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Nintendo

GAME BOY



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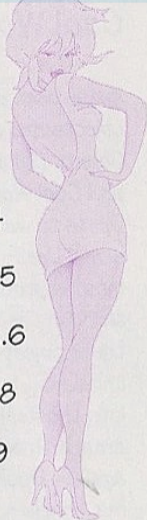


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Cool World

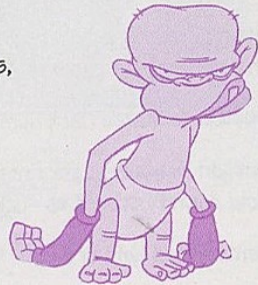
It has been discovered that various objects and appliances are affecting the Cosmic Balance between the **Real World** and **Cool World**, causing cartoonist Jack Deebs to warp between the two dimensions. Deebs, armed with his handy pen, must restore the balance by travelling through the **Vortexes** in the Real World into Cool World and removing all of these objects. The **Doodles** in Cool World, however, want to keep the imbalance, in the hope that one of these warpholes will allow them access into the Real World. Each Real World location has a 'twinned' Cool World area, with access to each provided by warp-holes. Jack must pit his wits against Doodles such as Holli Would, Slash, and Bash – because if this mayhem is not stopped, the Universe could explode!



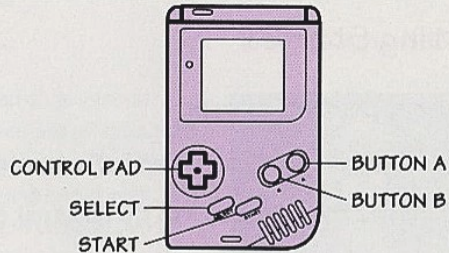
Getting Started

To start playing **COOL WORLD**:

- 1) Make sure that your Game Boy is turned **OFF**.
- 2) Insert the Game Pak into the game pak slot.
- 3) Turn on the Game Boy.
- 4) After the copyright notice appears, press **Start** to begin the game.



Controls



Start: Press start to begin play. Pressing start during play will pause the game; press again to resume play.

Button A: Makes Jack Jump.

Button B: Makes Jack fire his weapon. Hold down Button B to suck up ink blobs.

Control Pad Left or Right: Moves Jack left or right.



Status Display

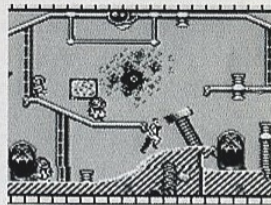
The following information is displayed across the bottom of the screen:

Time Indicates the time remaining.

Hearts Indicates the number of lives remaining. Extra lives are awarded by collecting heart icons.

Energy Displays the percentage of energy left.

Score Displays the current score. Points are awarded by collecting fruit.

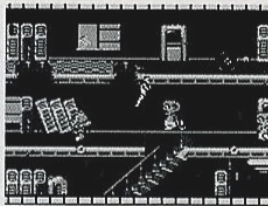


Playing the Game

The game consists of four levels:

Level 1 — Jack Deeb's House

Warping between his own house and the Urchins' Hang-out, Jack must find all of the relevant objects in both of these locations in order to minimize spatial disruption.



Level 2 — Jack's Hometown School

The school in Jack's hometown is another source of appliances causing an imbalance. Jack must travel from the school to the Cool World watchtower to find and remove all the appliances.

Level 3 — Comic Store

The Comic Store is the next location, twinning with Cool World's 'Craps Alley'. It appears that the disruptive elements here are the comic books!

Level 4 — Ocean Hotel

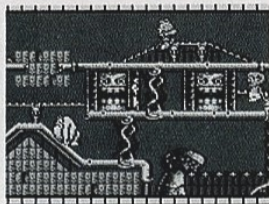
The Ocean Hotel is being 'Cross-dimensionalized' with Club Slash in Cool World. You must battle your way along the Hotel roof into the Club in Cool World to show the Doodles that Crime Doesn't Pay!

To enter a vortex, simply jump through it.

The levels are complete when Jack has returned all the objects and destroyed all the Doodles. He must shoot the Doodles so they turn into Ink Blobs, then suck them up with his handy pen.

Hints and Tips

- Suck up the ink blobs as soon as possible – they will turn more deadly if you don't.
- Jump on bubbles for a different way to destroy Doodles.
- Don't stay in the Real World or Cool World too long.
- Try to learn the positions of objects.



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Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

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