



ELECTRO BRAIN CORP.™

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Printed in Japan

Nintendo
GAME BOY®

DMG-BW-USA

BRAIN BENDER™

INSTRUCTION BOOKLET

Thank you for purchasing the Nintendo GAME BOY Game Pak, BRAINBENDER.

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.

LICENSED BY



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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.

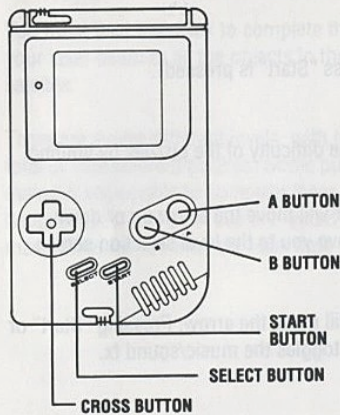
PRECAUTIONS

1. Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2. Store your Game Pak at room temperature. Avoid extreme hot or cold temperatures.
3. Do not clean with paint thinner, benzene, alcohol, or other solvents.
4. Avoid subjecting your Game Pak to shock when moving it. Never attempt to open or dismantle.

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BUTTON FUNCTIONS



CROSS BUTTON + —
Moves the cursor around the screen.

A BUTTON—
Will angle the mirrors in a counter-clockwise direction.

B BUTTON—
Will angle the mirrors in a clockwise direction.

START BUTTON—
Will initiate the pause mode. Pressing any other key will return you to the game.

SELECT BUTTON—
Allows you the option of aborting the game or restarting the board.

MODE SELECTION

INITIAL SCREEN

Main Title Screen — ElectroBrain logo

Screen will remain for 6-7 seconds (Unless "Start" is pressed).

THREE LEVELS

This function will allow you to increase the difficulty of the puzzles by limiting the time allotted for each board.

"Select" button or the cross button cursor will move the arrow up or down. Pressing "Start" or the "A" button will move you to the level selection screen.

LEVEL SELECTION SCREEN

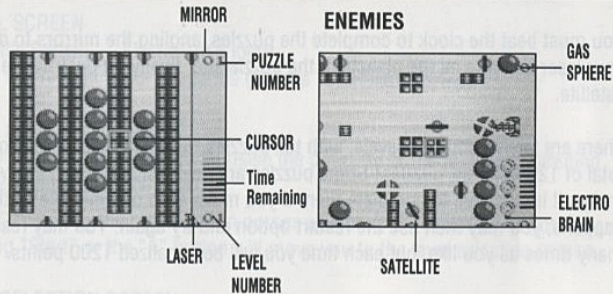
The "Select" button or the cross button will move the arrow. Pressing "Start" or the "A" button will begin play. "B" button toggles the music/sound fx.

PLAYING THE GAME

You must beat the clock to complete the puzzles, angling the mirrors to direct your laser beam to all the objects in the puzzle and, finally, to destroy the satellite.

There are twelve different levels, with ten puzzles to solve on each, making a total of 120 different puzzles! Some puzzles are deviously arranged in a way that makes it impossible to complete them if you make even one mistake! If this happens, you may then use the restart option and try again. You may restart as many times as you like, but each time you will be penalized 1200 points.

GAME SCREEN



Use the cross button to position your cursor over a mirror. This will allow you to manipulate that mirror. Then use the "A" or "B" button to angle the mirrors at the objects you need to hit. In some instances, it may be tricky, when you have to bounce your beam off multiple mirrors to find the right angle to hit an object.

SCORING SYSTEM

You are awarded points at the end of each puzzle. Points are awarded for each of the following:

- 1,000 points for completing each puzzle.
- Up to 1,200 points for remaining time.
- At the end of each level (every 10 puzzles) a bonus is awarded equal to the level number passed in thousands of points.
- 1,000 for the first level.
- 4,000 for the fourth level.
- 10,000 for the tenth level, etc.

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

- 1. DO NOT return your defective Game Pak to the retailer.**
- 2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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