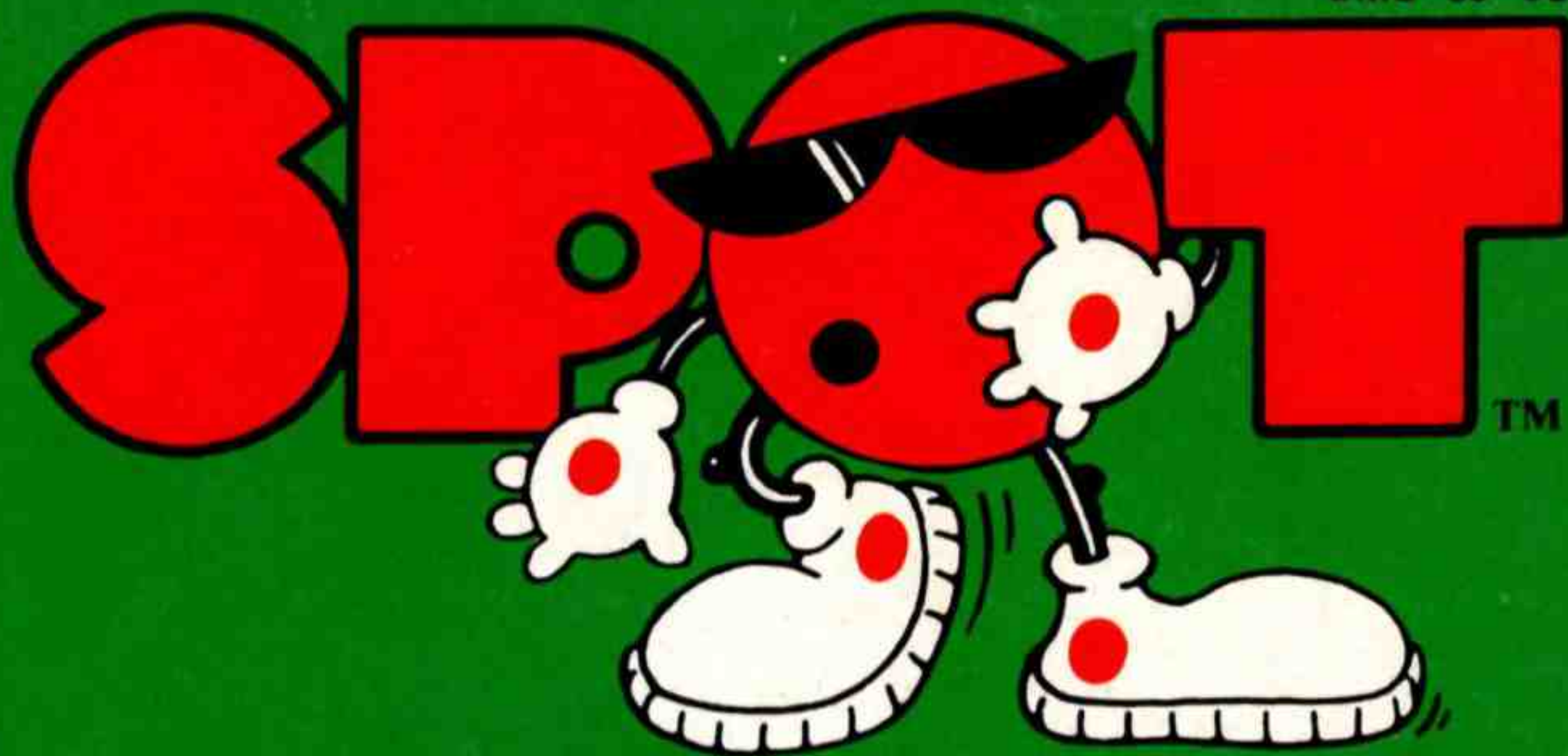


**Nintendo**  
**GAME BOY<sup>®</sup>**

DMG-S3-USA



**THE VIDEO GAME!**



**INSTRUCTION BOOKLET**

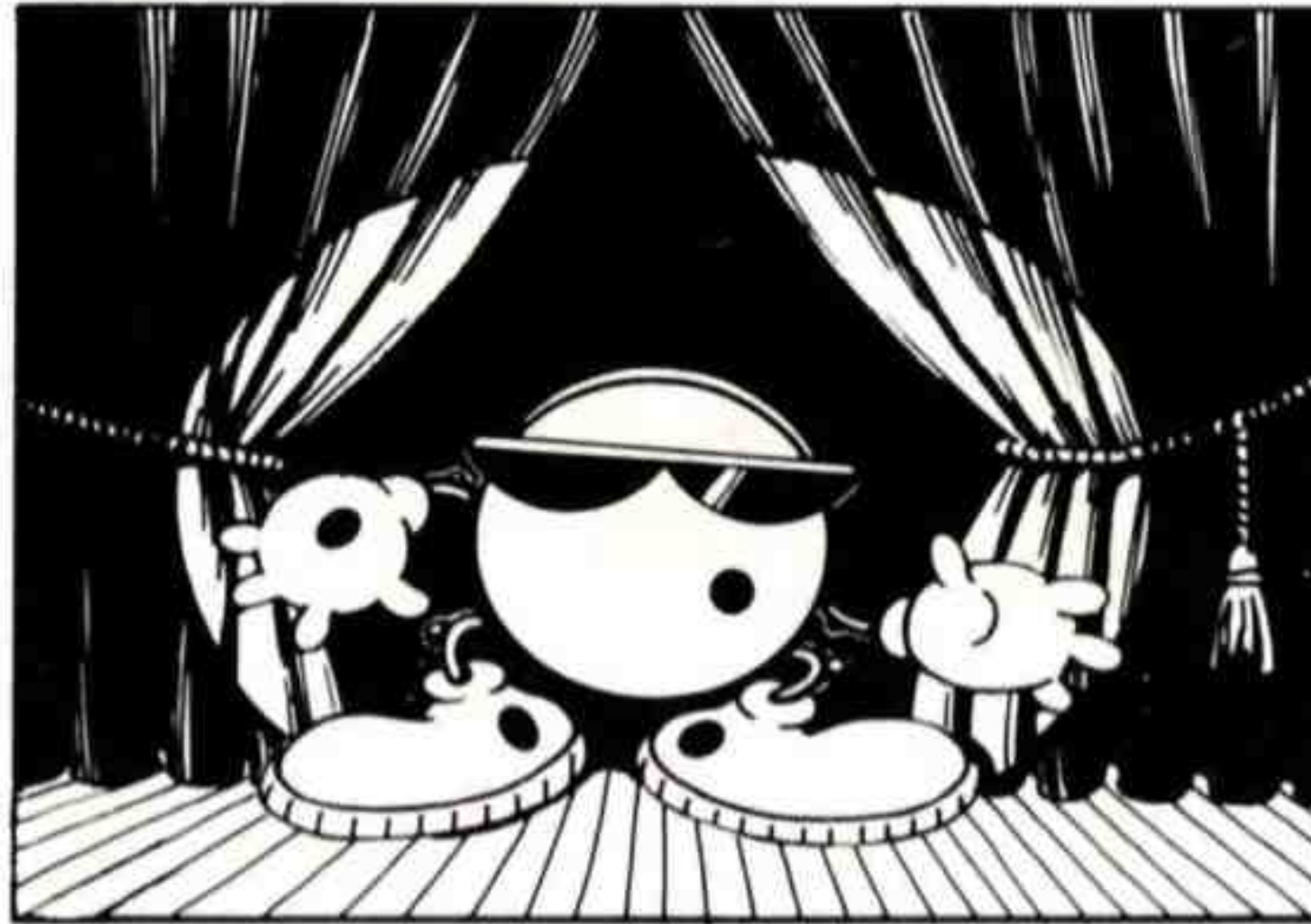


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## SPOTLIGHT ON SPOT



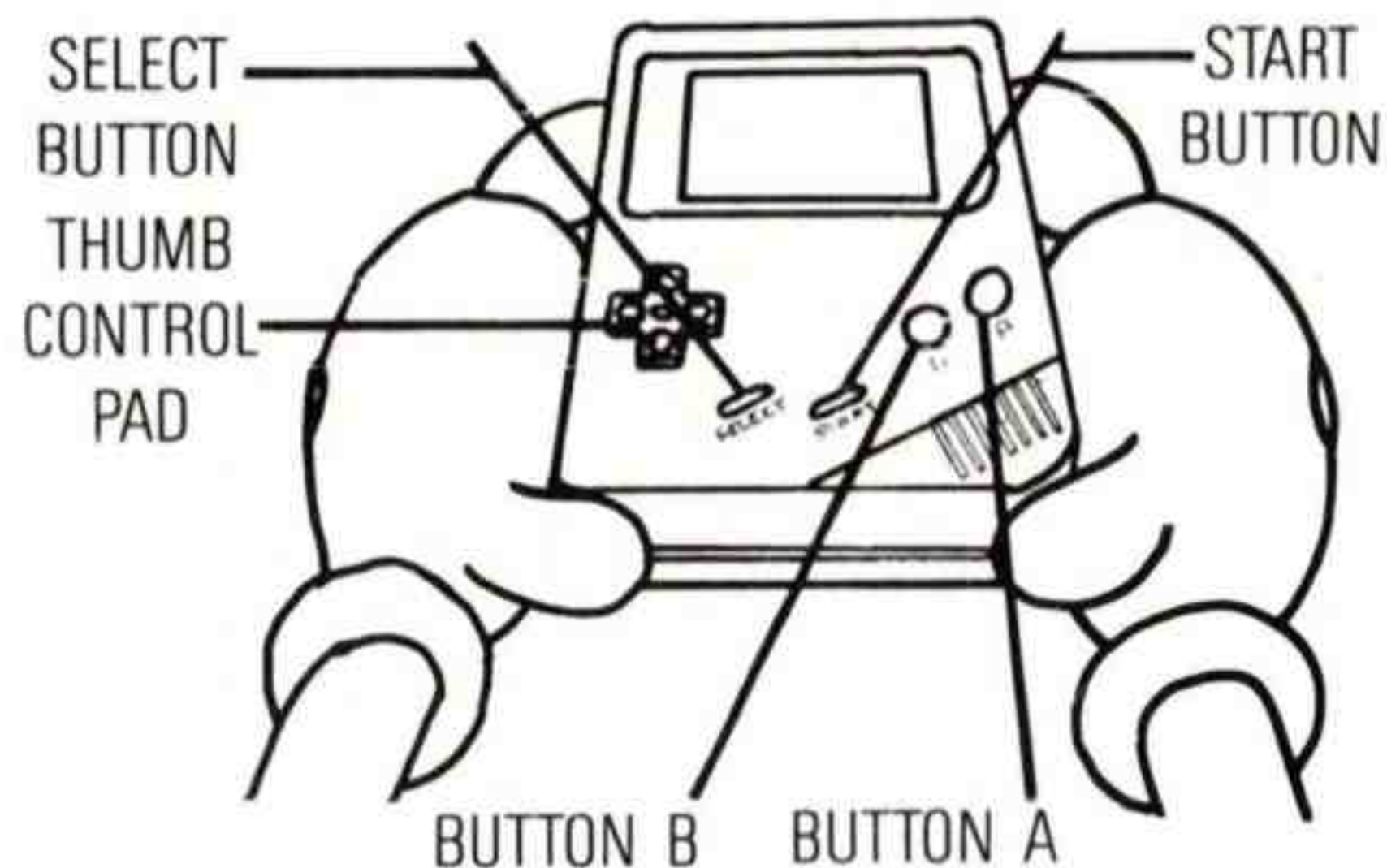
Who is Spot? He's that ultra-cool, wild and unpredictable 7UP character whose crazy antics have been stirring up excitement on television screens throughout America.

Prepare yourself to get down and boogie with those mischievous and totally fun-loving characters because now Spot has party-hopped to your very own Nintendo Gameboy screen.

See Spot as he travels across a play board that you can custom-design.

Now, see if you can outwit these little pranksters with some slick moves of your own!

## THE CONTROLLER



## GETTING STARTED

Insert the Spot Game Pak and turn on your Gamboy machine.

**QUICK START:** To skip the Option and Edit menus and start the game, just press Start. The game begins and you are automatically in control of the dark game pieces. Your opponent is a level 1 computer player in charge of the light game pieces.

To play on the full 49-square play board, you don't need to go into the Edit Board menu. Use the control pad to move the hand in front of either Select Options or Begin Game and press Start.

## EDIT BOARD INSTRUCTIONS

To change the board layout, move the hand to Edit Board and press Start.

COMPUTER-EDIT A SCREEN: When you see the play board, press B to cycle through the 512 pre-programmed play boards. You don't need to cycle through all the play boards if you don't want to—when you have found the play board you want, stop pressing B.

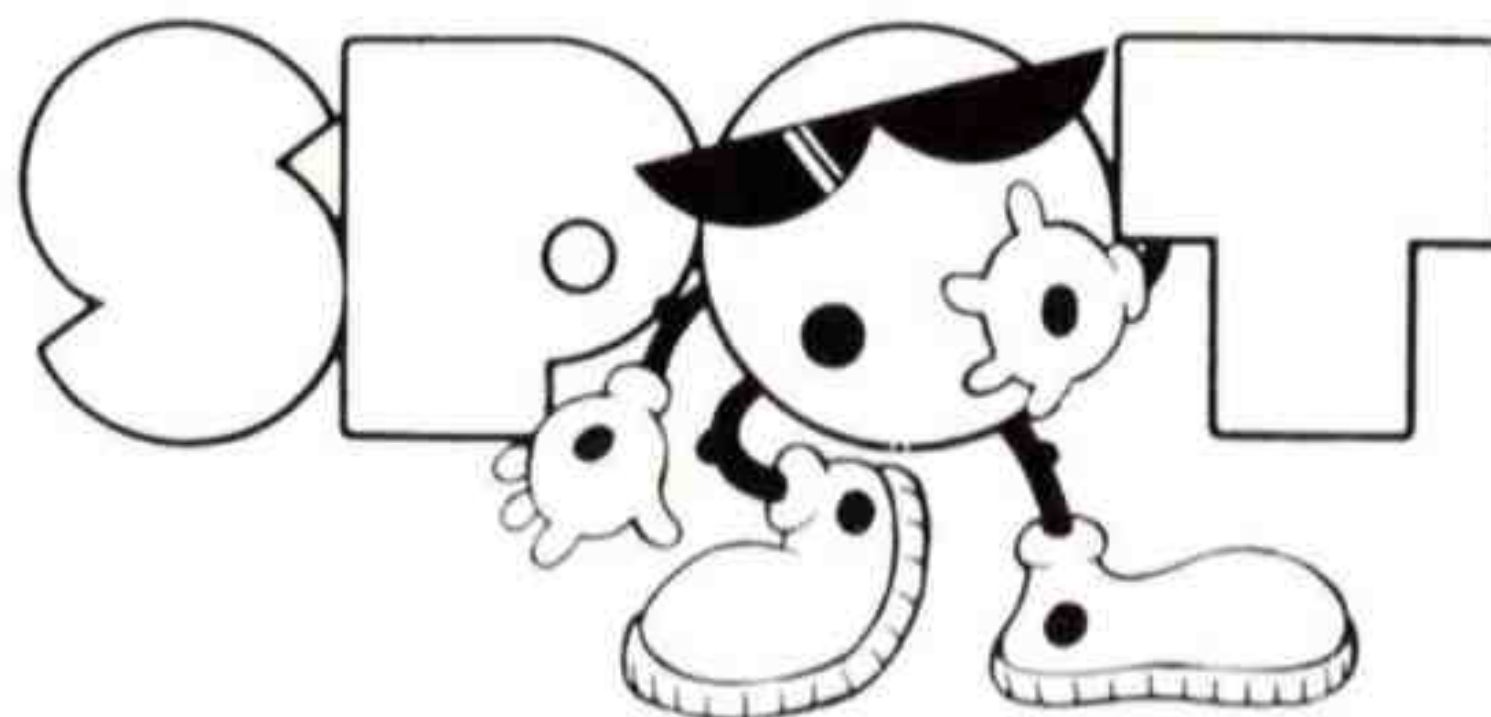
CUSTOM-EDIT A SCREEN: Use the control pad to move the hand into the square(s) you wish to add or delete and press A. Except for a circular area in the center of the play screen and the four corner squares, any square may be added or eliminated by moving the hand into the square you want to alter and pressing A.

To undo your changes and return to the original 49-square play board, press Select while the hand is still on one of the squares in the play board.

When you have chosen the play board you want, press Start to take you back to the opening screen.

## **SELECT OPTIONS**

### **SELECT OPTIONS MENU**



**OPTIONS**

**BEGIN GAME** 

**EDIT BOARD**

To go into the option menu, you must move the hand with the thumb control to Options and press Start or A or B. Once the Options screen is displayed, you can move the hand around the screen by moving the thumb control in the appropriate direction, or cycle through the options by pressing Select repeatedly.

## OPTION SCREEN INSTRUCTIONS

1. **CHOOSING TIME OPTION:** This selects the length of time allowed for a player to complete a move.

### PLAYER TIME LIMIT:

Choosing the player time limit requires the same method for each of the player selection squares.  
Change the timer by moving the hand to the "No Timer" area of the player selection squares.

Press A to cycle through the following choices:

No timer  
5 seconds  
10 seconds  
20 seconds  
30 seconds

Stop on the time limit you want. Move the hand to another option or return to the opening screen by pressing A.

How about an example of how this option effects gameplay? No problem. If, for instance, you select the 5 second clock and fail to complete a move in that time, you forfeit your turn.

## **2. CHOOSING PLAYERS:**

Choose 1 or 2 players, human or computer or a mixture of both. When you first enter the option screen it will be set up for one human player vs. one computer player.

The human player is represented by a picture of a controller. The computer player is represented by a computer circuit board.

### **PLAYER 1**

Move the hand with the control pad to left corner player selection square. This square is automatically set on human player as indicated by the picture of a controller. Press A to cycle through choices to select a computer player (shown by a computer circuit board picture) with a skill level of 1 - 5, 1 being the least difficult and 5 being the toughest.

Whether you have selected a human or computer player in the left corner, the game piece in this corner will always be the darker one.

## **PLAYER 2**

Next, move the hand to the right corner player selection square. This square is automatically set on a computer player. Press A to cycle through choices to choose either a human player or one of 5 computer players with skill levels increasing in difficulty from 1-5.

The game pieces for the player (human or computer) in the right corner are always the light ones.

Press Start at any time to return to the opening screen.

## **PLAYING THE GAME**

GOAL (All levels): Move Spot around the board to fill as many squares with your color game piece as possible. The winner is the player with the most game pieces after the whole board has been filled.

## **TAKING A TURN:**

The player on the left takes his/her turn first.

Spot won't let human players forget when it's their turn. He stands by the score in the corner of whoever needs to move next. The computer players automatically take their turn without being prompted by Spot.

## **MOVING YOUR SPOT:**

On your first turn, move the hand to any square occupied by one of your pieces. Pressing A activates your piece and now you're ready to move. You can move in any direction: backwards, forwards, sideways or diagonally. You can move to any adjacent empty square or skip a square in any direction. Once you have positioned the hand with the control pad in the square you want to move to, press A to move your piece.

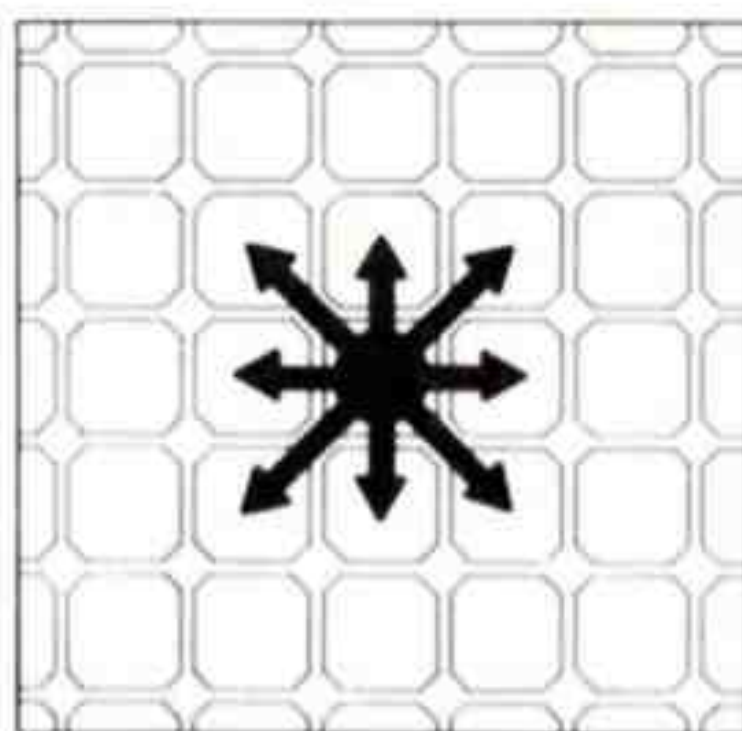
NOTE: YOU CANNOT MOVE INTO A SQUARE OCCUPIED BY ANOTHER GAME PIECE.

FOR FASTER PLAY: Press A to activate the Spot as you usually do. For TURBO power, press B at the same time you are moving the hand to the square you want to move to. Tricky to use, but vital when the timer is ticking down.

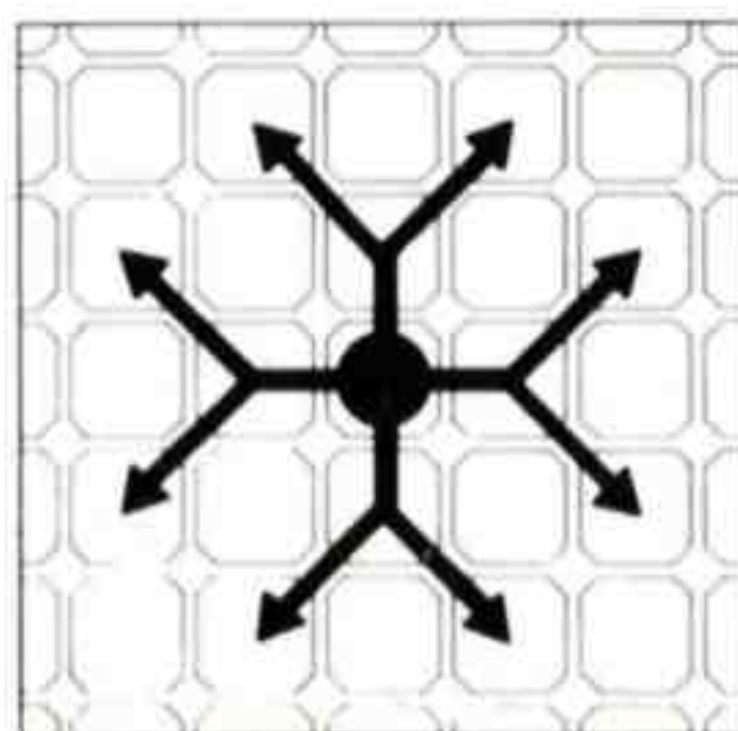
The purpose of the game, aside from having a good old time with the SPOT, is to have your game pieces take over as many squares as possible.

This game is full of hidden strategy. Play a practice game to see what moves are possible and try some of these:

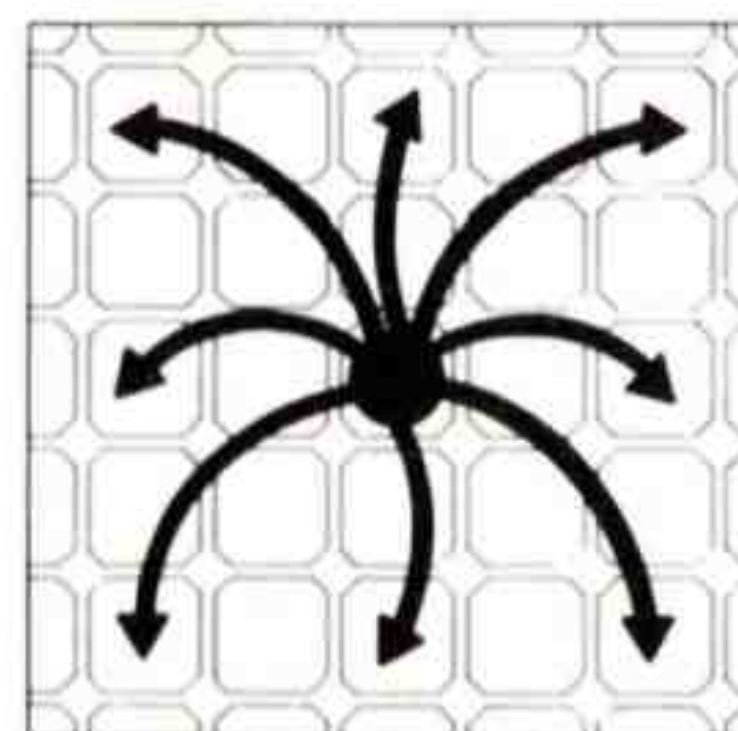
1. **CLONE (OR DUPLICATE):** If you move your piece into an empty adjacent square, you will duplicate your piece by one.
2. **CAPTURE:** If you move your piece into an empty square that is bordered by any of your opponents' pieces they will change to your pieces.
3. **SKIP:** You may skip over one square (empty or occupied) by moving one of your pieces in any direction. But, if you skip over a square you are only moving your piece, not cloning it. This leaves an empty space in the square you started from, so be careful! However, you still capture all your opponents' pieces around the square you skip to.
4. **SIDE SKIP:** You can also "Side Skip" by moving two squares. You will leave an empty space behind you. However, any of your opponents' pieces bordering on the square you have just entered will become clones of your game piece.



CLONE



SIDE SKIP



SKIP

## **STRATEGY OR HOW TO READ SPOT'S MIND:**

Although moving Spot around the play board is easy enough, learning to plan 2 or 3 steps ahead is a challenge. The game moves fast and furiously and a player who is behind can catch up quickly. It's anyone's game until the last square is taken.

## **SUPER SPOT TACTICS:**

1. Play defensively by moving to adjacent empty squares instead of skipping over empty or occupied squares. This way you are able to clone your game piece without leaving a gap behind you.
2. Look for gaps left behind by your opponents; move in and capture their game pieces.
3. Your purpose is to capture as many of your opponent's game pieces while losing as few of your own as you can. Although you cannot possibly protect all your pieces from capture, by planning ahead one or more moves, you can build up certain areas and cut down on your losses.

# SPOT CONTROL SUMMARY

## SELECT BUTTON:

### In Select Options Menu:

Press to move hand instead of using thumb control

### In Edit Board Menu:

Press to restore all squares

## START BUTTON:

Press to move to menu you have chosen

Press to Start Game

Press to Pause Game during gameplay

## BUTTON B:

Press at Edit Board to cycle through pre-programmed play board choices

Press to accelerate hand during gameplay

## BUTTON A:

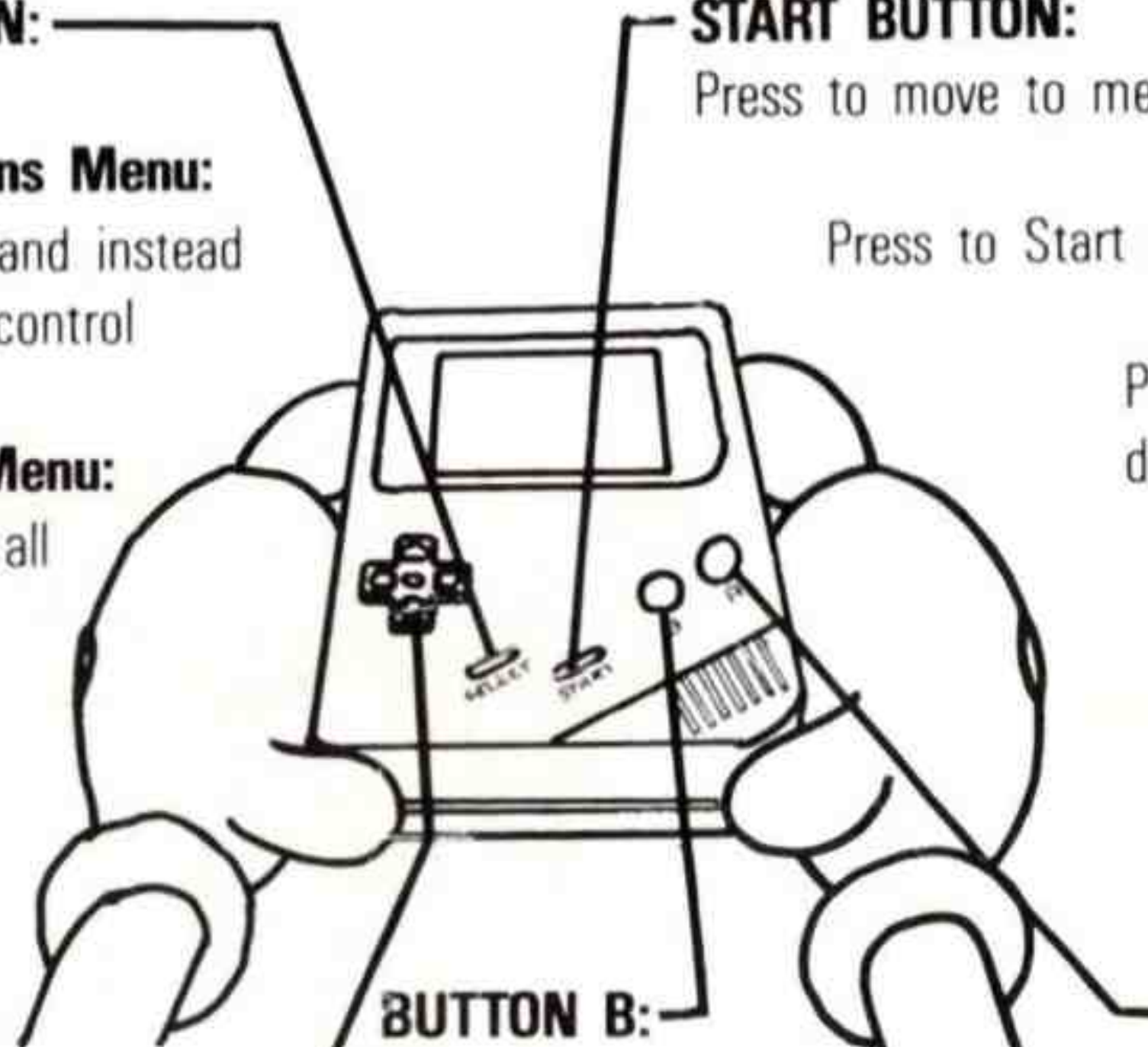
Press to begin and activate move

In Select Options Menu:  
Press to cycle through choices in player selection squares

In Edit Board Menu:  
Press to add or delete squares

## THUMB CONTROL PAD:

Press Thumb Control to move hand and game pieces



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Printed in Japan