

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge 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 specific 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 cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

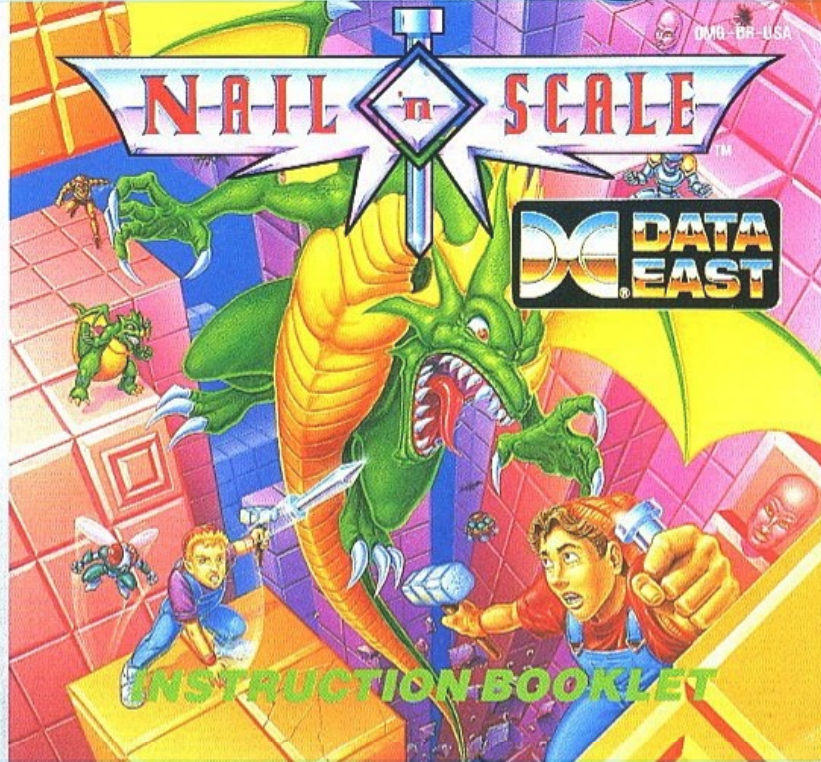
Data East USA, Inc. 1850 Little Orchard Street, San Jose, CA 95125. (408) 286-7074.

NAIL 'N SCALE™ and © 1992 DATA EAST USA, INC. AND IMAX CORP.

PRINTED IN JAPAN

Nintendo

GAME BOY®



Cautions During Use

- 1) If you play for a long period of time, 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. Do not disassemble the unit.
- 3) Do not touch the connectors 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.

LICENSED BY



NINTENDO, GAME BOY AND
THE OFFICIAL SEALS ARE
TRADEMARKS OF NINTENDO
OF AMERICA INC. © 1992
NINTENDO OF AMERICA INC.



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. ALL
NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED
PRODUCTS BEARING THE
OFFICIAL NINTENDO SEAL OF
QUALITY.

Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

CONTENTS

"Tough As Nails!"	2
Starting The Game	3
Controls	4
"Ready To Start Climbing The Walls?"	6
Stage Select	7
Special Items	8
Two-Player Mode	9
Hints & Tips	11
Bosses' Weak Points	13

"TOUGH AS NAILS!"

Entrapped within the lair of the evil dragon "Lore," you must use your greatest skill to survive. A skill so powerful, so unique, it's all you'll need to defeat your enemy. With sharpened spikes of case-hardened steel, you will attempt to *Nail 'N Scale* your way to victory. Start off easy in mysterious chambers of bricks and mortar. Soon you'll learn that life as "Spike" doesn't stay so easy. Your quest is to maneuver your way through all 50 mazes, using your spikes to smash bricks, climb, and destroy anyone in your way. Each level is a different puzzle to solve, with new enemies to defeat. They'll try their best to stop you from reaching your ultimate goal: the dragon's lair!

STARTING THE GAME

With your Game Boy turned off, insert the *Nail 'N Scale* Game Pak. You can now safely turn your Game Boy on. After the opening credits, you will see the *Nail 'N Scale* title screen. Choose which game mode you wish to play by selecting the Select button. Press the Start button to begin the game.

Modes

1P EASY: One Player, Unlimited Time, High Jumping Power

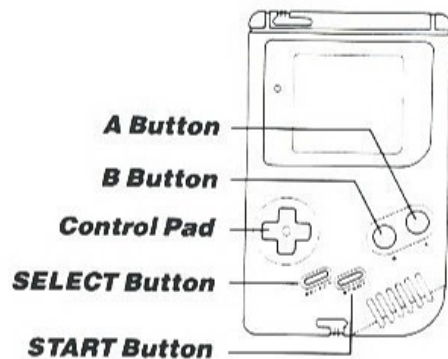
1P HARD: One Player, Time is Limited, Jumping Power is Reduced

2P VS.: For Use When Playing Against an Opponent
(**Note:** "2P VS" mode requires use of a Game Link™ two-player connecting cable.)

CONTROLS

A Button: Use for jumping. The longer you press this button, the higher your character will jump.

B Button: Use for shooting spikes. This button will also fire a “special item” once it is selected.



Control Pad: Use to choose the direction your character walks or jumps. Moving the control pad will also change the direction your spikes are fired. Press control pad UP to walk through the door at the end of a stage.

Start Button: Press this during a game to go into the Map mode. While in this mode, press the control pad in the direction you want the screen to move. This is a good way to look at a maze before you attempt to go through it. Press Start again to return to normal game play.

Select Button: Press this button to select special items once you have retrieved them. The selected item is indicated by an arrow marker. Press the B button to use the item you've chosen. If for any reason you wish to re-start at the beginning of your current stage, press Select while in the map mode. **Warning:** This will cost your character one life.

“READY TO START CLIMBING THE WALLS?”

Your objective: destroy the gnarly creatures in your way as you forge a path through all 50 brick mazes. Enter the door at the end of each maze to transport to the next level. Your only weapon is an unlimited supply of spikes. With these spikes you can defeat enemies, crush bricks, and climb your way toward the serpent's evil lair. There are also a limited number of “special spikes.” These will allow you to climb in different places, explode extra-hard bricks, and even retrieve items that have fallen to the bottom of the screen. You will find these items waiting for you as your journey unfolds. And remember, watch out for enemy bosses! They are bent on stopping you from reaching the evil dragon master, Lore!

You start the game with 5 lives. You can see how many lives you have left at the beginning of a stage. You will lose one life and have to start your last stage over every time you touch an enemy or fall into fire.

STAGE SELECT

When your game ends, you will automatically return to the title screen. By pressing the A button and then the Start button you will proceed to the *Stage Select* screen. By moving the control pad up or down, you can cycle through all the stages you've previously cleared, including the last stage you were playing when you died. Choose one and then press Start to begin. This feature will be cancelled when you turn your Game Boy off.

SPECIAL ITEMS

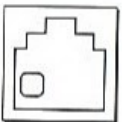
On the bottom of the screen are indicators that show how many special items you have. You can collect these items by finding and retrieving them in the maze. The indicators are:



White Spikes: These spikes will not crush bricks even when jumped on.



Exploding Spikes: Drive these into bricks that cannot be destroyed with regular spikes. (**Note:** Some bricks are totally indestructible.)



Magic Door: Use this item anytime you wish to immediately proceed to the next stage.

2-PLAYER MODE

The following items are necessary when playing in two-player mode.

- 2 Game Boy Units
- 2 *Nail 'N Scale* Game Paks
- One Game Link™ connecting cable

Make sure both Game Boys are turned off. Connect the Game Link™ cable, then carefully insert a *Nail 'N Scale* Game Pak into both Game Boy units. Now you can safely turn both Game Boys on. Select the 2P VS. mode at the title screen.

In 2-player mode, the player to find the exit and clear the stage first wins that level. Your opponent appears as a shadow figure on your screen and both players can interfere with each other. 2-player games are timed so move as

quickly as you can. Note that when you encounter a boss in 2-player mode, your opponent will still appear as a shadow figure on the screen, but keep in mind you are fighting separate bosses. In order to win the stage you must defeat your boss before your opponent defeats their boss. In all other stages touching an enemy or fire will result in a time penalty and possibly let your opponent get ahead of you. The game will end when all time runs out.

NOTE: Connecting or Disconnecting the Game Link™ while playing will cause the game to freeze-up and become un-playable. If this happens, you will need to restart your Game Boy.

HINTS & TIPS

Want to be an excellent *Nail 'N Scaler*? Master these techniques to clear all stages and defeat the deadly dragon...

- With normal spikes, you can crush any brick that cracks after jumping on a spike driven into it.
- Jumping twice on a spike driven into a “crushable” brick will make it disappear.
- Use exploding spikes on bricks you cannot destroy with normal spikes. Drive an exploding spike and in a few seconds it will detonate, destroying the brick. Watch out for the explosion's shock wave!
- There are times when you will need to jump on a spike multiple times without destroying the brick it's driven into. In this situation you will need to use a white spike.

-
- Only two spikes can be used at any one time. If a player tries to use a third spike, the first spike driven will automatically disappear. If you're not careful, you may waste a perfectly-placed spike.
 - Remember, spikes are excellent for climbing too!
 - Mojo Jump! Make a free fall from any brick, then press the A button. Your character will jump while in mid-air.
 - High Jump! Drive a spike into the brick you're standing on. Now stand on top of the spike and press button A for an extra high jump.

BOSSSES' WEAK POINTS

Each boss has a weak point that you must shoot in order to destroy him. Timing and good aim is critical to finishing off an enemy boss.

Porky (10th stage): Attack his belly when he puffs full of air.

Speedy (20th stage): Lob spikes at his tail from a distance.

Kappa: Attack his head.

Other Bosses: You're on your own!