



PRINTED IN JAPAN



GAMEBOY™

ADVENTURES OF
LOLO*

INSTRUCTION BOOKLET

DMG LO-GPS

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Thank you for selecting the ADVENTURES OF LOLO* Game Pak for the Nintendo® GameBoy™ unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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The Tale of Edenland

Entry Level / First Steps in Eden

This is an introductory level designed to help you learn your way around Edenland. Use this level to learn how each type of Monster attacks, and to figure out how to counterattack and trap them.

Intermediate Level / Dance and Music

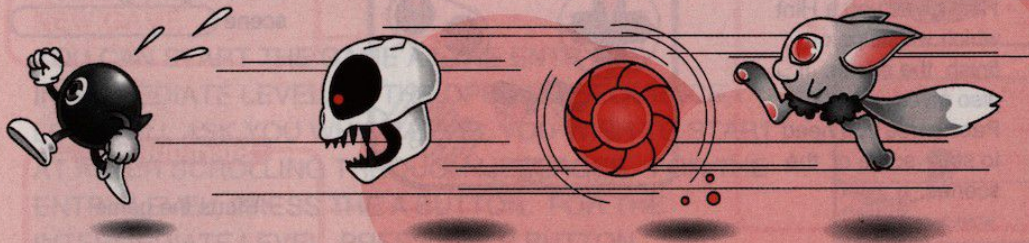
Everyone in Edenland loves singing and dancing. King Lolo is a famous musician in Edenland, and his wife, Queen Lala, is a brilliant dancer. Everyone is entranced by the royal couple's music and dancing.

Everyone in Edenland has been excited and busy for days, preparing for the next performance, which will include Rock 'n' Roll, Hula Dancing, exotic Oriental Dance, Flamenco, and Classical Ballet. But on the day before the performance, someone (or some group) has stolen the music score. The thief (thieves?) have hidden the pages of the score in Treasure Chests all over Edenland, and sealed the Treasure Chests shut.

Advanced Level / Lets go to Gentryland

This is Edenland's Gentryland area. It's an amusement park that's fun for everyone, young and old. Today Lolo and Lala, accompanied by their son, Prince Lulu, have come to Gentryland.

Unfortunately, none of the attractions are working. It seems that King Eggar, a well-known trickster, has moved into Gentryland. What's more, he's locked all the attractions and put his Monster Henchmen on guard. If the keys aren't found, no one will be able to see the famous Gentryland Parade. If you want to get your hands on those keys, you'll have to solve all the riddles and puzzles that King Eggar has left in the park. You're the only one who can get rid of King Eggar and his Henchmen and reopen Gentryland to the public.



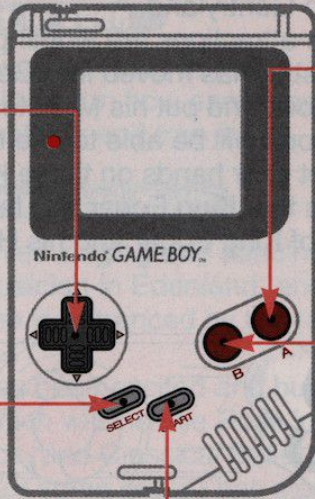
Using the Controller

+Control Pad

- Moves the character

Select button

- Restart
- Hint: gives you a Hint which will help you finish the scene. It also gives you the Passwords you need to start some of the scenes.



A button

- Fires an Egger Shot, which turns the enemy into an egg.
- Lets you use a Power

B button

- Restart - takes you back to the beginning of the scene

Start button

- Starts the game

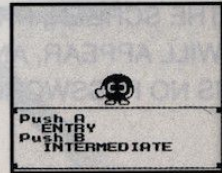
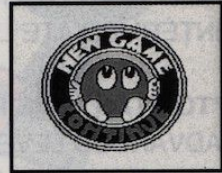
STARTING THE GAME

THE "ADVENTURES OF LOLO" HAS FOUR LEVELS : ENTRY, INTERMEDIATE, ADVANCED AND PRO.

AFTER THE TITLE SCREEN IS DISPLAYED, PRESS ANY BUTTON TO START THE GAME. WHEN THE SCREEN SHOWN TO THE RIGHT IS DISPLAYED, USE THE + BUTTON TO SELECT NEW GAME OR CONTINUE AND THE A BUTTON TO LOCK IN YOUR CHOICE.

NEW GAME

YOU CAN START THE GAME AT THE ENTRY OR INTERMEDIATE LEVEL. IN THE OPENING SEQUENCE, LOLO WILL ASK YOU WHICH LEVEL YOU WISH TO START AT AFTER SCROLLING THROUGH MESSAGES. FOR THE ENTRY LEVEL, PRESS THE A BUTTON. FOR THE INTERMEDIATE LEVEL, PRESS THE B BUTTON.



TO START OFF THE DEMO SCENE IN THE ENTRY LEVEL
PUSH ANY BUTTON.

*** TO START THE ADVANCED LEVEL -ENTER THE
PASSWORD FOR THE ADVANCED LEVEL.THIS IS
REVEALED WHEN YOU HAVE COMPLETED THE
INTERMEDIATE LEVEL.**

***TO START THE PRO LEVEL -AFTER YOU COMPLETE THE ADVANCED LEVEL, AN "ENDING SEQUENCE" WILL BE DISPLAYED. WHEN THE WORDS "THE END" APPEAR ON THE SCREEN, PRESS THE A BUTTON. THE WORD "PRO" WILL APPEAR, AND THE PRO LEVEL WILL BEGIN. THERE IS NO PASSWORD FOR THE PRO LEVEL.**



CONTINUE

ENTER THE PASSWORD, THEN YOU CAN CONTINUE THE GAME FROM WHEREVER YOU LEFT OFF.

PASSWORDS

TO INPUT A PASSWORD, USE THE + BUTTON TO MOVE THE CURSOR AROUND, THE A BUTTON TO SELECT A GIVEN LETTER AND THE B BUTTON TO CANCEL THE SELECTION OF A LETTER.



YOU DON'T NEED A PASSWORD TO START THE ENTRY LEVEL.

Playing and Ending the Game

Using the Egger Shot and the Powers while dodging enemy missiles, try to get all the Hearts. When you have collected all the Hearts, the Treasure Chest will open. Collect the contents of the Treasure Chest, and the door to the next section will open.

•The Treasure Chests contain **PARTS OF THE MUSIC SCORE** in the **Intermediate Level**, and **KEYS** in the **Entry, Advanced, and Pro Levels**.



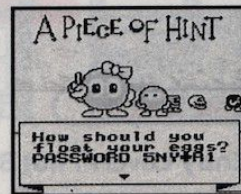
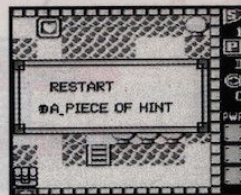
Intermediate Level



Entry, Advanced, and Pro Levels

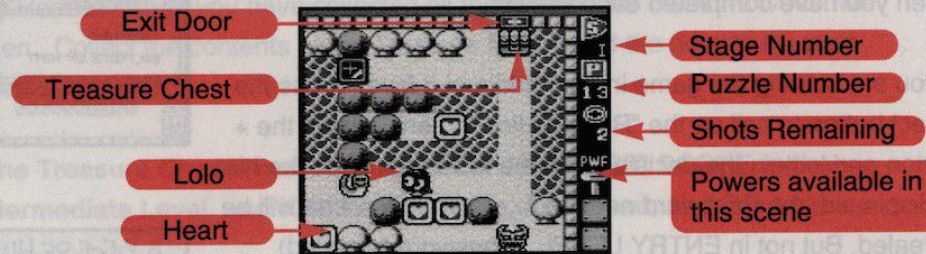
Be sure to write down the Passwords which are revealed when you have completed each section.

If you are quitting the game in the middle of a level, press the select button to call up the "Restart/Hint screen". Press the + button and lock in the decision with the A button. After the hint is displayed, the Password needed to restart this scene will be revealed. But not in ENTRY LEVEL. (Password revealed)



The Screen and The Stages

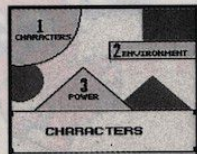
The Screen



The Stage

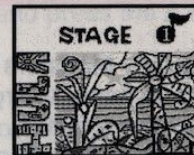
Entry Level / First Steps in Eden

Stage 1	Characters.....	8 scenes
Stage 2	Environment.....	8 scenes
Stage 3	Power.....	3 scenes



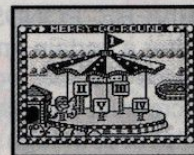
Intermediate Level / Dance and Music

Stage 1	Hula.....	14 scenes
Stage 2	Oriental	14 scenes
Stage 3	House	14 scenes
Stage 4	Flamenco	14 scenes
Stage 5	Ballet.....	14 scenes



Advanced Level / Let's go to Gentryland

Stage 1	Merry-Go-Round.....	5 scenes
Stage 2	Coffee Cup	5 scenes
Stage 3	Row Boat Depot ...	5 scenes
Stage 4	Haunted House.....	5 scenes
Stage 5	Food Zone	5 scenes
Stage 6	Souvenir Photo	5 scenes
Stage 7	Flying Rocket	5 scenes
Stage 8	Roller Coaster.....	5 scenes
Stage 9	Eggar Castle	5 scenes
Stage 10	Gentry Parade.....	5 scenes



Pro Level.....5 scenes

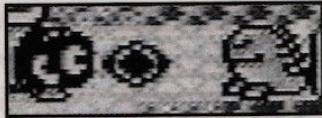
Lolo's abilities

The Egger Shot and the Three Powers

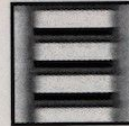
The Egger Shot

You can change the enemy Monsters into eggs!!! Collect Heart and save up some energy. Then face up to the enemy and press the A button. You can use the Egger Shot from far away as well as close up. You can push the Monster Eggs around, and even float them on RIVERS, PONDS and LAKES. However, the Monsters do revert to their original form after a certain amount of time has elapsed, so be careful. If you hit the same Monster twice in a row, you can fire it right out the top of the screen. Monsters ejected from the screen in this way will return to their original location after a certain amount of time has elapsed, though.

***There are two types of Hearts - one which contains the fuel needed to produce Egger Shots and one which does not.**



The Three Powers



You can build a bridge over a river. Stand at the location where you wish to build a bridge, face the river, and press the A button.



When you see this mark, face the arrow and press the A button. The arrow will rotate 90°.



You can break one rock. Stand in front of the rock and press the A button.



- The Power you can use varies from scene to scene
- You need a certain number of Hearts to use a Power
- You can only use a Power once in each scene. Be careful not to waste that one opportunity.

The World of Edenland



EMERALD FRAMER - You can move this object!! Use it to block enemy missiles, or to trap monsters. Be careful not to cut off your own path of escape.



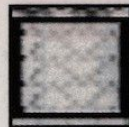
TREE - These are dotted all over the map. You can hide behind trees to avoid most enemy missiles, but missiles fired by MEDUSA, DON MEDUSA, and GOLS pass through them.



ROCKS - These are all over the map, too. They block all enemy missiles, but you can't move them.



DESERTS - When you go across these, your speed is cut in half.



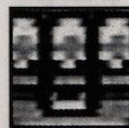
ENEMY HOLE - Monsters fired out of the screen usually return to their former location after a while. However, they may come out of an ENEMY HOLE if that location is blocked by another Monster or an EMERALD FRAMER. Some scenes have ENEMY HOLES and some don't. Take note of where they are.



LAKES, PONDS, and RIVERS - There are two types of water areas in this game: bodies of water with a current, like RIVERS, and bodies of water that have no current, like PONDS and LAKES. Monster Eggs float, so you can use them to cross LAKES and PONDS, drift down RIVERS, and so on. What other uses can you find for Monster Eggs?



BREAK TILE BRIDGE - You can only cross these bridges twice. The first time you cross, they crack, and the second time, they collapse. Be careful not to trap yourself.



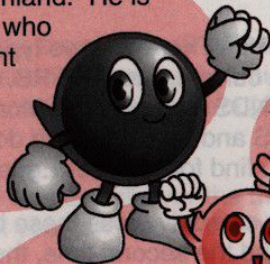
FLOWER BEDS and JEWEL BOXES - You can hide from SKULLS and ALMA in these. You won't be safe from Monsters that shoot missiles, though.

The Cast of Characters

The Lolo Family

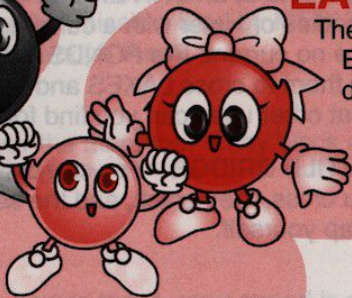
LOLO

The brave king of Edenland. He is an excellent musician who can play many different instruments and is very popular with his subjects.



LULU

Lolo and Lala's son. He is a bright, active child.



LALA

The gentle queen of Edenland. Her dancing is brilliant. During the adventure, she gives Lolo a lot of advice.



The Evil King's Henchmen



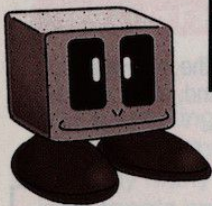
GOL These sleep until you've collected the last Heart. Even after they wake up, they don't move around, but if you pass in front of them they breathe fire on you.

SNAKEY These big-eyed, cute monsters have no missiles, and they are very gentle. Turn them into eggs and use them to block missiles, or float them on RIVERS.



ALMA When they are very near Lolo, ALMAs will match Lolo's movements. Sometimes they roll up into balls and go careening across the screen very fast until they run into something. You can use this movement pattern to your advantage, but be careful not to get hit from behind.





ROCKY These roll around slowly, making the earth rumble. They don't fire missiles, but if you get too close they will speed up and chase you, so watch out.



LEEPER When LEEPERs touch Lolo, they fall asleep and don't wake up. When they're still awake and moving around, you can turn them into eggs, but once they fall asleep, Egger Shots won't work anymore. LEEPERs don't fire missiles.



SKULLS While there are still Hearts left, SKULLS just hang around looking threatening. But as soon as you collect that last Heart, they come after you with their teeth chattering. They look pretty scary, but they move slowly and are pretty easy to escape.



MEDUSA MEDUSA Monsters strike down anyone who is in a straight line behind, in front of, to the left, or to the right of them. The power that comes from their eyes can reach all the way across the screen. Once you are in their sights, there is no escape.



DON MEDUSA DON MEDUSAs can only move in one direction, so they'll often overlook you. They are very powerful Monsters, though, and can shoot in all four directions. Just like MEDUSAs, once they have taken aim at you, it's too late to escape.



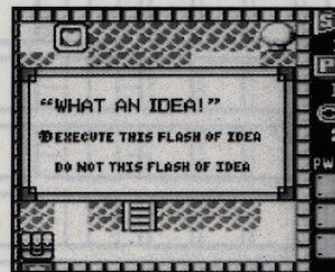
BOSS

King Eggar The king of mischief, rules over an army of Henchmen. He's always doing bad things. Lolo keeps trying to show him the error of his ways, but King Eggar never learns.



About the Correct Solution Demos

If you just can't seem to solve one of the scenes, stop moving Lolo and let him fall asleep. If you wait patiently for a few minutes, a window will appear at the bottom of the screen, and you can use it to start the Correct Solution Demo.



- EXECUTE THIS FLASH OF IDEA activates the Demo.
- DO NOT THIS FLASH OF IDEA turns the Demo off.

Note: If you press any buttons on the controller while you are waiting, the Demo will be cancelled.

PASSWORDS

S.....STAGE NO.

P.....PAZZLE NO.

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