Nintendo

GAME BOY®

DMG-GL-USA-1

3-Minute Word Games

Boggle Plus™

5 Games

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

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CAUTIONS DURING USE

1) If you play for long periods, take a 10-15 minute break every hour.

2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.

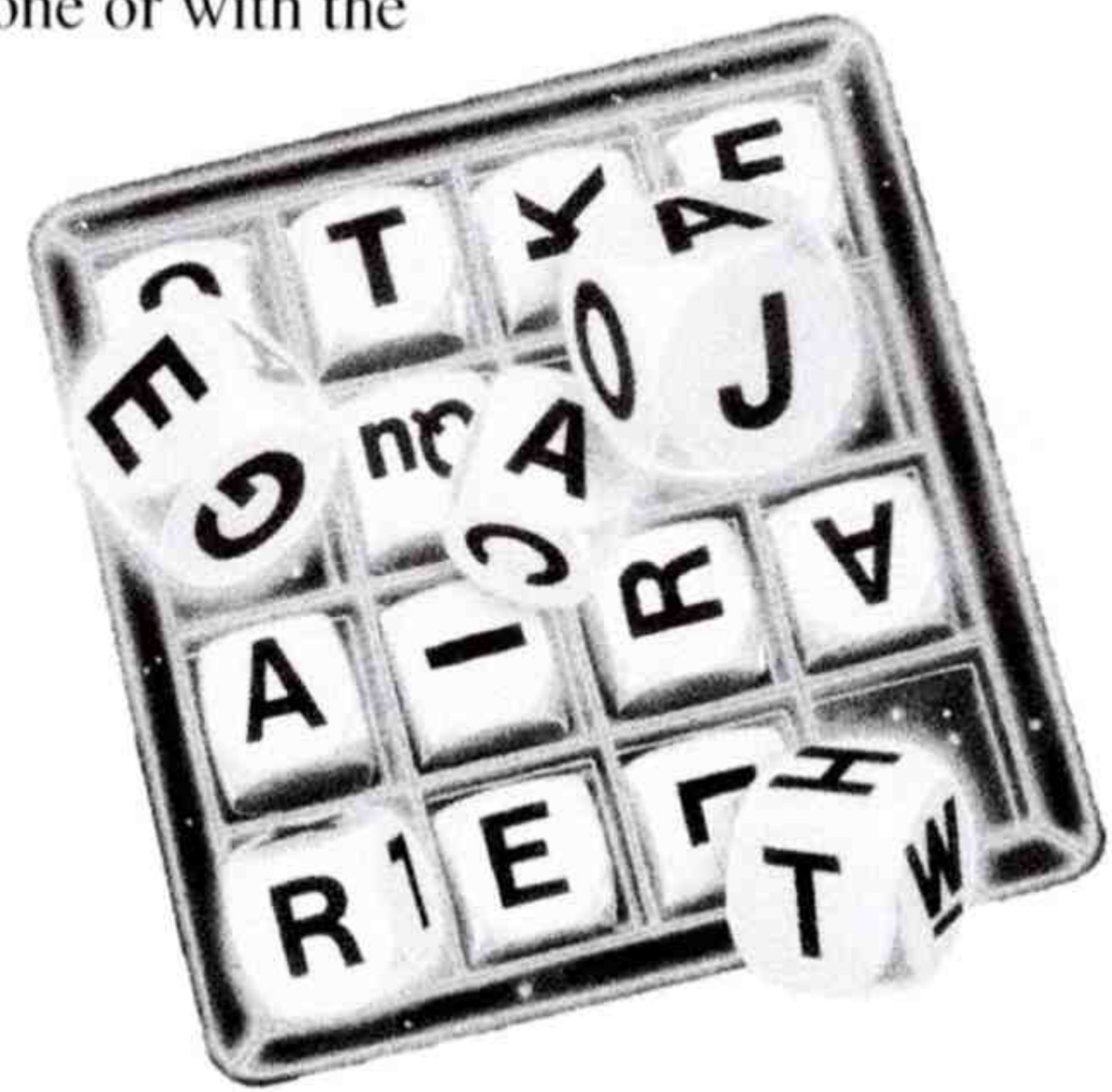
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.

4) Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.

5) Store the Game Pak in its protective case when not in use.

Parker Brothers' classic BOGGLE® games and new gameplay variations combined with the Nintendo Game Boy® System give players a challenging choice for hidden word fun — with a technological edge! All your words will be checked against the built-in 35,000+ word Proximity/Merriam-Webster Linguibase from Franklin.

To start, try playing a test game alone or with the other human player to familiarize yourself with the Game Boy System. Then you'll be ready to play against the eight computer opponents: Some have a quick command of words that may put your own word skills to the test... others aren't quite so fast!



HOW TO USE THE CONTROLLER

START Button... To begin the game; to call up a Main Menu during a game

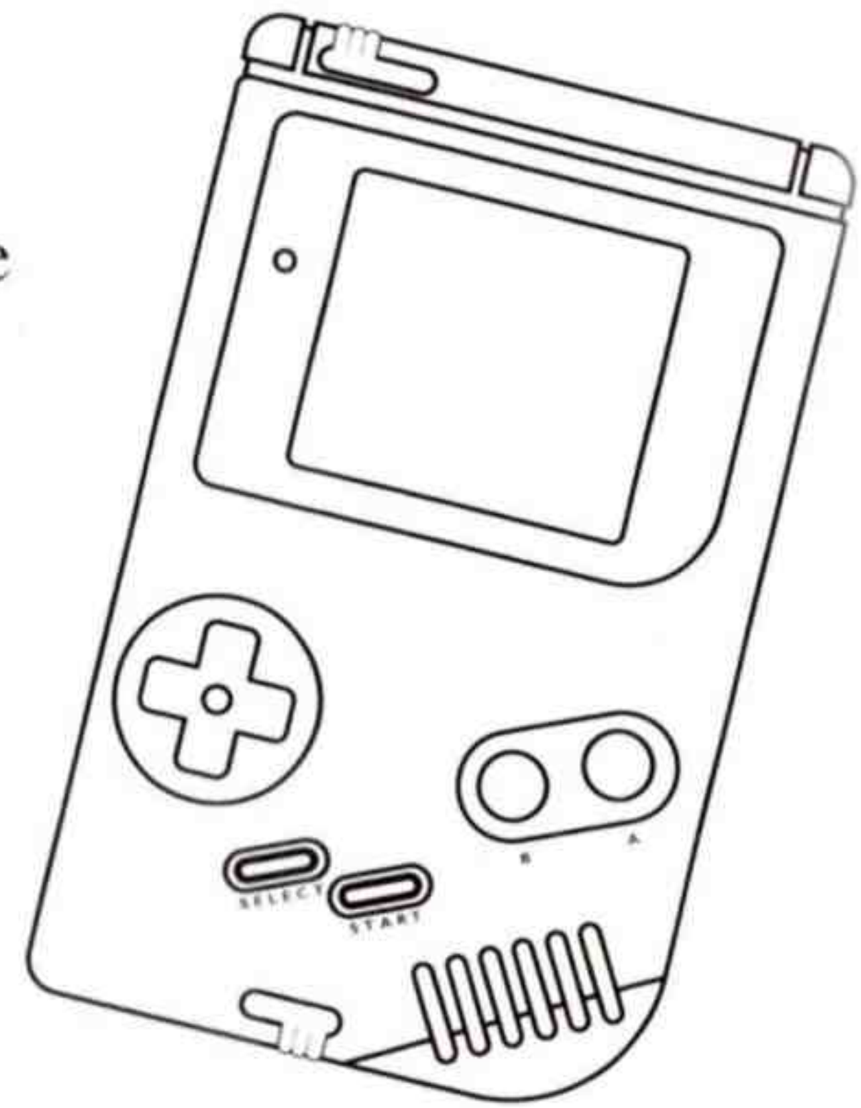
SELECT Button... To enter a completed word and put it on your word list

A Button... To select and enter each separate letter in a word

B Button... To "de-select" a letter, answer on-screen questions, "Reject" Unrecognized Words

Control Pad... To move the arrow to options and scroll around the screen to individual letters

NOTE: There will be brief instructions and reminders on-screen while you're playing.



TO START A GAME

1. Insert the Game Pak; turn the power ON. First "NINTENDO®" will appear, followed by "BOGGLE PLUS™."

Until you press a key, the unit will run gameplay demonstrations that show how to form words in each of the five games: BOGGLE, BIG BOOGLE, ANAGRAMS, CATEGORIES and USE ALL. **Note:** This is the quickest way to learn how to play each of the five games.

2. Hit START to begin the game.

3. HOW MANY GAME BOYS?... If you are playing with one unit, this screen will be skipped. To link two GAME BOY units together you will need one Game Link™ cable connected between the two units and a BOGGLE Game Pak for each GAME BOY unit. Turn both power switches on. First "NINTENDO®" will appear, followed by "BOGGLE PLUS™." *One — and only one — player should hit START.*

The message "PRESS A FOR 1 GAME BOY; B FOR TWO GAME BOYS" will appear; *the same player should hit B*. Continue the setup as

stated below for HOW MANY PLAYERS. When the screen "PLAYER 1" appears, Player 1 should answer from the unit he/she will use in gameplay, and enter HUMAN and NAME when asked. Then the second player does the same with his/her own GAME BOY unit.

Note: The game will stop if Step 3 has not been carried out correctly, or if the Video Link cable is pulled out or inserted during the game. If this happens, turn the Power off on both units, and start Step 3 again.

4. SELECT GAME... Use the Control Pad to move the arrow to the game you want to play. Hit the A Button to Select your choice.

5. HOW MANY HUMAN PLAYERS?... Use the Control Pad to highlight 1 or 2 players, then hit A to select.

6. ENTER YOUR NAME... Use the Control Pad to select and the A Button to select each letter (up to 8) of a player's name; move to "OK" and hit the A Button to confirm the whole name. If you make a mistake, move to the <—, then hit A to backspace and "erase" a letter.

7. DO YOU WANT TO ADD COMPUTER OPPONENTS?... Select A (yes) or B (no). They're described on pages 8-9.

In BOGGLE and BIG BOGGLE games (but not the other three) you may take on built-in computer opponents who play while you play; you won't see them play — you'll just see their scores and their word lists at the end of a game.

You may select up to four computer players from the eight in the rogue's gallery. To see the second four opponents, use the right arrow on the Control Pad to scroll to the second screen.

Use the Control Pad to move the "picture frame" to the portrait you want; hit the A Button to select each rival. If you want fewer than 4, hit B to exit.

8. SELECT PLAY MODE... Use the Control Pad to choose Single Game or Tournament; press A to select.

In a Single Game, you (and any opponents) will play with the 3-minute time limit; your score will be the number of points you rack up.

If you select Tournament, the PLAY TO screen will come up. Pick your point limit; if 3 minutes is up and you haven't reached your point limit, press ANY KEY to bring up a new letter grid and restart the timer.

The Timer: The 3-minute timer will give you a 10-second warning when you're near the end. When your time's up, press any button to continue.

WHO ARE THE COMPUTER OPPONENTS?

Charles: This stuffed shirt's brain is stuffed with words; he looks for all forms of a word and lots of long words — and finds them!

Pearl: She looks for *oyster* and *oysters* and remembers her past tenses, too. Years doing crosswords make this granny tough to beat.

Ira: This bean-counter looks for the small stuff but gives up easily. His credits often turn to debits when the final scores are tallied.

Hilary: Our resident librarian finds her plurals and her past participles and is a great reference for long words.

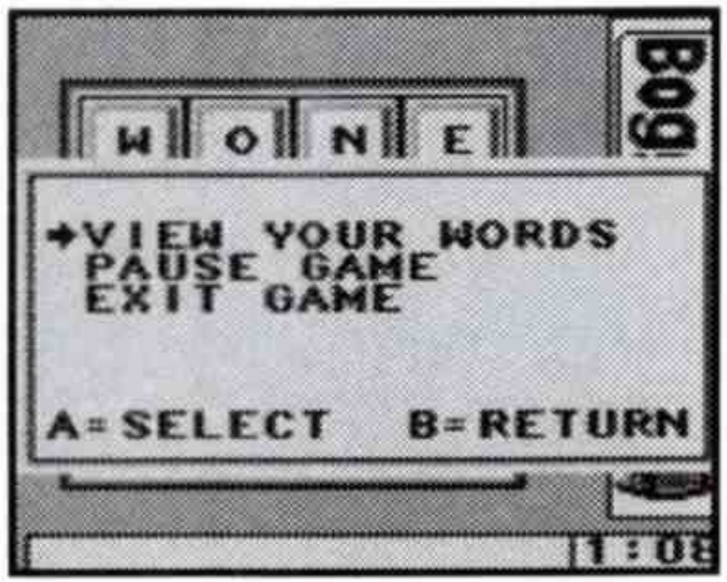
Irving: Try as he might, he gives up too soon, and the only word for Irv is average.

Rebecca: Hard to keep up with, she spends her time racking up 3- and 4-letter words — and it's usually time well spent.

Sarah: This nice old auntie might lose to you — but not on purpose!

Jim: He should have paid more attention in Mrs. Snodgrass' English class!

MAIN MENU



Each of the five game variations has a Main Menu of choices you may select during gameplay.

- Hit **START** to bring up the Main Menu.
- Use the Control Pad to move between selections.
- Hit **A** to Select or **B** to Return to the game.

SCORING

The winner is always the player with the highest score or, in Tournament play, the player who reaches the pre-determined point limit first.

The scoring mechanism is described for each game, and consists of some or all of the following screens. Hit A to scroll from one to the next.

- **FINAL SCORES:** Lists scores for all players. To move on to another game, move the arrow to EXIT.
- **WORD LIST FOR (player):** Duplicates are crossed out. Use Control Pad to scroll Down to see full list.

- **BOARD:** Shows the letter grid for BOGGLE and BIG BOGGLE games.
- **TOTALS FOR (player):** Shows word length, number of words of that length, points earned for BOGGLE, BIG BOGGLE and CATEGORIES games, and Bonus Points earned in ANAGRAMS, CATEGORIES and USE ALL.
- **EXIT:** Moves you to a new game.
- **B** will RETURN you to the previous screen.

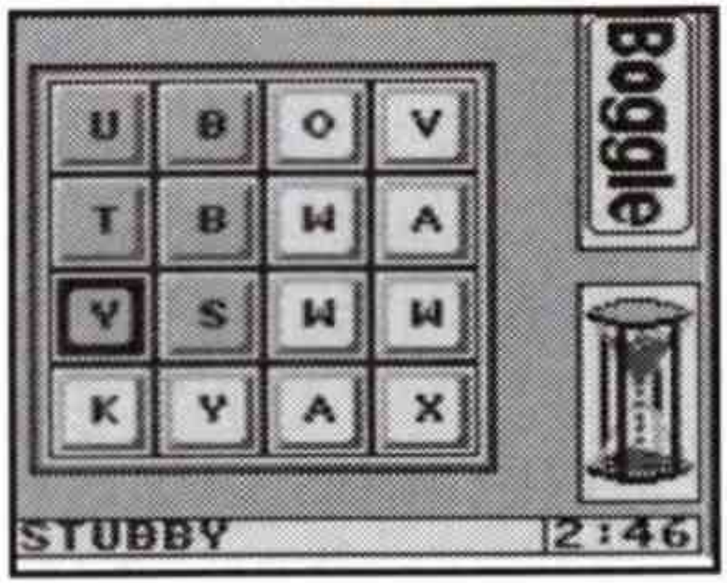
TO STOP PLAYING

Select START to bring up the MAIN MENU then select EXIT, or simply switch the Power to OFF.

THE GAMES

Notes: In all five games, use the Control Pad to move around the letter grid. Move to the letter you want, then hit A to select it (or B to "de-select" it) and move to the next letter. When you've finished spelling the word, hit SELECT once to enter it. See the examples on page 13.

BOGGLE™ Game

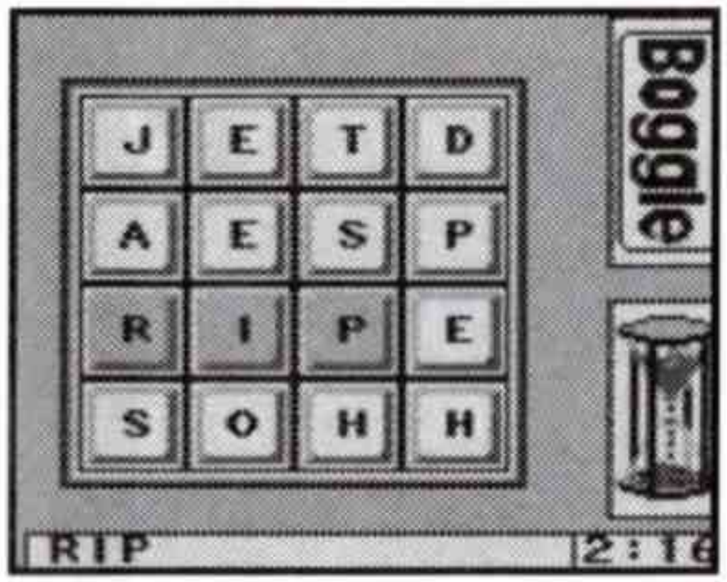


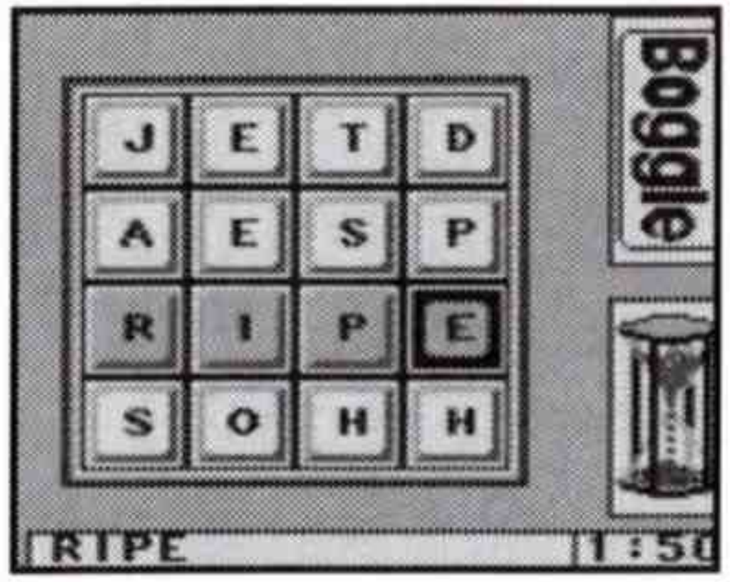
Your object is to find the most unique words within the letter grid. So start the word search:

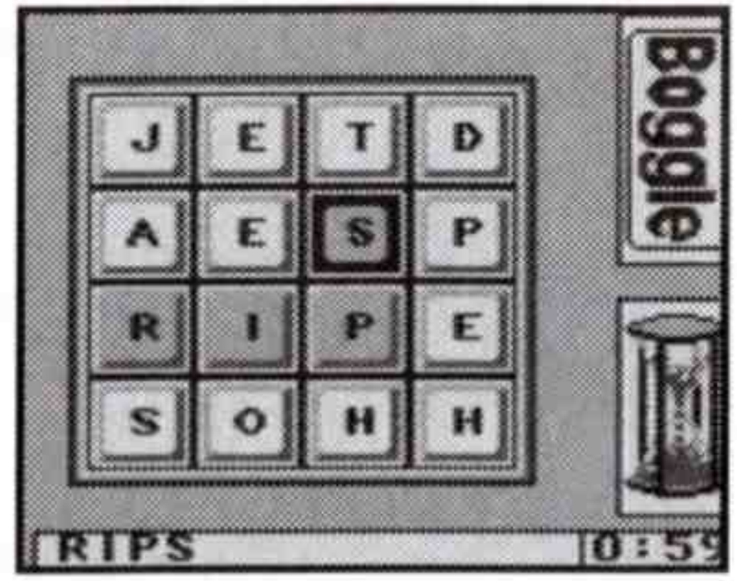
- Words must have from 3 to 9 letters.
- Words are formed from letters that adjoin horizontally, vertically, or diagonally to the left, right or up-and-down.
- No letter may be used more than once within a single word.
- If you enter a word twice in one turn, the computer will reject it the second time.
- If you enter the same word an opponent entered, the computer will cross it off your list and you won't get any points for it.

NOTE:

The following examples of word formation are true for all five gameplay variations.







First we form the word **R-I-P**.

Then we re-enter **R-I-P** and add **E** for **RIPE**.

And don't forget about plurals: Re-enter **R-I-P** and add **S** for **RIPS**.

See the word **JEST**? That's fine, but we cannot make it plural (JESTS) because that would use the same letter **S** twice.

Note: The computer won't let you make any illegal moves: you may move to a letter that is dimmed but you cannot select it — and you will not be able to skip over a letter to select another!

Types of Words Allowed

Any word (noun, verb, adjective, adverb, etc.), plural of, form of, or tense is acceptable as long as if can be found in our built-in 35,000+ word Proximity/Merriam-Webster Linguibase from Franklin. Proper nouns (Smith, Ohio, France, etc.) are not acceptable.

Words within words are also permissible — spare, spa, par, are, spar, pare — and will each earn points.

UNRECOGNIZED WORD

Our program does not includes all the words in the English language, so if you have entered a word and you're positive it is a word — and is spelled correctly — you may hit A to Accept it; it will be added to your score. But if you realize it isn't a real word — or your opponent challenges you and a full-size or unabridged dictionary does not contain your word, you are on your honor to hit B to Reject the "Unrecognized Word." There is a limit of 25 Unrecognized Words allowed per game.

MAIN MENU

• **VIEW YOUR WORDS:** To review what you've found so far; hit B to get back into the game. (The time does keep running, so hurry!)

• **PAUSE GAME:** To stop the timer.

• **EXIT GAME:** To stop the game; cancels all word lists and returns to Select Game screen.

• **A** to Select or **B** to Return to the current game.

SCORING

When the timer runs out, the game is over: Press A to reveal the scores. Remember, any words that were on more than one player's list are "crossed off" — and you get no credit for them!

NO. OF LETTERS	**3**	**4**	**5**	**6**	**7**	**8 or more**
POINTS	**1**	**1**	**2**	**3**	**5**	**11**

Things to Remember

• Multiple meanings of the same spelling do not earn multiple credit. Example: The word t-e-a-r, for rip or cry counts only once.

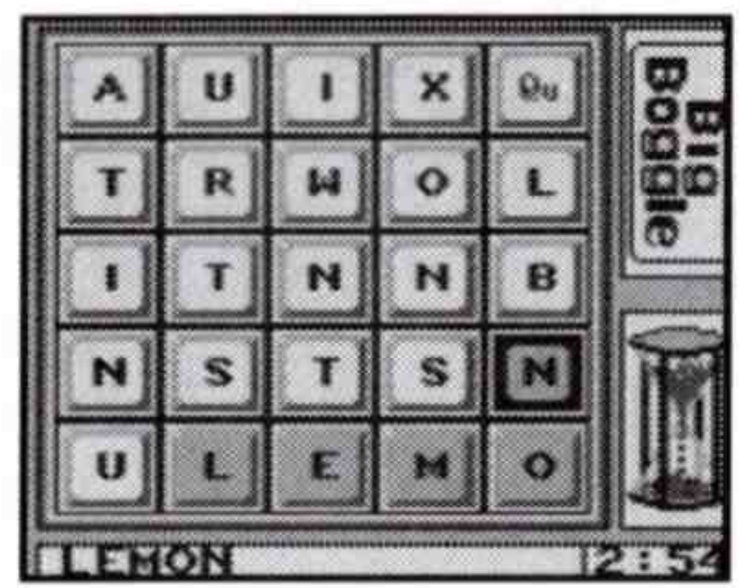
• The QU counts as 2 letters.

• You get full credit for both the singular and plural of the same word — as long as you entered both! See Figure 1: OILS and OIL.

• For the highest score, enter every word you see (in case your opponent misses any) and look for unusual words that will earn you more points!

BIG BOGGLE™ Game

The same object and rules apply — but you're working on a 5x5 grid, and your words must have a minimum of four letters each!

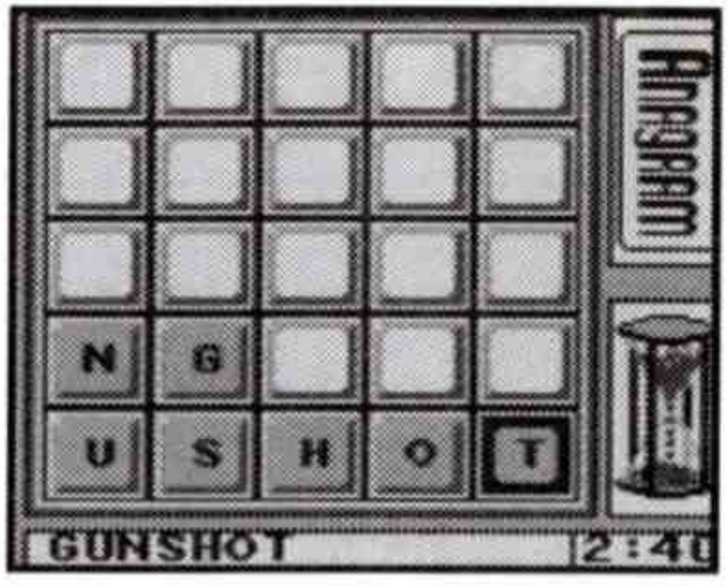


ANAGRAMS/CATEGORIES/USE ALL

These games have three things in common:

- **They let you pick how tough you want the game to be** — Easy, Medium or Hard.
- **You can play against another human player** — but not against a computer rival.
- **You may earn Bonus Points** — These will usually break a tie between players.

ANAGRAMS



Your object is to unscramble the letters to form a real word.

SELECT PLAY MODE: Select Single Game or Tournament.

SELECT DIFFICULTY: Easy, Medium or Hard.

MAIN MENU

- **GO TO NEXT WORD:** You may "pass" on any jumbled-up selection… but once passed, you cannot go back! See BONUS POINTS (next page) to learn the consequences.
- **VIEW YOUR WORDS**
- **PAUSE GAME**
- **EXIT GAME**
- **A** to Select or **B** to Return to current game.

SCORING

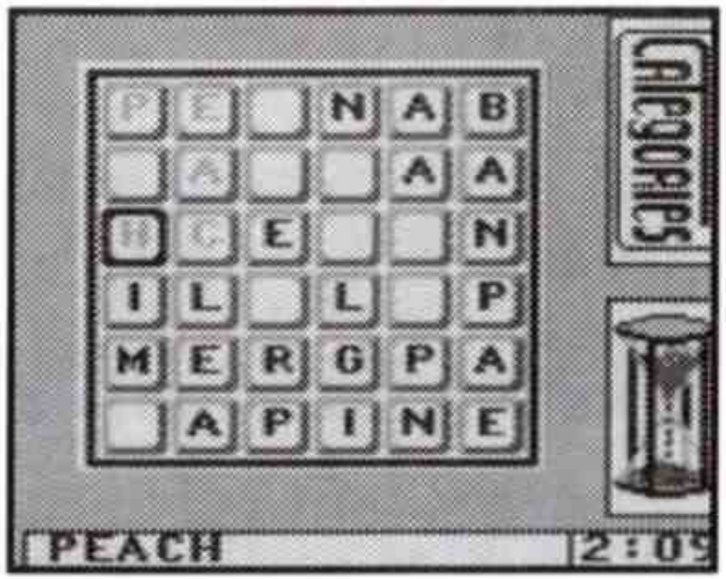
You receive one point for each word you successfully unscramble, AND you may get Bonus Points.

BONUS POINTS

Be careful how you use that GO TO NEXT WORD option: The fewer words you skip over, the more Bonus Points you earn!

Skipped Words	**0**	**1**	**2**	**3**	**4**	**5 or more**
Bonus Points Awarded	**5**	**4**	**3**	**2**	**1**	**0**

CATEGORIES



Your object is to find the designated number of words that belong in the category.
Example: "Find Four Kinds of Fruit."

SELECT PLAY MODE: Select Single Game or Tournament.

SELECT DIFFICULTY: Easy, Medium or Hard.

MAIN MENU

- **NEW CATEGORY:** To pass this category and bring up the next one. (You forfeit any Bonus Points!)
- **VIEW YOUR WORDS**
- **SHOW CATEGORY:** Repeats what it is you're looking for.
- **PAUSE GAME**
- **EXIT GAME**
- **A** to Select or **B** to Return to current game.

SCORING

You receive points for each word you find in each category; longer words earn more, AND you may receive Bonus Points.

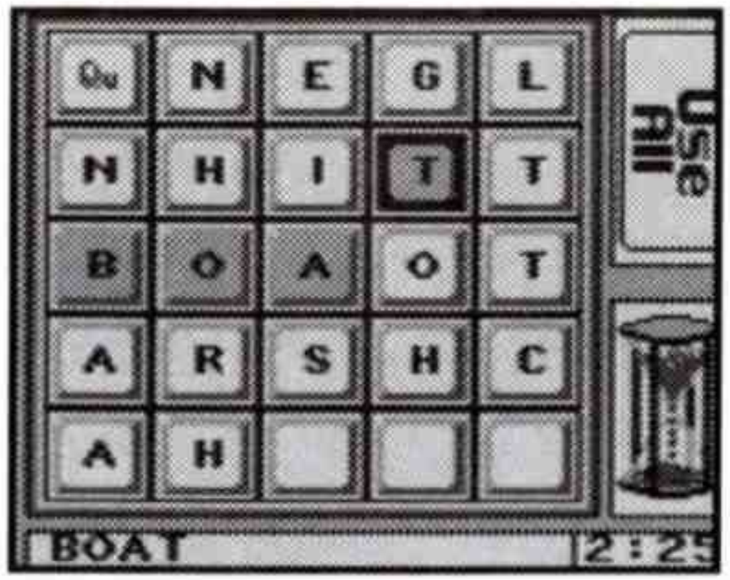
NOTE: The computer is pre-programmed with a specific list of "acceptable" words. You might find other words which, while they are legitimate, are not "acceptable" because they aren't on that list. If you enter one of these, the word will be rejected, so keep looking for others!

BONUS POINTS

Each time you complete a category, you earn 10 Bonus Points.

If you use the GO TO NEXT CATEGORY option, you will not earn any bonus points!

USE ALL



Your object is to completely clear the board of all 25 letters!

SELECT PLAY MODE: Select Single Game or Tournament.

MAIN MENU

- **SCRAMBLE CUBES:** When you get down to a few cubes that don't make a word, you may substitute a different bunch of letters. They'll go into the same remaining positions. There is no scoring penalty for scrambling — but you'll earn more Bonus Points if you don't!
- **START OVER:** If you complete one screen, or end up with letters you can't clear, this gives you a brand new screen to continue play.
- **VIEW YOUR WORDS**
- **PAUSE GAME**
- **EXIT GAME**

SCORING

You'll score points for each accepted word you find, AND you may get Bonus Points.

BONUS POINTS

If you leave fewer than six cubes, you get a bonus based on the chart below. If you did it with no more than 3 scrambles, your Bonus Points are doubled!

CUBES LEFT	0	1	2	3	4	5	6 or more
BONUS	25	15	10	7	5	2	0

90-DAY LIMITED WARRANTY

Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

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If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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BOGGLE PLUS™

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