

Nintendo

GAME BOY™

DMG-AS-USA

Boomer's Adventure in ASMIK World



Asmik
Corporation of America



INSTRUCTION BOOKLET



Thank you for purchasing BOOMER'S ADVENTURE IN ASMIK WORLD Game Pak for GAME BOY™ created for you by Asmik Corporation of America.

Before you start to play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future reference.

Precautions:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
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. Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
4. Don't wipe this equipment with volatile solvents such as thinner, benzene or alcohol.

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the story of

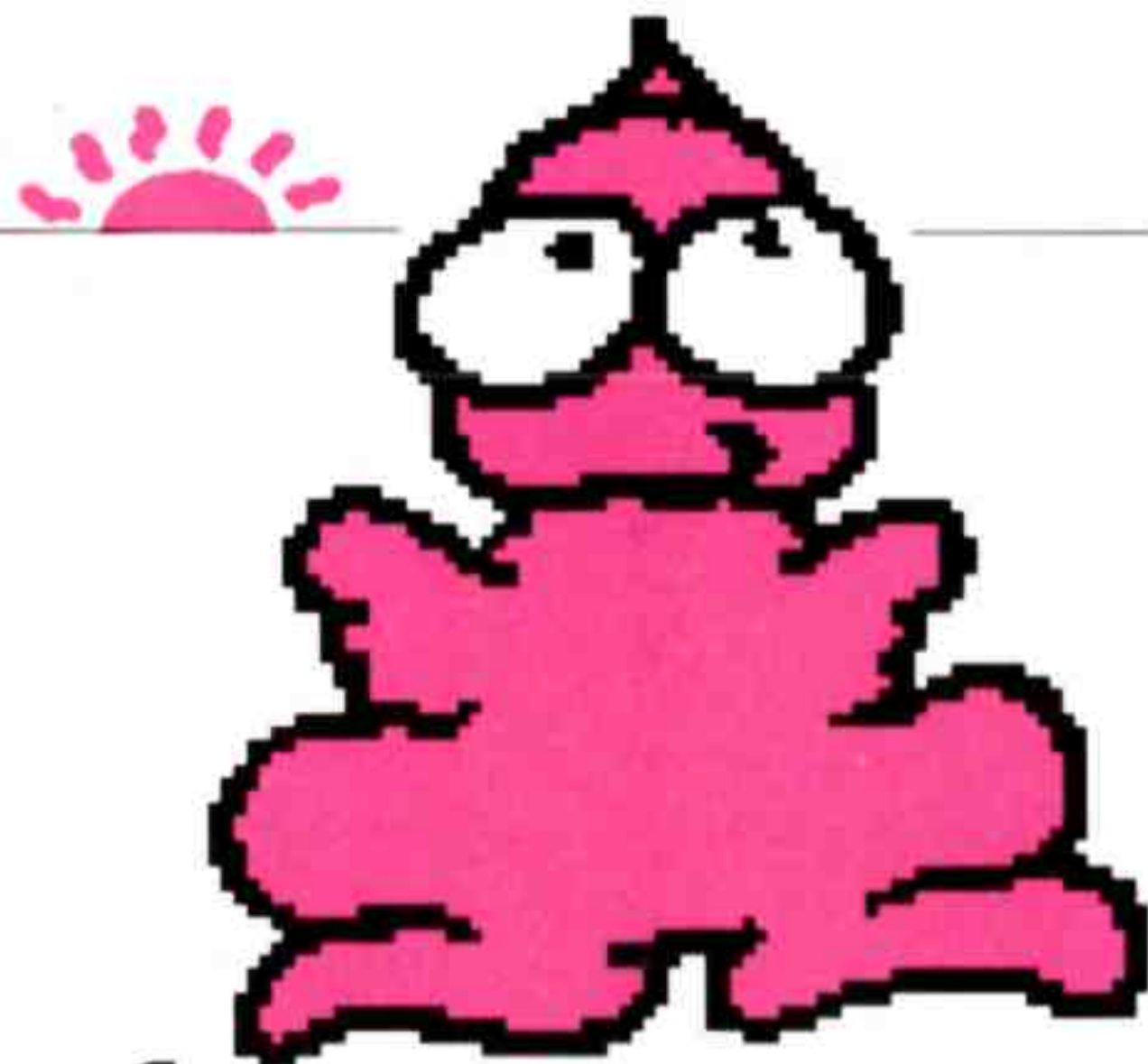
ASMIK World



Asmik World was a very peaceful kingdom inhabited by the most peaceful of all people who had evolved from dinosaurs. For many years, the good people of Asmik World had no trouble or worries.

Until one day, furious winds began to blow, bringing dark clouds and cold rain to Asmik World. The rain poured on the kingdom for months and months. The people of Asmik World looked into the ominous dark skies and shook their heads. "Maybe we have come under an evil spell", some said. "Perhaps it will clear up tomorrow", others hoped.

But it never happened.



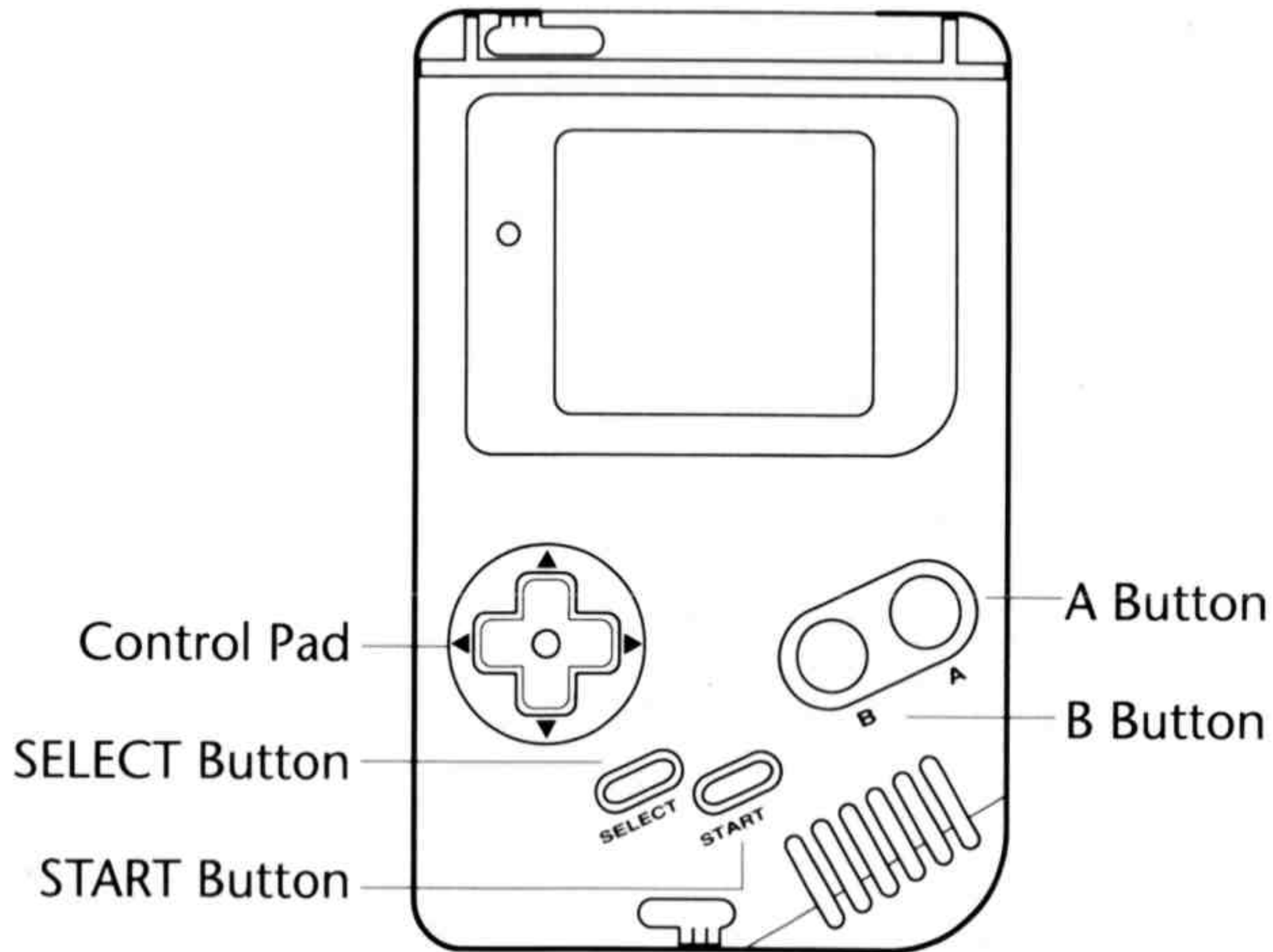


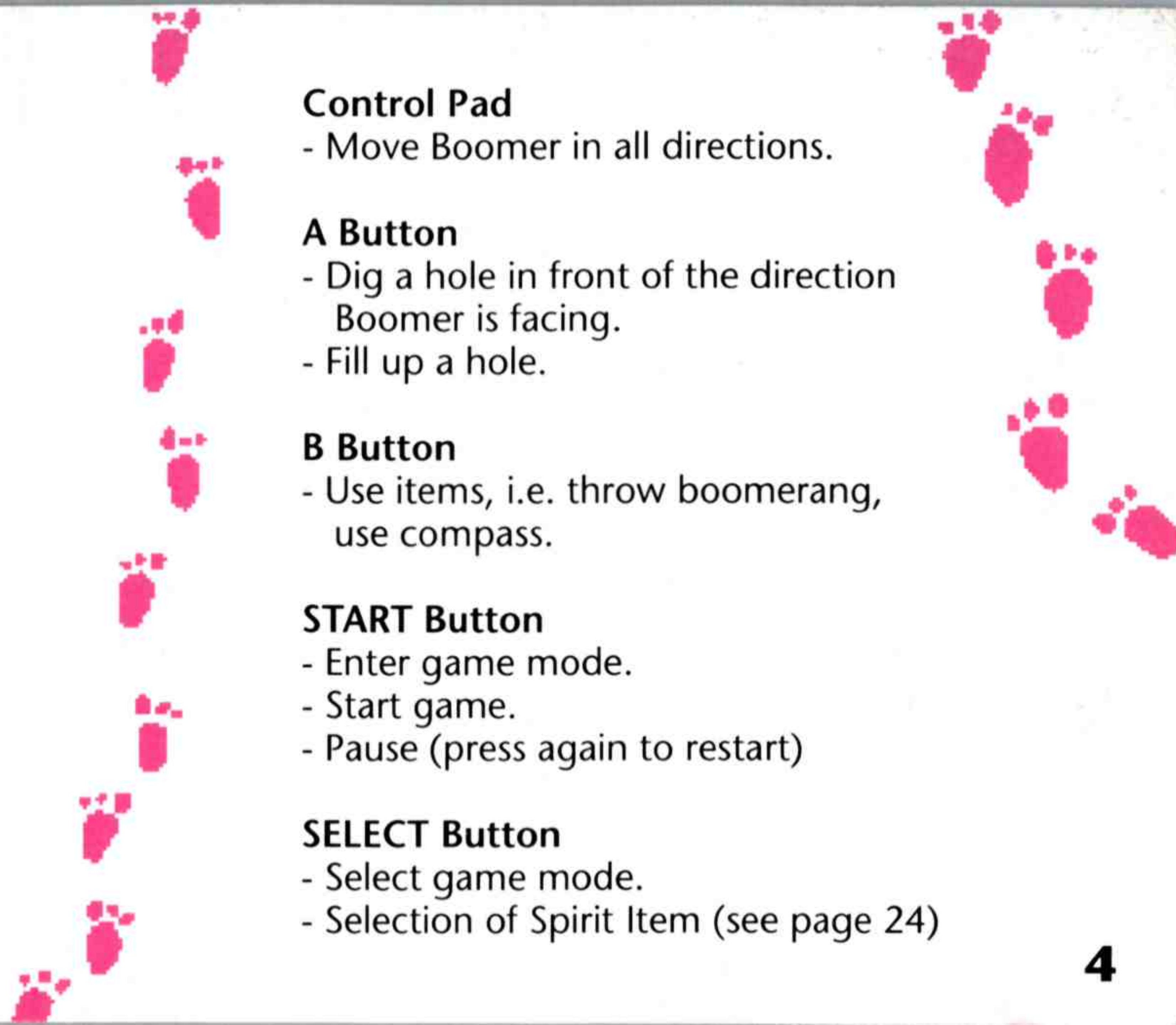
One especially dark morning, a dark tower appeared in the midst of their land that pierced high into the clouds. This giant tower marked the day the land was to be forever covered in darkness and rain.

The village seer claimed that all the unhappiness was the fault of the evil Lord Zoozoon who planned to rule from atop his giant tower. "If Zoozoon is not destroyed, he will eventually conquer Asmik World and destroy us all, the village seer wisely told.

Many brave warriors challenged Zoozoon, never to be heard of or seen again. But there was one young warrior who would yet challenge the evil Lord in his mighty tower. "His name is Boomer and he's our last hope", they said, as he disappeared into the rain, headed for an adventure in the dark tower.

HOW TO USE THE CONTROLLER



A decorative border of pink paw prints of various sizes is arranged along the left and right edges of the page.

Control Pad

- Move Boomer in all directions.

A Button

- Dig a hole in front of the direction Boomer is facing.
- Fill up a hole.

B Button

- Use items, i.e. throw boomerang, use compass.

START Button

- Enter game mode.
- Start game.
- Pause (press again to restart)

SELECT Button

- Select game mode.
- Selection of Spirit Item (see page 24)

STARTING THE GAME

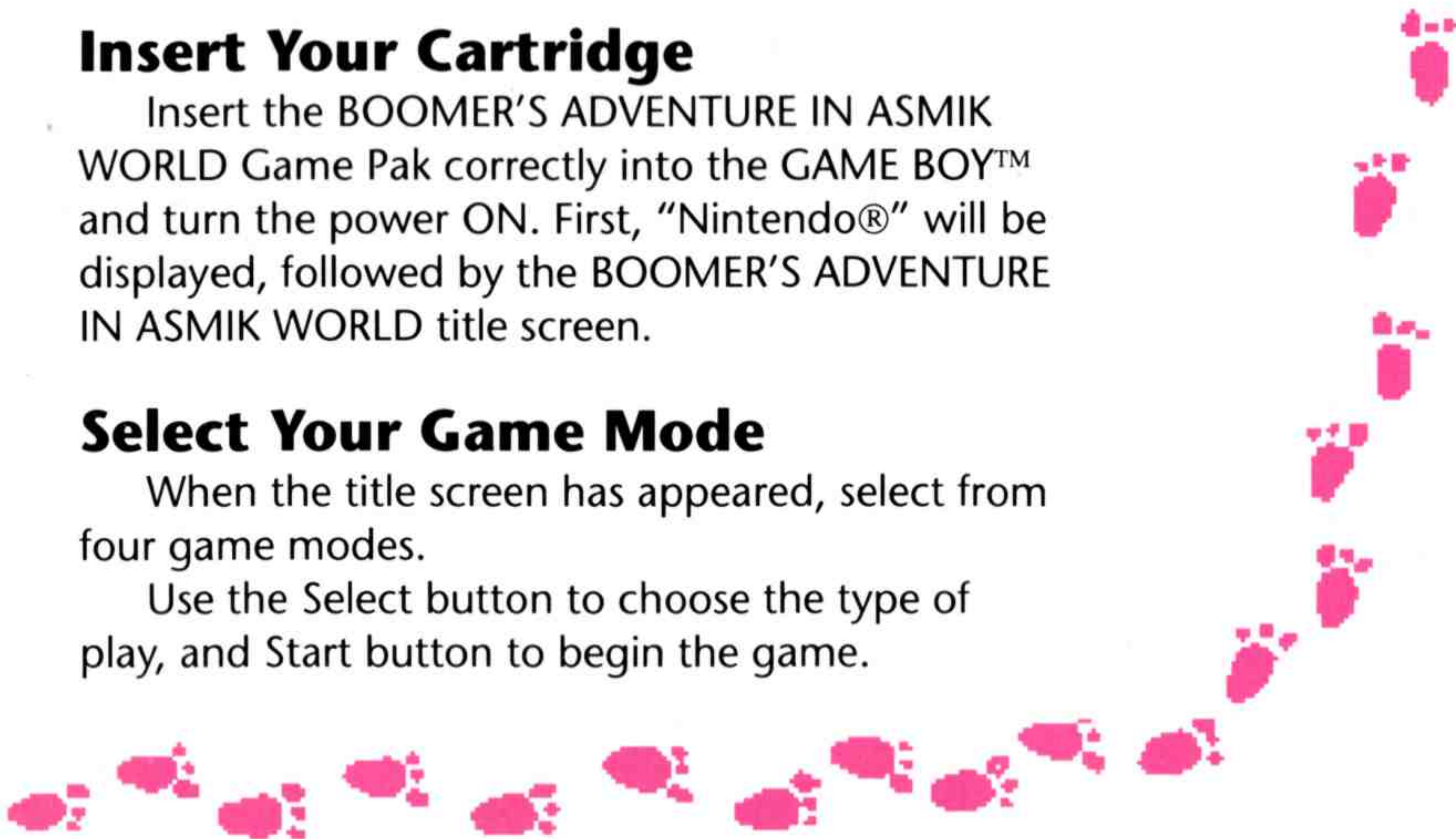
Insert Your Cartridge

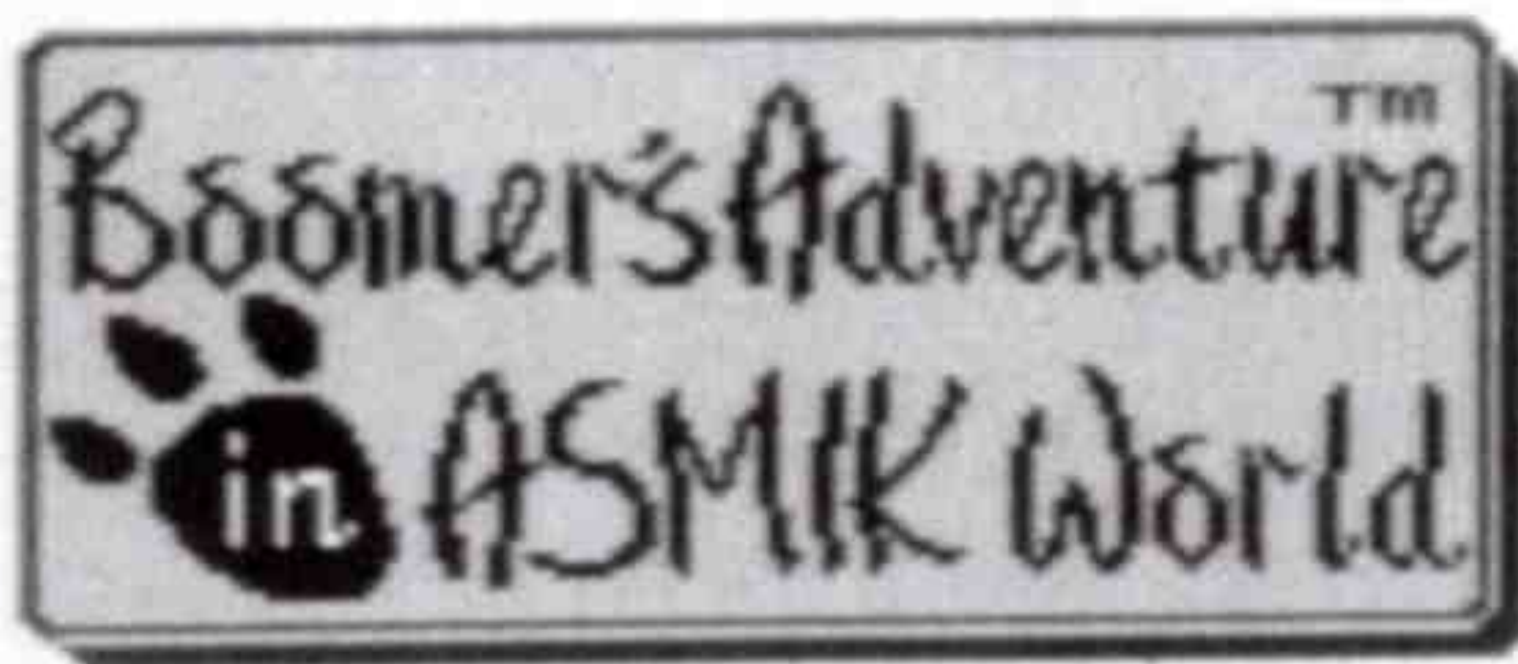
Insert the BOOMER'S ADVENTURE IN ASMIK WORLD Game Pak correctly into the GAME BOY™ and turn the power ON. First, "Nintendo®" will be displayed, followed by the BOOMER'S ADVENTURE IN ASMIK WORLD title screen.

Select Your Game Mode

When the title screen has appeared, select from four game modes.

Use the Select button to choose the type of play, and Start button to begin the game.





1P START
1P PASSWORD
2P START
2P PASSWORD

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Note: You can only select a 2-Player game when the exclusive Video Link™ cable is connected with another GAME BOY™

1 Player - Start:

Select this to start a new game.

1 Player - Password:

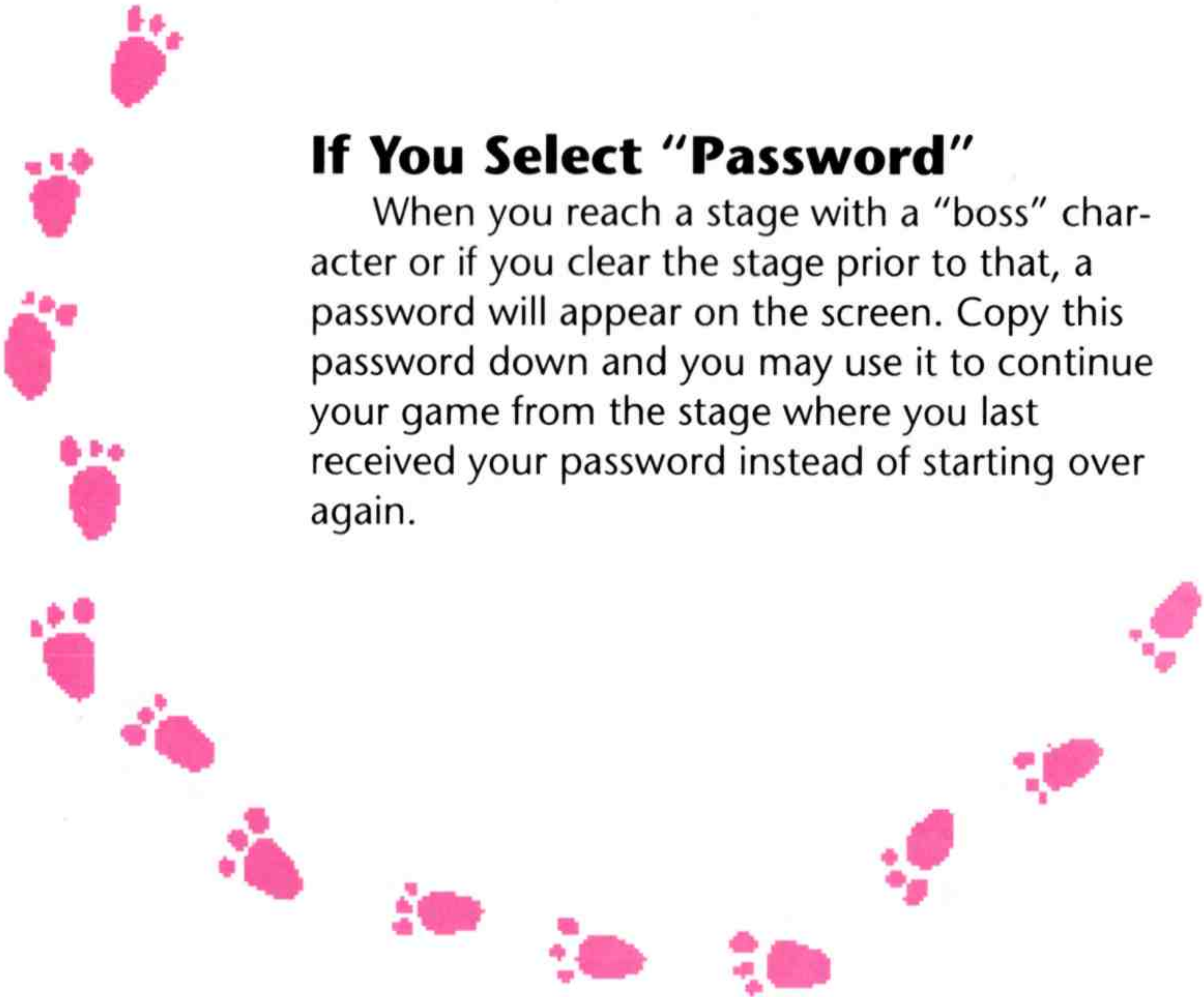
Select this to continue a game.

2 Player - Start:

Select this to start a new game with two players.

2 Player - Password:

Select this to continue a game with two players.



If You Select "Password"

When you reach a stage with a "boss" character or if you clear the stage prior to that, a password will appear on the screen. Copy this password down and you may use it to continue your game from the stage where you last received your password instead of starting over again.

How to Enter Your Password

If you have not shut the power switch to the GAME BOY™ OFF, the password will appear automatically when you select Password. If you have shut the power OFF, then you must enter your password:

1. To enter, use the **+** Control Pad to move the box to the left and right, and up and down to select your letters from the menu. Press the A button to enter.
2. If you make a mistake, you may move the flashing cursor back to the letter you wish to change by selecting the arrow in the menu.
3. Once you have entered your password, press the Start button.



THE "2 PLAYER" MODE

BOOMER'S ADVENTURE IN ASMIK WORLD may be played by two players by linking two GAME BOY™ units with the exclusive Video Link™ cable.

You need the following equipment before starting a 2 Player game.

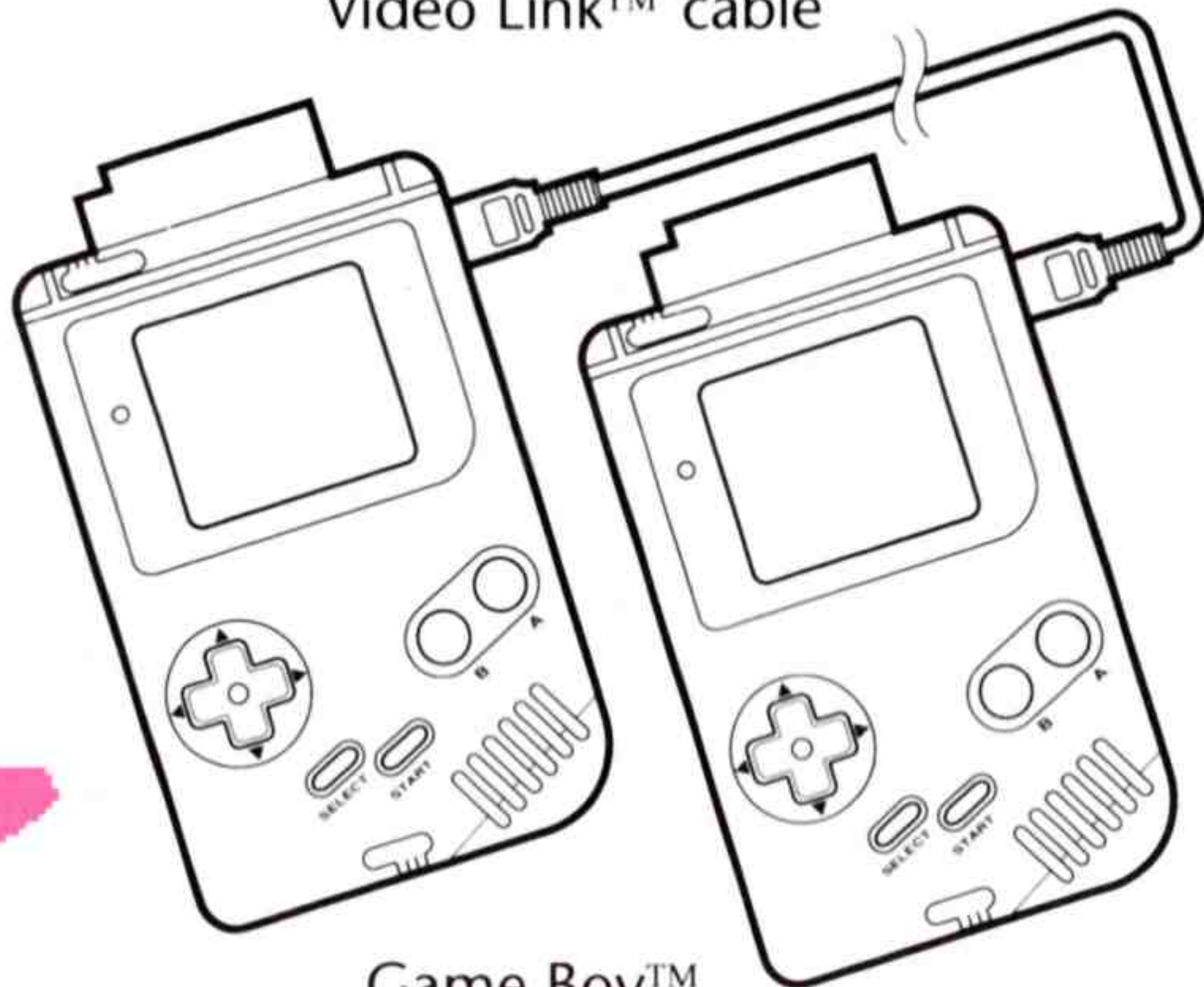
-2 GAME BOY™ units

-2 BOOMER'S ADVENTURE IN ASMIK WORLD Game Paks

-1 Video Link™ cable

1. Connect the Video Link™ cable as seen in the photograph, and check that the Game Paks have been inserted correctly in place. Then, turn the power switches ON.
2. First check that the title screens are displayed on both GAME BOY™ units. Then either player can select the 2 Player mode.
3. Select 2 Player Start if you wish to start from the beginning. If you wish to continue a game, select 2 Player Password and insert your password.

Video Link™ cable



Game Boy™

4. Press Start to begin. The rules are the same as a single player game, but an extra character will be added to the screen.

Note: The game will stop if step 1 has not been carried out correctly, or if the Video Link™ cable is pulled out and inserted again during the game. If this happens turn the power switches of both GAME BOY™ units OFF and begin the set up procedure from step 1 again.

HOW TO PLAY

Conquer the Tower

BOOMER'S ADVENTURE IN ASMIK WORLD is an action puzzle game. There are a total of 8 Worlds, each with 8 Stages, for a total of 64 Stages. Boomer must make it all the way to the top of the tower, destroy Zoozoon the Lord of Darkness and return back down to the ground.

Clearing a Stage

To clear a stage, you must find the hidden key which will unlock the door to the next stage. Meanwhile, you must avoid a variety of enemy characters, and destroy a "boss" character at the end of each World. Be sure to make use of the items you find along the way!



world 4

world 3

world 2

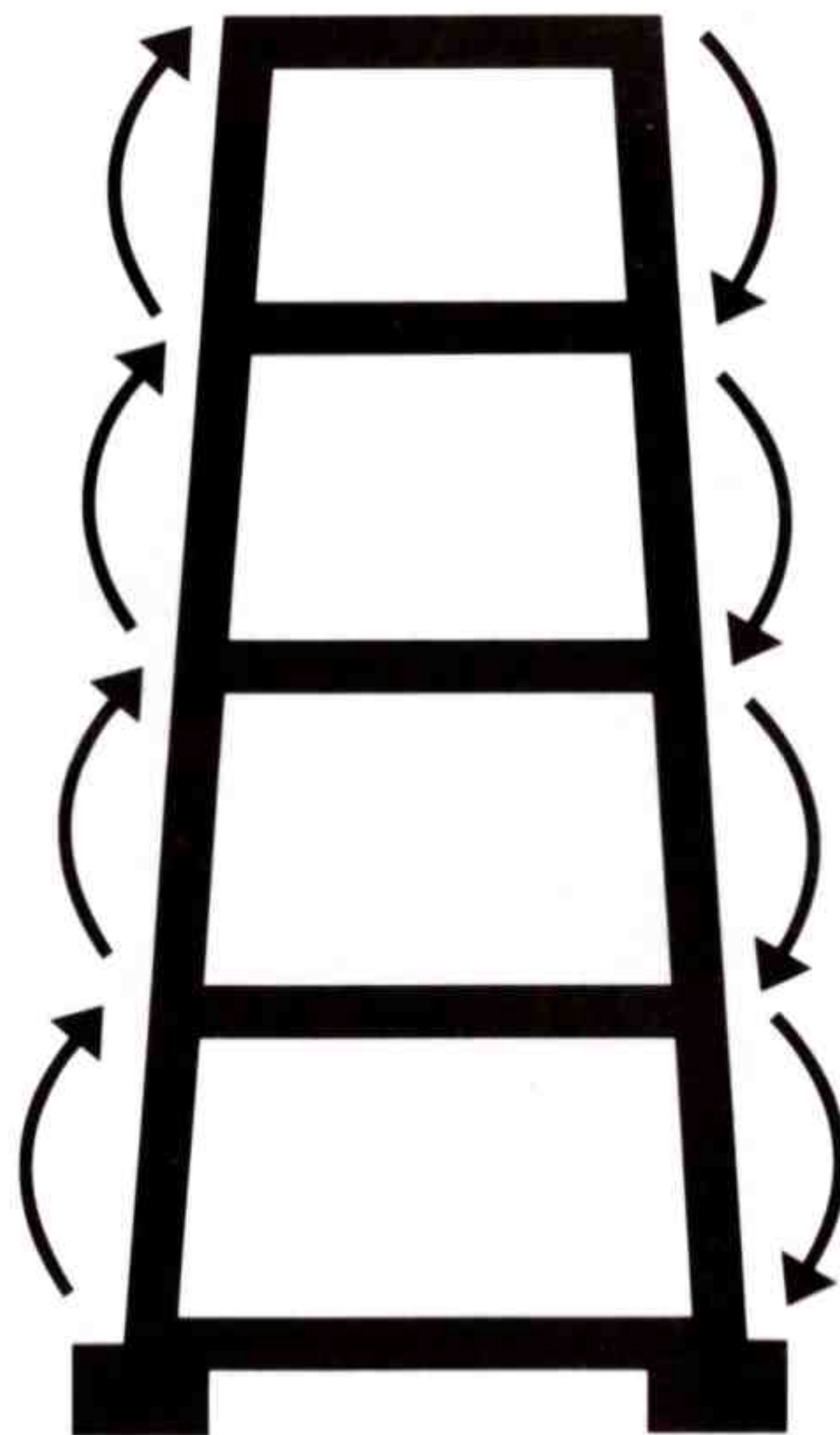
world 1

world 5

world 6

world 7

world 8



"The Tower"

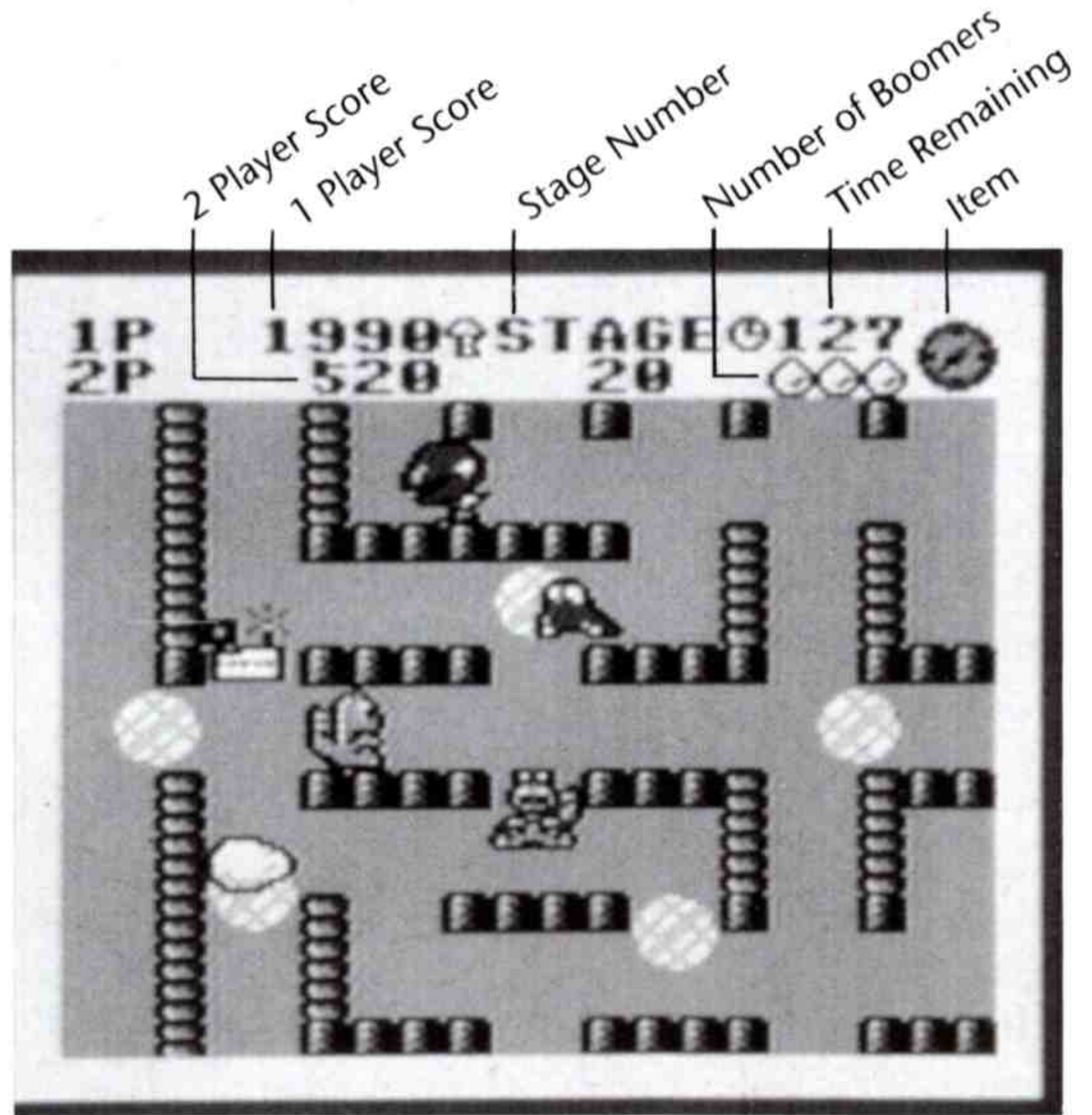
Time Limit

You must clear a stage in a given amount of time. The time remaining when Boomer clears a stage will be added to the score.

Keeping Score

Keep an eye on the top of the screen for information which will be important to clear a stage.





BASIC TECHNIQUES

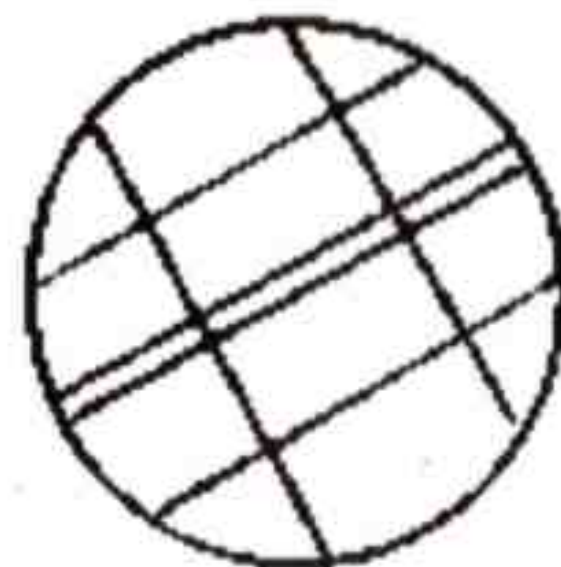
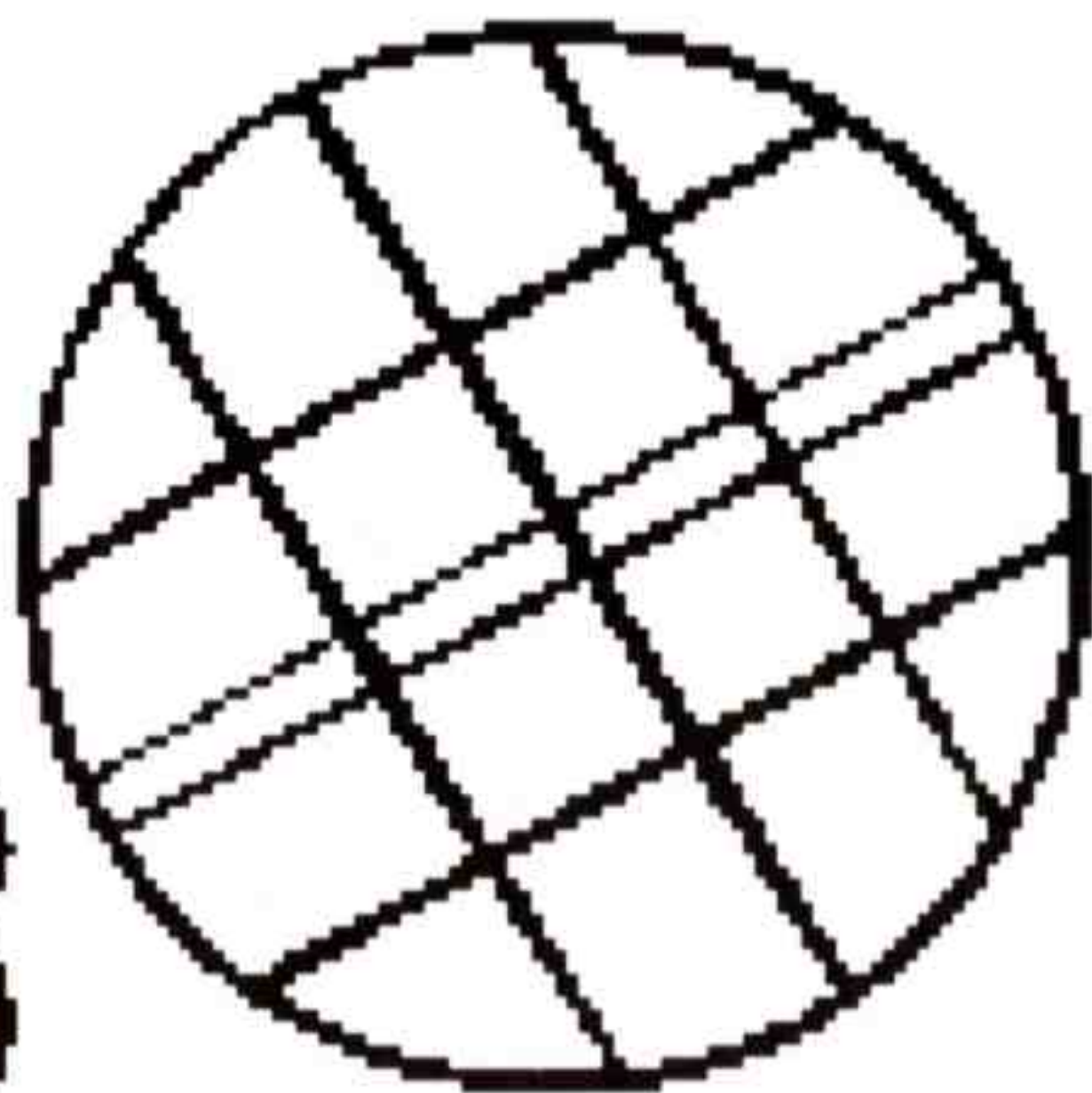
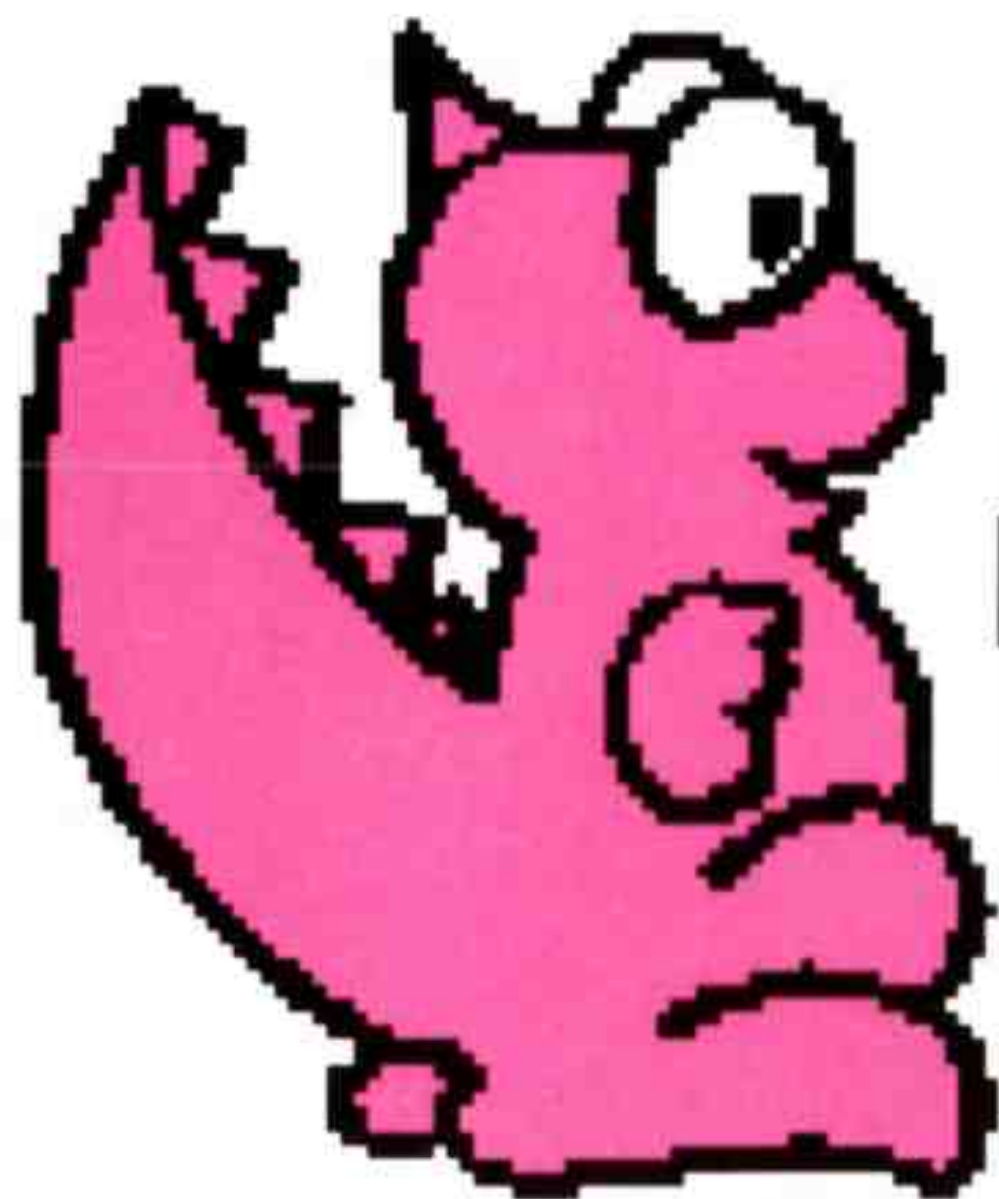
Digging a Hole

Just press the A button and Boomer will begin digging a hole in front of him. When hatch marks appear in the hole, the digging is complete. Remember, the holes cannot overlap and you can't dig a hole if you're too close to a wall. Be careful not to fall into your own pit because you will be stuck for a period of time.



Filling a Hole

Boomer should be facing the hole he wants to fill. Don't stand too close or too far from the hole.

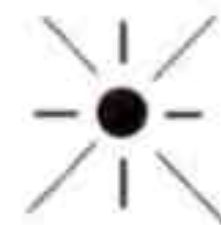


Trapping an Enemy Character

Dig a hole in front of an approaching enemy and make it fall into the pit. Once you trap an enemy, you can pass over it.

Destroying an Enemy Character

Once you trap an enemy, fill in the hole.



POWER UP ITEMS

There are many items that can increase Boomer's power. Items can be buried, held by an enemy, or just lying around.

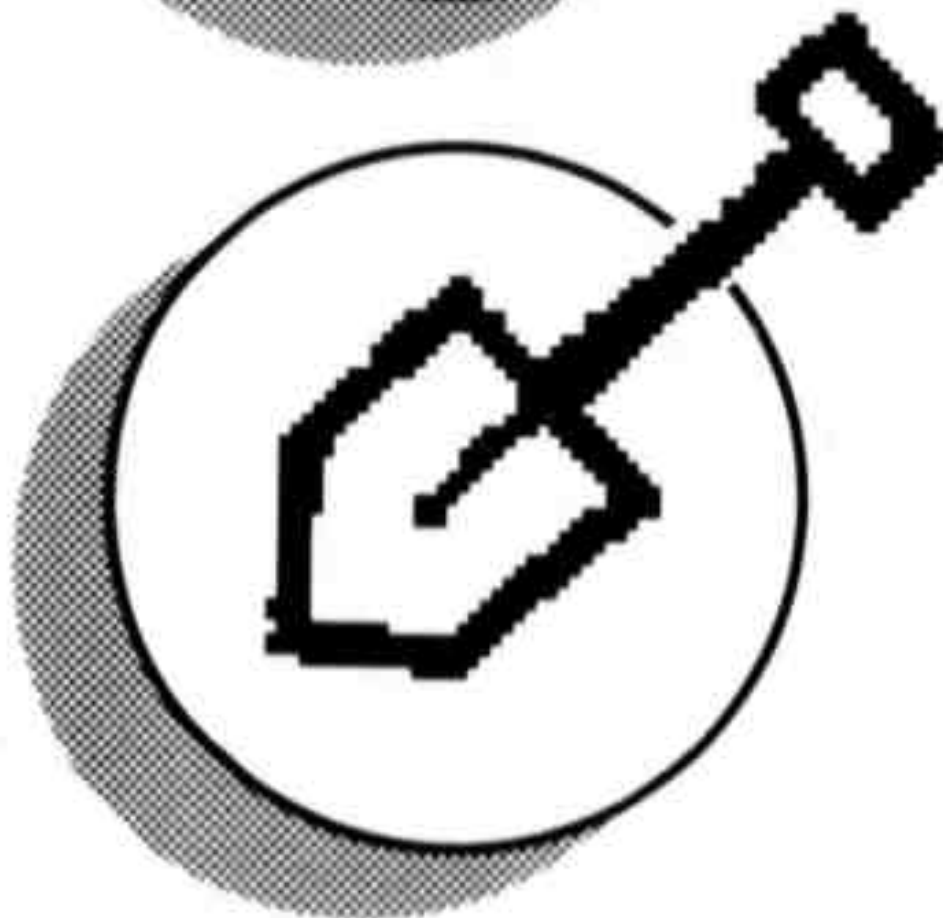
Note: Some items can be used just by having them [marked with an (a)], and some can only be used with the B button [marked with a (b)].



Items that Help Boomer Dig



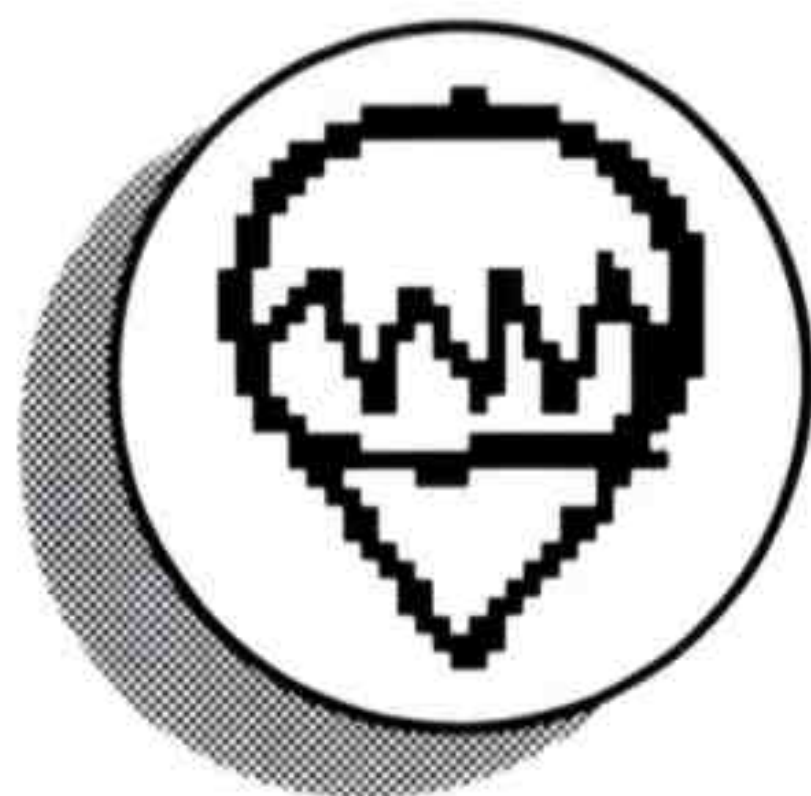
Time Bomb (b) - Boomer can dig up to 5 holes at once, or he can use it to destroy an enemy.



Shovel (a) - Boomer can dig holes in a flash!



Items that Help Boomer Defeat the Enemy



Snow Cone (b) - Boomer can breathe ice and freeze the enemy. If he kicks them while they're frozen, they'll fly across the screen and break up into pieces taking the wall with it.



Chili Pie (b) - Boomer can breathe fire and disable the enemy for a period of time.



Items that Help Boomer Defeat the Enemy



Boomerang (b) - Boomer can destroy or disable the enemy with it. It will return to him, and it can be used up to three times.



Bone (b) - Boomer can destroy or disable the enemy with it. He can use this item only once.



Items that Help Boomer find the Key



Compass (b) - This item will point Boomer in the direction of the hidden key. He can use this item up to four times.



Detector (a) - This item will beep as Boomer gets closer to the key.



Items that Help Boomer Move



Roller Skates (a) - Boomer can really move with these on. If he is already wearing Ski Boots, it will restore him to normal speed.



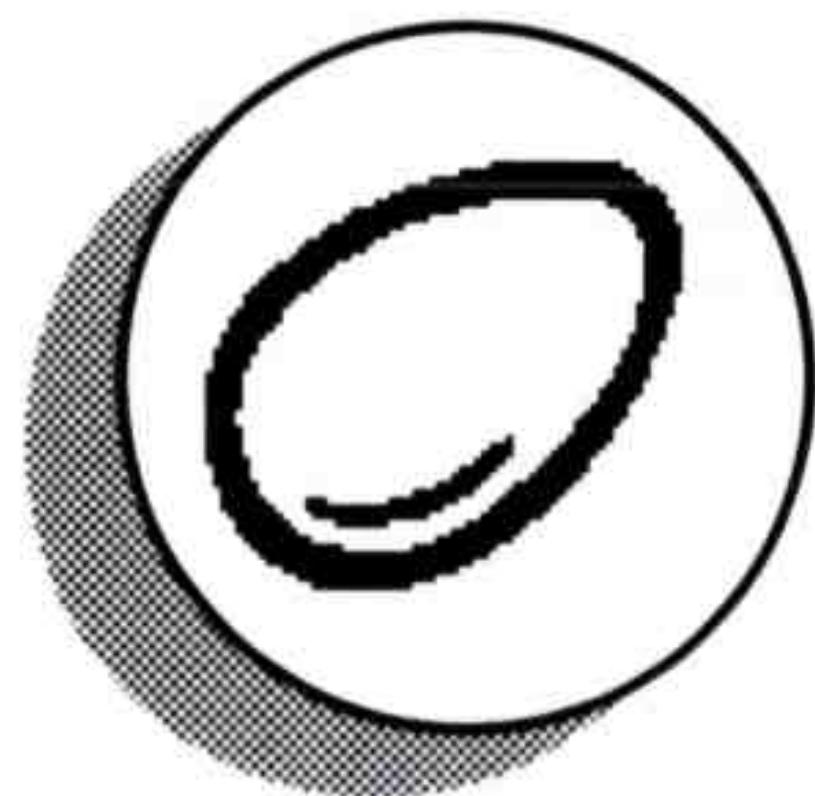
Ski Boots (a) - This item will slow Boomer down. If he is already wearing Roller Skates, it will slow him down to normal speed.



Items on the Top Floor



Spirit - This item is very special. Boomer can exchange it for any item he wishes to use. You can do this by pressing the select button until you see the item you want in the upper right hand corner of the screen, and then press the A or B Button to enter.



Egg - You get an extra Boomer.

INTRODUCING THE ENEMY CHARACTERS



The "Boss" Characters

Zoozoon - The Dark Lord and Ruler of the Tower. An ugly monster with huge gaping eyes. A most formidable opponent.



Bouncer - A fat monster wearing dark shades. Literally bounces you out of existence.



Moth - A winged monster which flies around the maze spewing poison spores.



Beetle - A cross between a worm and an insect. It has a pair of large claws, and crawls around spewing a thread-like poison.



Spike - A porcupine-like monster. It runs around firing poison needles.

Minor Enemy Characters



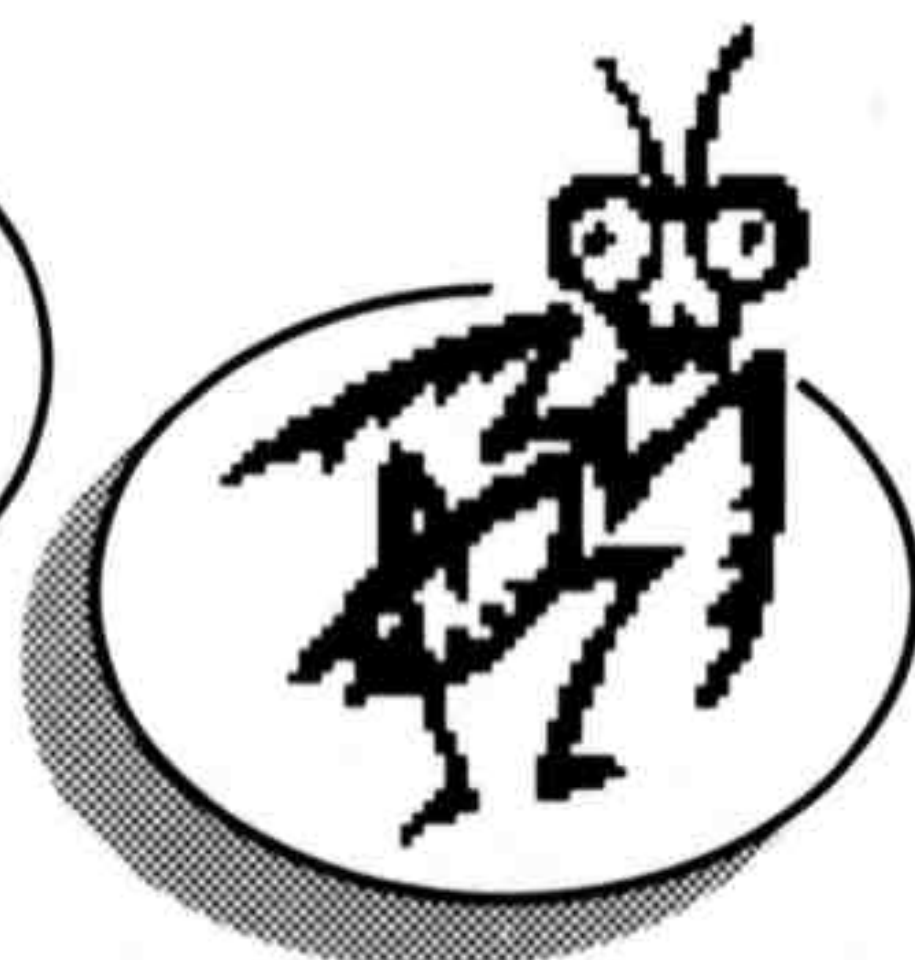
Creepy



Speedy



Crawler



Manty



Flippy



Barfy



Snouts

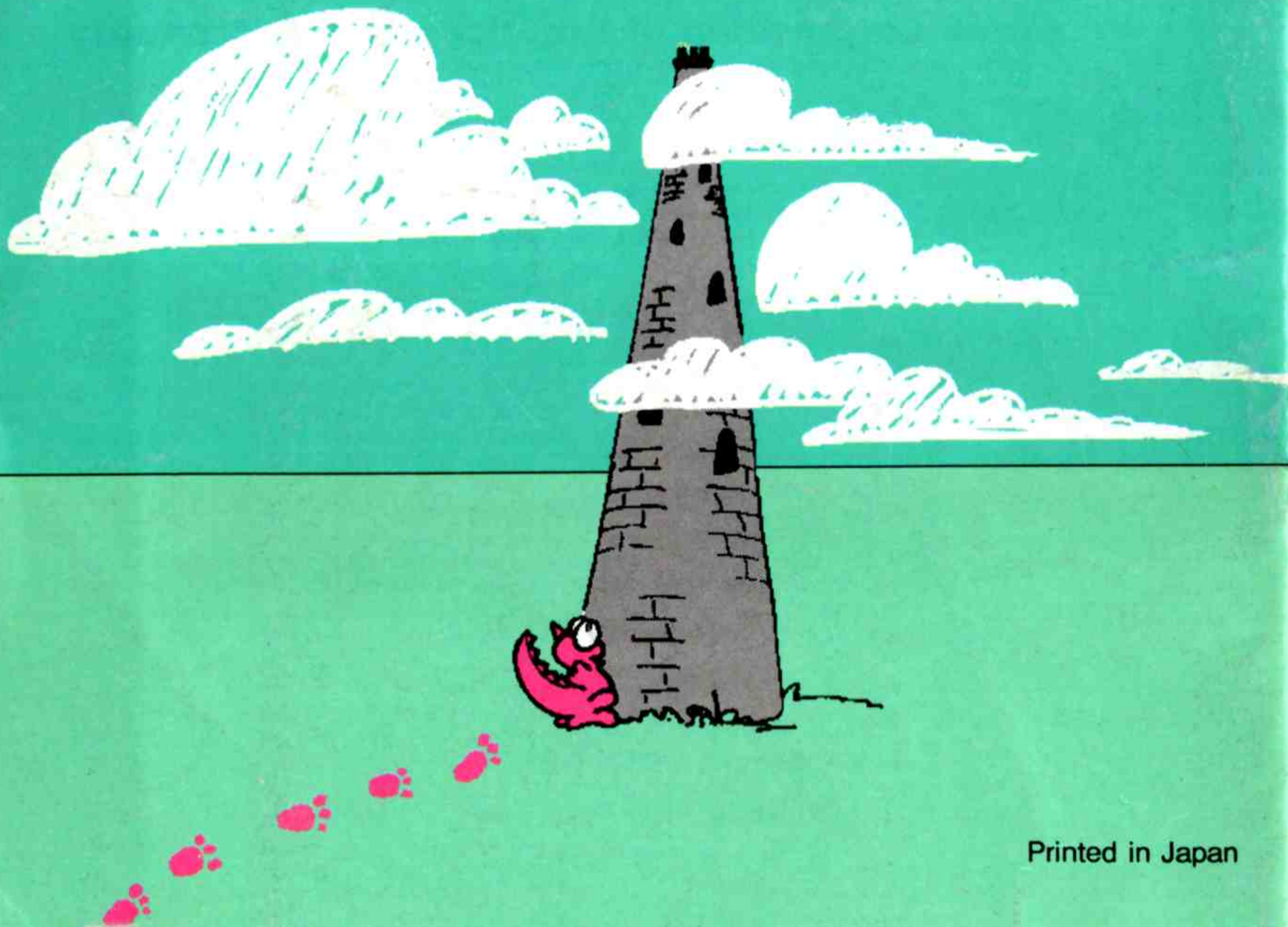
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