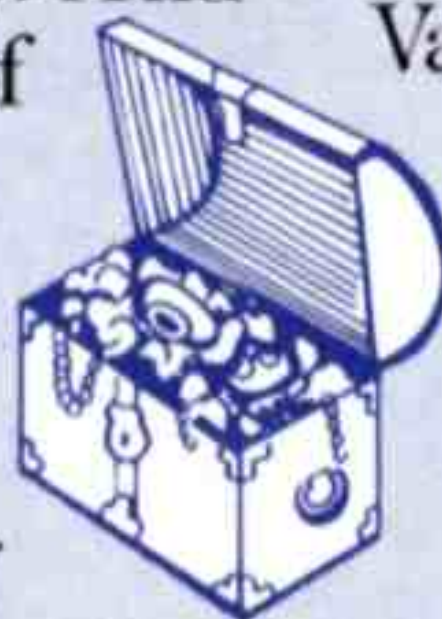


THE TREASURES OF BLOBOLONIA

Throughout your search for the beautiful Princess Blobette, you'll encounter plenty of obstacles and dangers to overcome. But you'll also have the opportunity to collect valuable hidden treasures. You can save them to bestow upon the precious Princess (when you finally find her). Or you can trade them in for real estate on Mars—just kidding. But you *can* use them to raise your cash stash.

You'll also find bags of jelly beans to increase your jelly bean supply. And you can never have too many of those, can you?

Treasures: Collect as many as you can. Even if you didn't appreciate them, Blobette will.



Jelly Bean Bags: Here's where you'll find the two new jelly bean flavors. As well as extra jelly beans of all flavors.

Diamonds: A Blobette's best friend.

Peppermints: Scarf up enough of these—like five—and you'll earn an extra life

Coins: Pick them up along the way. When you reach the Alchemist's Treasure Vault, you may find that your collection forms a winning "combination."

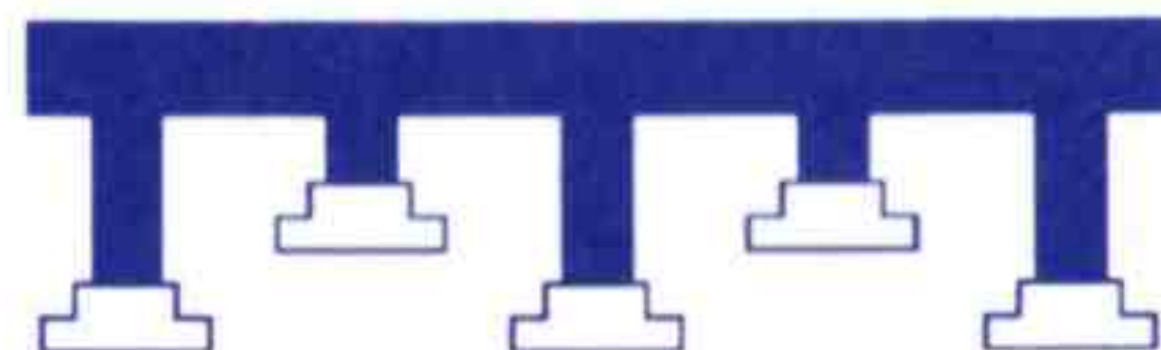
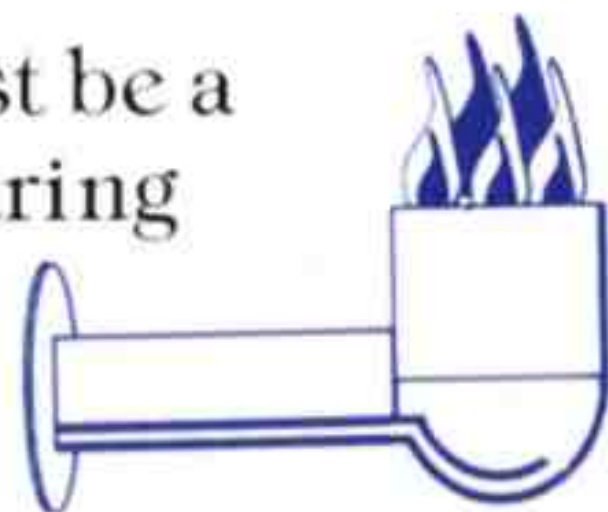


THE ANTAGONISTIC ALCHEMIST'S TRAPS

You don't have to be a super sleuth to figure out that the Antagonistic Alchemist does not want you to rescue the Princess Blobette. He's set up elaborate obstacles and deadly dangers at every turn. And even if you do *find* the princess, only Blob can set her free.

Here's a brief description of some of the many conflicts you can expect.

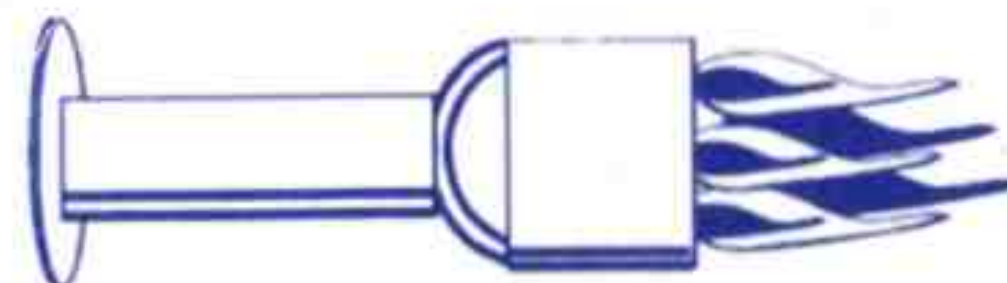
Torches: There must be a way to cool their searing flames.



Mighty Machinery: What's turned on can be turned off. But you and Blob have to figure out how. Each machine requires a different technique. Try "monkeying" around with them and see what happens.

Flame Throwers:

Nothing douses this fire. So dodge them.



Vats of Boiling Water:

There *is* a way to cool these off, though. Try the same trick you used on the torches.



FIVE LIVES TO LIVE

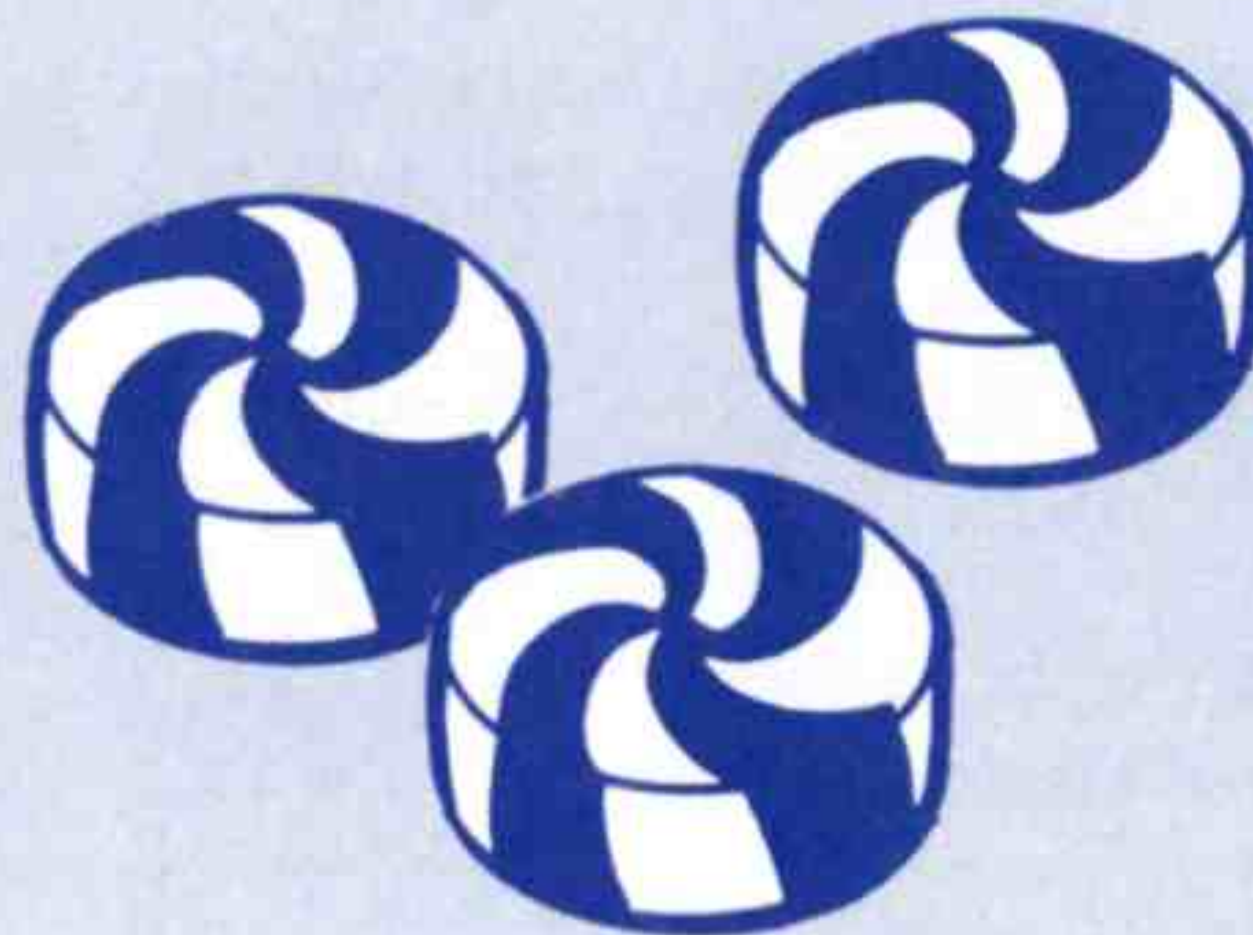
At the beginning of each game you get five lives. When you lose all five of them, the game is over.

There are three ways in which you can lose a life:

1. If you fall more than 1½ screens unaided.
2. If you drown. (Try a flotation device.)
3. If you run into (literally) deadly dangers (like updrafts, heavy machinery, moving flame throwers, boiling water and more).

ADDED LIVES

You get an additional life for every five peppermints you pick up. Look high and low for them, because you can never have too many lives.



TEMPTING TIPS

- To increase the height of a jump on your trampoline, press the UP ARROW. To decrease the height, press the DOWN ARROW. To jump off, move to the side at the pinnacle of your jump.
- Whistling is one way to bring Blob closer to you. But if you're trying to position him in a critically precise spot, change him into something that can be picked up and moved.
- To put a little distance on a tossed jelly bean, take a step while tossing it.
- Never get too far away from Blob. If you lose him, you're out of luck. Unless, of course, you can make him "ketch-up."
- Be careful where you carve your holes. It could be a long way down!
- Remember: once you've freed Princess Blobette, the game is still not over. You must then search for her and reunite her with Blob.
- Experiment! Experiment! Experiment!

90-DAY LIMITED WARRANTY

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program product ("Program") that the game cartridge in which the Program is embodied will be free from defects in material and workmanship for ninety (90) days from the day of purchase. If your game cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

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If your cartridge fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$15.50, a brief statement describing the defect, and a large, self-addressed, stamped envelope. This offer to repair or replace defective game cartridges after the end of the 90-day warranty period may be withdrawn at any time without notice.

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THE RESCUE OF PRINCESS BLOBETTE

Design, Programming and Characterizations by David Crane

Background Graphics by Juan Sanchez

Original Musical Score by Mark Van Hecke

Audio by Alex DeMeo

Additional Programming by Mark Klein

Game Instructions by Paula Polley

Package Design by W. R. Wentworth

Cover Illustration by Tim Jacobus

A Boy and His Blob Illustration by Andrea Mistretta



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