

Nintendo[®]

GAME BOY[™]

ULTRA[®]
GAMES

DMG-QR-USA

Super Mario[™]



INSTRUCTION
BOOKLET

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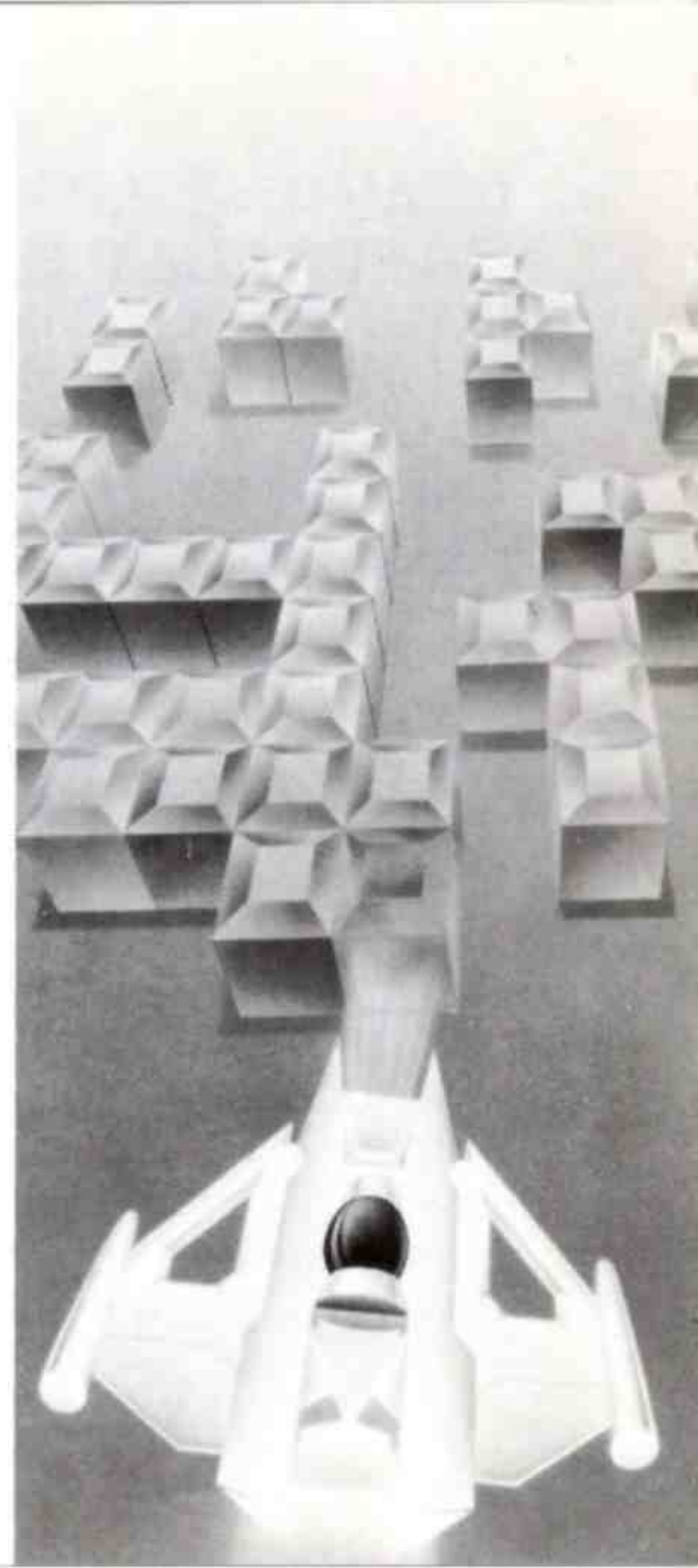
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AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's QUARTH™ for Game Boy. We suggest that you read the following instructions thoroughly before beginning.

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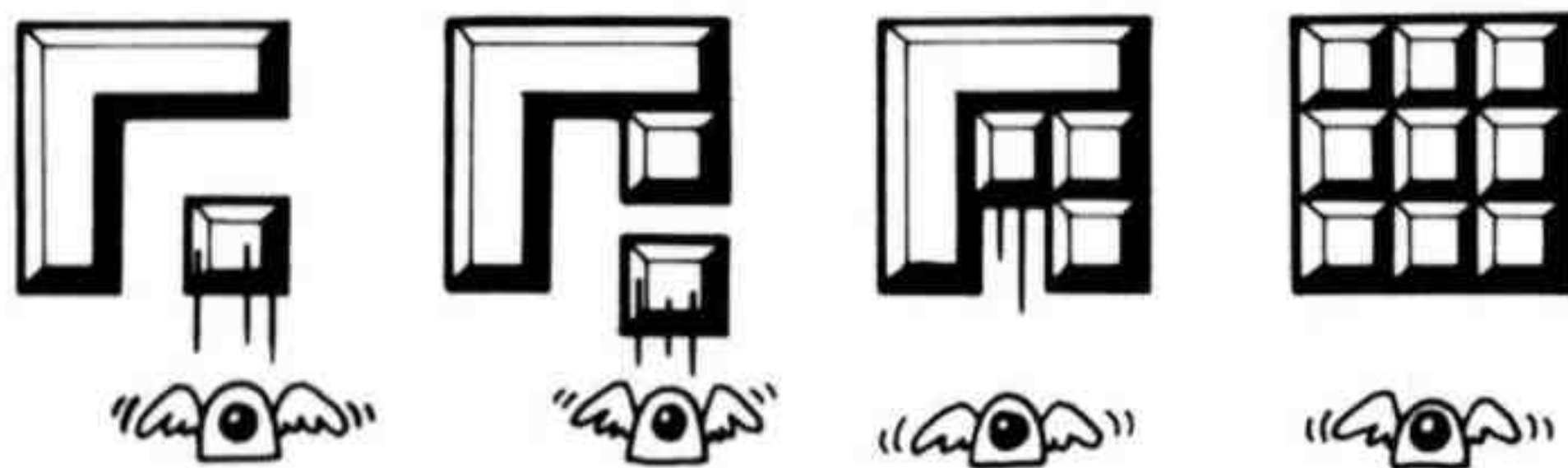


QUARTH: SEMIPRECIOUS GEMSTONE OR FUN PUZZLE GAME?

If you think Quarth is a mineral that comes from the ground, you're in for a rude awakening! Actually, it's a new puzzle game that calls for an eagle eye and fast fingerwork. Ten different odd shaped block patterns fall from the upper edge of the screen. The object of the game is to keep them from reaching the player area (The Quarthdome) at the bottom of the screen while scoring as many points as possible. The minute a block pattern crashes into the bottom of the screen you'll be Quarthed and the game is over. To keep this from happening, you must move your Blockbuster ship

to the left and right, shooting out blocks which build the odd block patterns into even shaped squares or rectangles. When a square or rectangle is completed, it disappears and you score points. Sometimes, it will only be necessary to complete

the outline of a square or rectangle to make the block pattern disappear, instead of filling it in completely. You can save time—and wear on your



nerves—by moving your Blockbuster as little as necessary, and shooting only the minimum number of squares needed to eliminate the block patterns. As each stage progresses, more difficult and faster block patterns must be blasted away, otherwise the stage cannot be cleared. So pick your shots carefully. And remember, if you let a block pattern touch the bottom edge of the screen, you'll be instantaneously Quarthed!

HOW TO BEGIN PLAY

Insert the GAME BOY Game Pak correctly into the GAME BOY and turn the power ON. First "Nintendo" will be displayed, followed by ULTRAGAMES. Press the Start Button and the title screen will appear (even if the Start Button is not pressed, the title screen will automatically appear after a few seconds). Use the Select Button to choose either a 1 or 2 player mode and enter your choice by pressing the Start Button. (NOTE: The Video Link MATCH PLAY mode cannot be engaged unless the Video Link™ is connected to a second "Quarthified" Game Boy.)

HOW TO COMPETE IN THE ONE PLAYER MODE

After choosing the 1 player mode, decide on a level by pressing the Control Pad Up or Down to find the level you want. There are three different levels to choose from. Naturally, the higher the level the faster (and more difficult) the game. Press the A Button to enter the chosen level; press the B Button to cancel a selection. The next step is to select either the RANDOM SURFACE or COMPETITION SURFACE.

RANDOM SURFACE

In this mode the falling block patterns enter the screen at random. You will automatically progress through 9 stages, if you manage to stay alive. So keep firing away, eliminating block patterns and racking up points. But stay alert because in the blink of an eye you can be unmercifully Quarthed and the game will be over.

COMPETITION SURFACE

Challenge the COMPETITION SURFACE and you'll have 9 stages to choose from. You can begin in any of the 9. Each stage has a designated number of block patterns that must be eliminated before you can advance*. To qualify for the bonus stage you must score the number of points indicated in the QLFY display. Each time you eliminate a block pattern the QLFY number will reduce by the number of blocks in the eliminated block pattern. When the QLFY reaches 0, you are automatically placed into the bonus game in which you can rack up even more points. Of course, if you get Quarthed before you reach the bonus game, you must start over from the very beginning of the game.

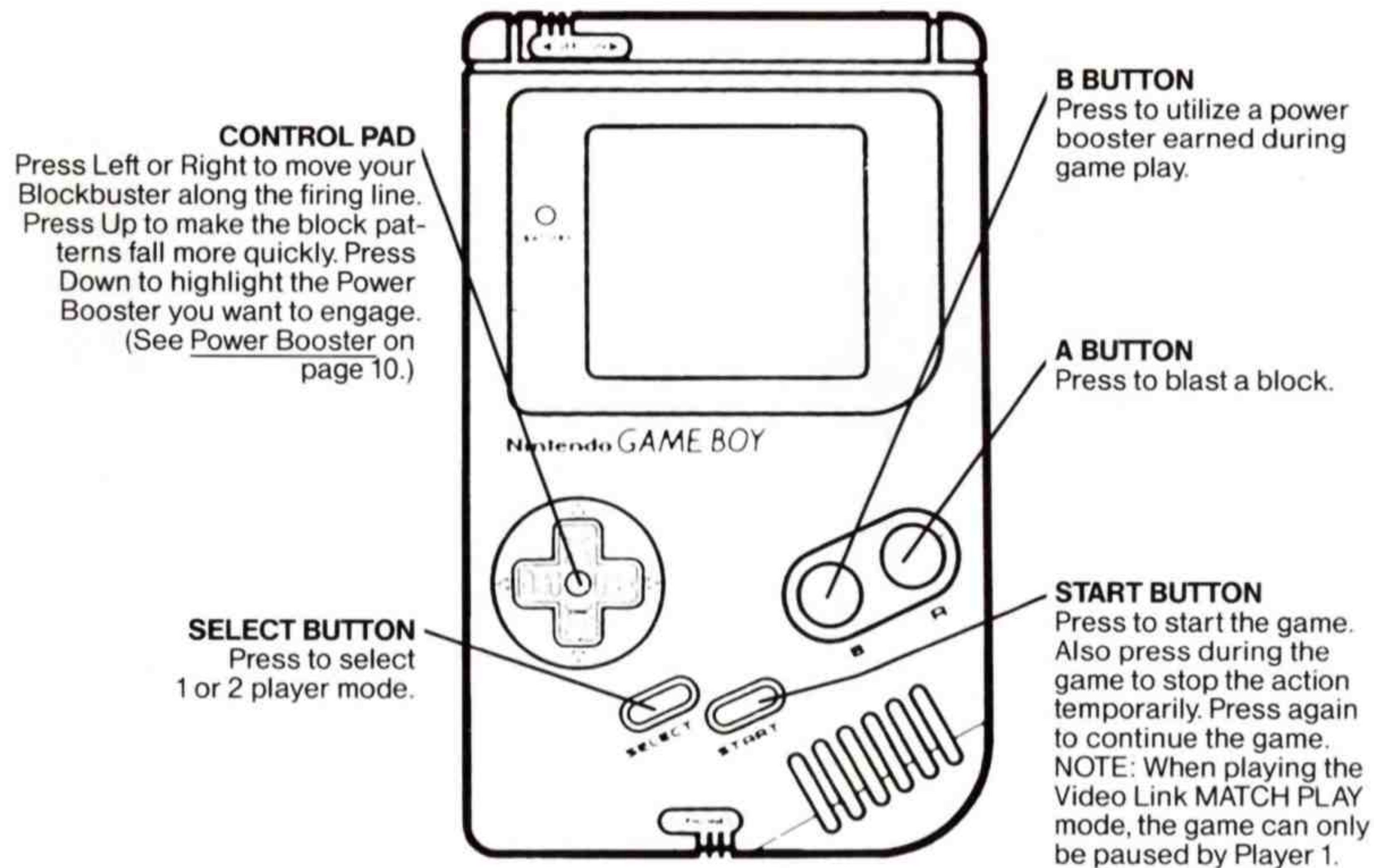
***BONUS GAME (THE QUARTH KICKER!)**

Once you have eliminated the required number of block patterns in the qualifying stage, the QLFY display will change to BONUS and start tallying points as you continue to blast away at block patterns. The bonus game lasts to the end of the stage or until you are Quarthed. Be sure to play as fast as you can because the points scored for each block knocked out in the bonus game are multiplied by 10 at the end of the stage. After a bonus game has ended, you will automatically advance to the next stage.

If you choose RANDOM SURFACE press the A Button to lock in your decision. If you decide on COMPETITION SURFACE, press the Control Pad to choose stages 1-9 and enter it by pressing the A Button. Press the B Button to cancel a selection. *NOTE: There is no RANDOM SURFACE option for the Video Link MATCH PLAY mode.

Finally, choose a Blockbuster ship from among the six displayed at the bottom of the screen. Press the Control Pad Right and Left to make your selection. Press the A Button to begin the game.

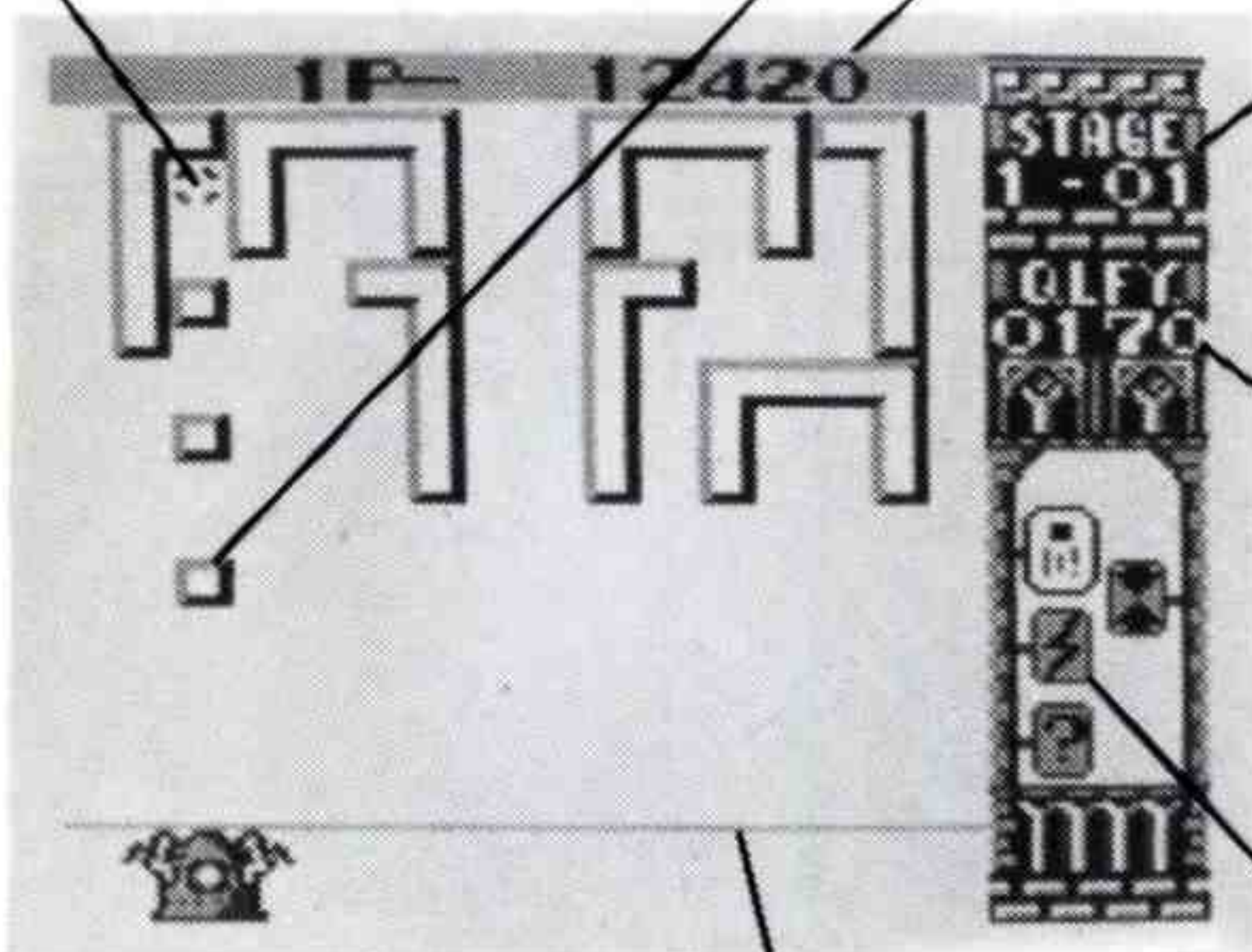
HOW TO AVOID BEING QUARTHED TO DEATH



CLUES TO A PUZZLING GAME SCREEN

BLOCKS THAT BLOCKBUSTER BLASTS

FALLING BLOCK PATTERNS



BLOCKBUSTER

PLAYER AREA (The Quarthdome)

When a falling block crashes into this area, the game is over and you'll be officially Quarthed.

POINTS

The falling block patterns are made up of smaller blocks just like the ones your Blockbuster shoots. (You'll notice this when a completed square or rectangle is eliminated from the screen.) Each of these blocks is worth 10 points. So each complete square or rectangle is worth the number of blocks it is made up of x 10. It takes a minimum of 4 blocks to complete a square or rectangle.

LEVEL DISPLAY

When you are playing on the COMPETITION SURFACE, the level you have chosen will be displayed on the right side of the screen. The stage number is also located on the right side of the screen (to the right of the level number). With the RANDOM SURFACE, the level is also shown on the right side of the screen and is represented by the letter R.

QUALIFICATION DISPLAY

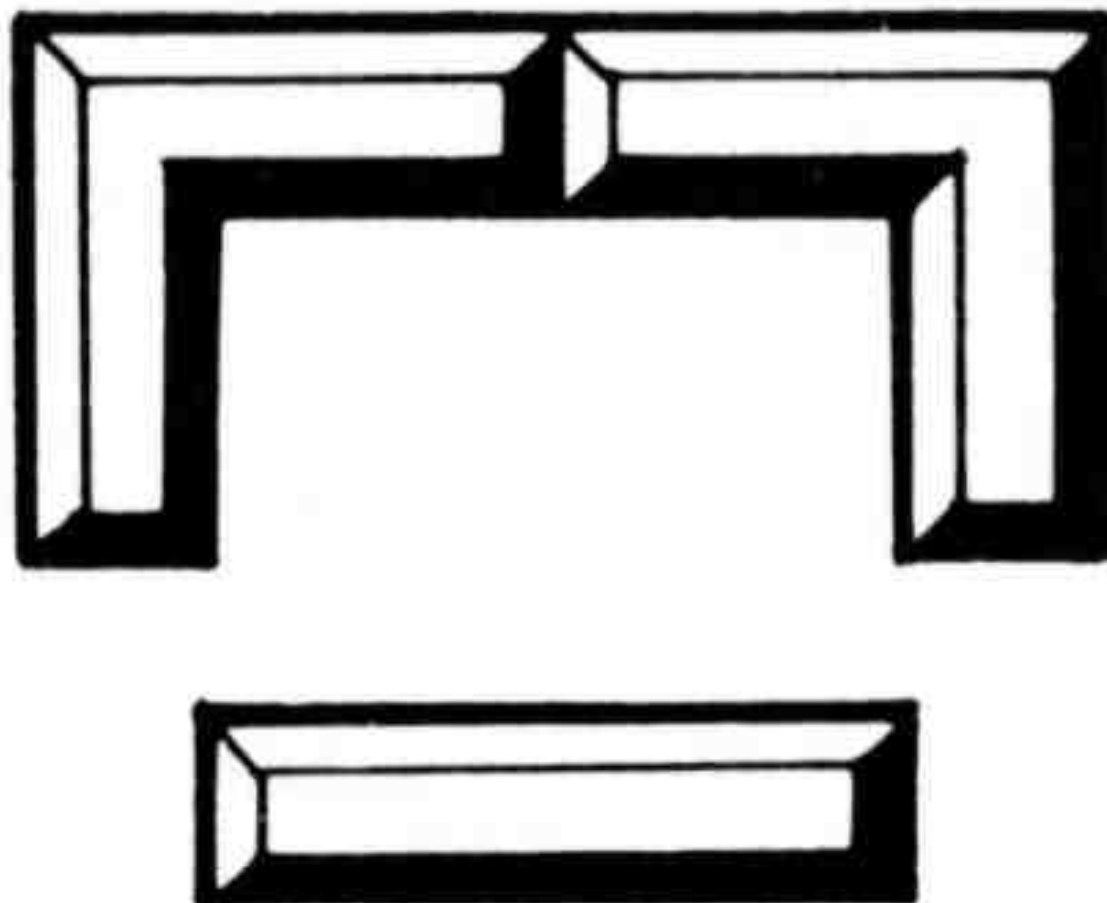
The displayed QLFY number is the number of points that must be eliminated in order for you to advance from the Qualifying Stage to the bonus stage. This number will change in every stage. If you are successful in tallying up the specified number of points, you will first enter a bonus game before advancing to the next stage. (There is no QLFY display when playing on the RANDOM SURFACE or in the Video Link MATCH PLAY mode.)

STOCK OF AVAILABLE POWER BOOSTERS

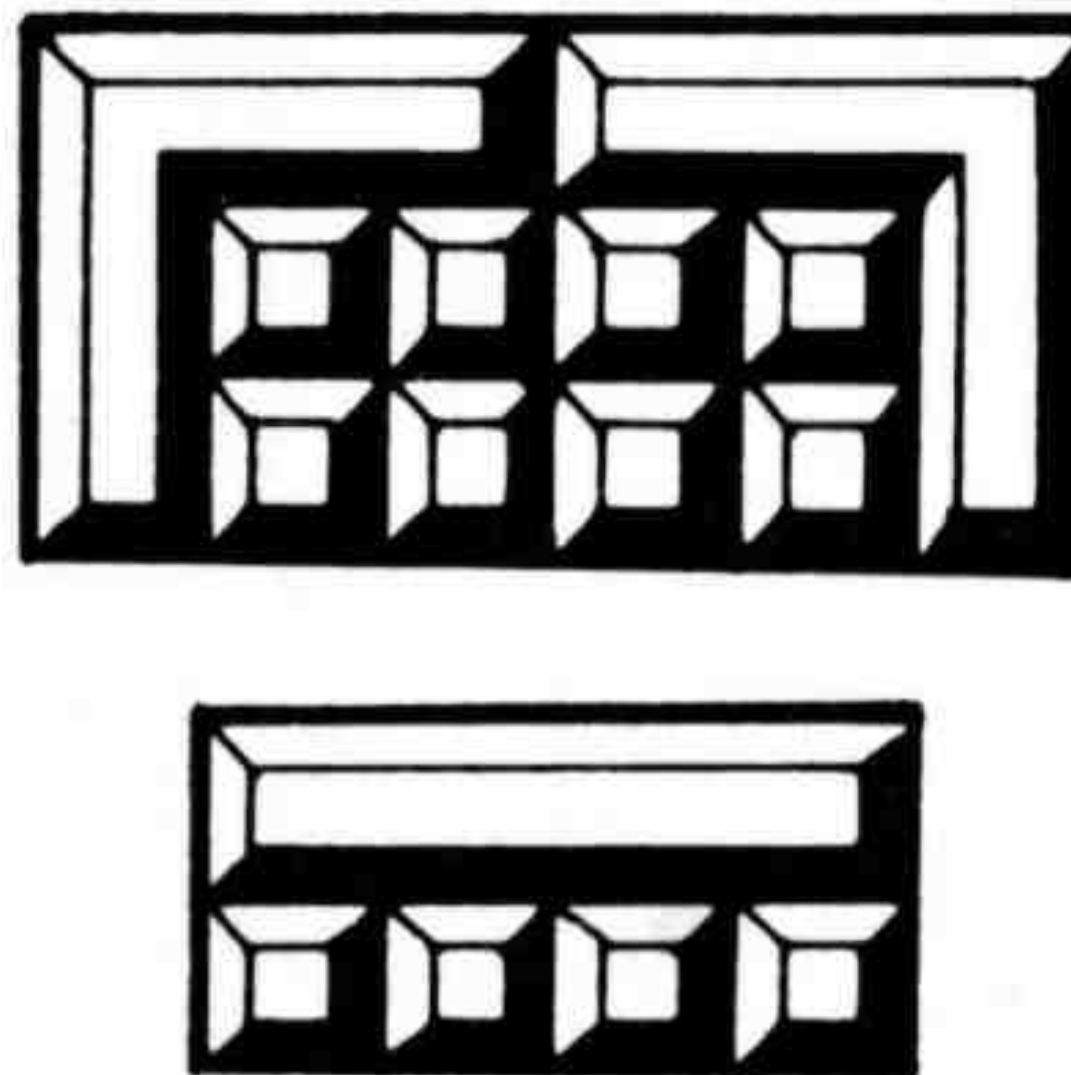
Depending on how big a block pattern you bust up, you will be awarded "key" items to boost your power. When there is only one Power Booster at your disposal, press the B Button and the booster will do its duty. When there are two or more boosters at your disposal, press the Control Pad Down until the Power Booster you want lights up. Then press the B Button to engage the booster you selected.

BASIC QUARTHIAN STRATEGIES

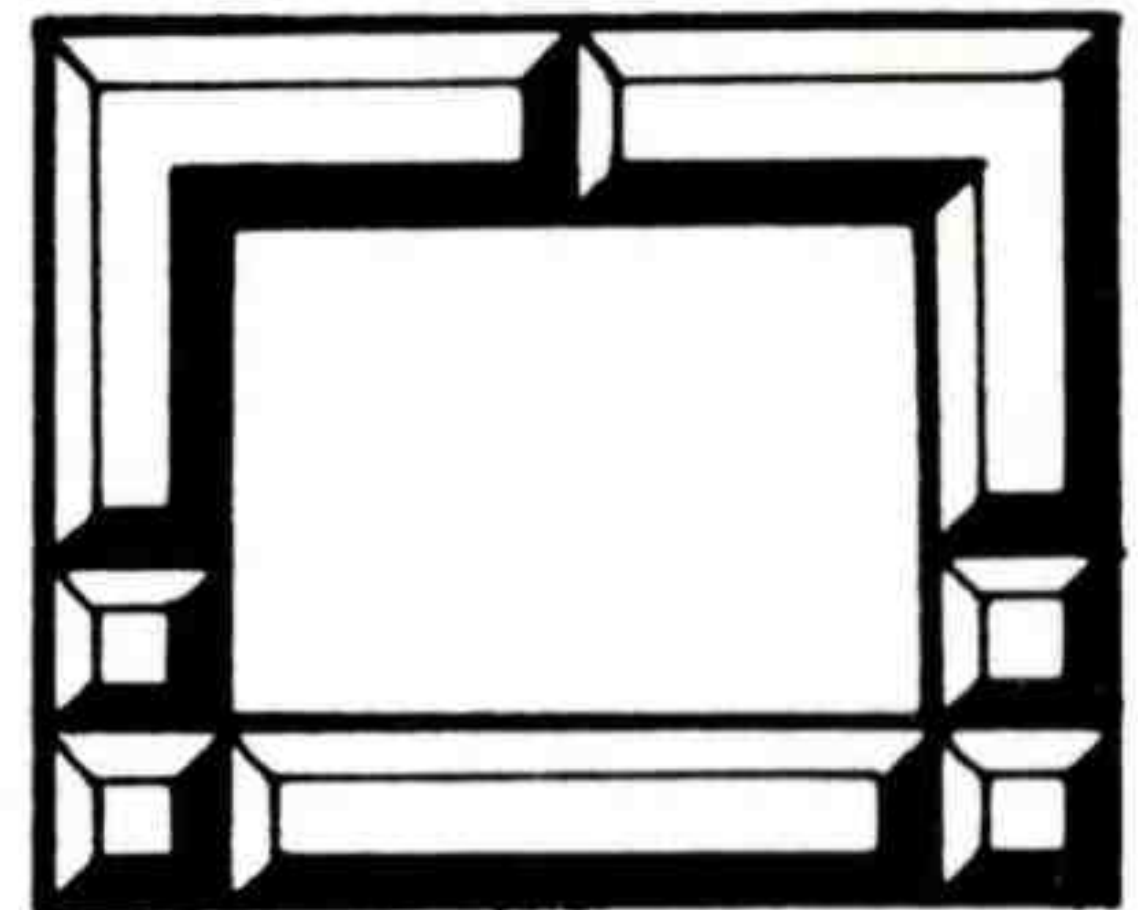
For example, when this block pattern is falling...



12 block shots will make 26 blocks disappear for a total of 260 points. $(9 + 9 + 8) \times 10 = 260$. This should be a real turn on for you math buffs!



However, 4 carefully placed block shots will make 30 blocks disappear for a 900 point total. $(30 \times 3) \times 10 = 900$. And you thought rabbits were the world's number one multipliers!

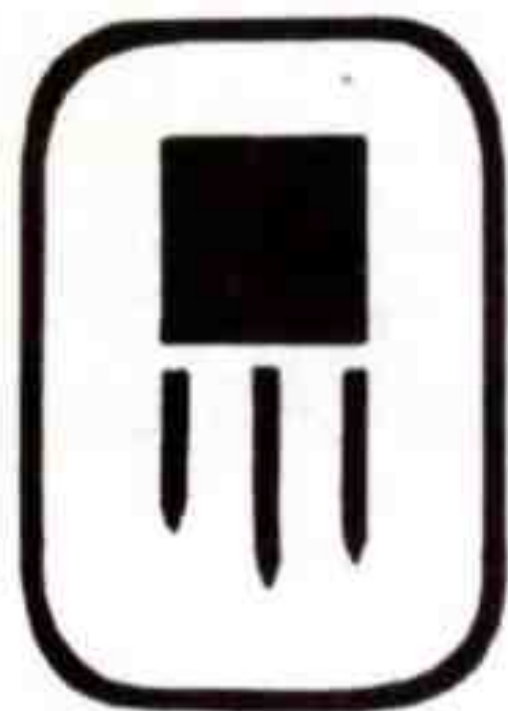


As you can plainly see, a few carefully placed shots can make a world of difference in Quarth.

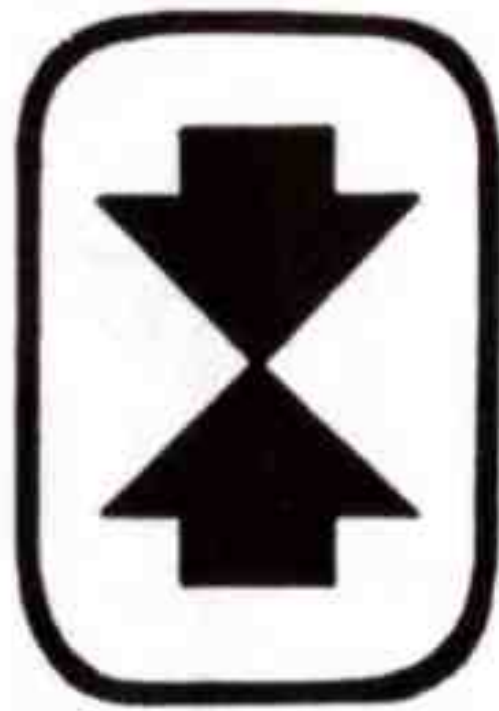
POWER BOOSTERS

Items appear on the screen in response to the size and number of eliminated block patterns. The items are shown on the right side of the screen. To select an item, press the Control Pad Down until the item you want lights up. Then press the B Button to enter your selection. But remember, no matter how many of the same power boosters are provided, each item can only be used once. Sorry, Dude (or Dudette). No "saving for a rainy day!"

1P SINGLE ITEMS



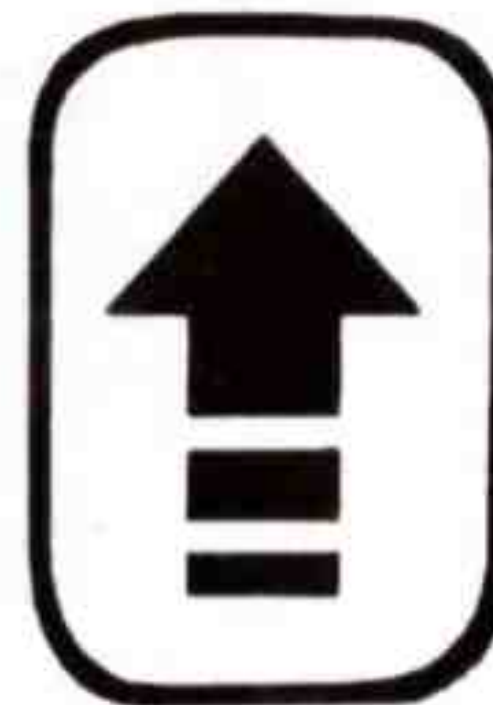
Increases the speed of the blocks your Blockbuster shoots.



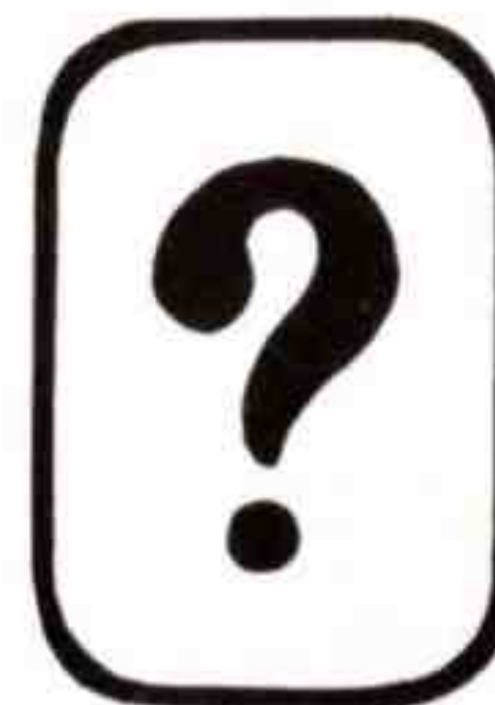
Stops the falling block patterns for a very short period of time. Just long enough to catch your breath and save your hide.



Zaps all the block patterns on the screen. Think of it as a miracle cure for Quarthritis.



Slows the speed of the falling block patterns. Just what the doctor ordered when you're on the brink of being buried.



The mystery item—the Who Knows What Booster. Every time you deploy this beauty, you're taking a chance. Depending on fate, it could either rocket you to stardom or blow you away. **USE AT YOUR OWN RISK!**

HOW TO COMPETE IN THE VIDEO LINK MATCH PLAY MODE

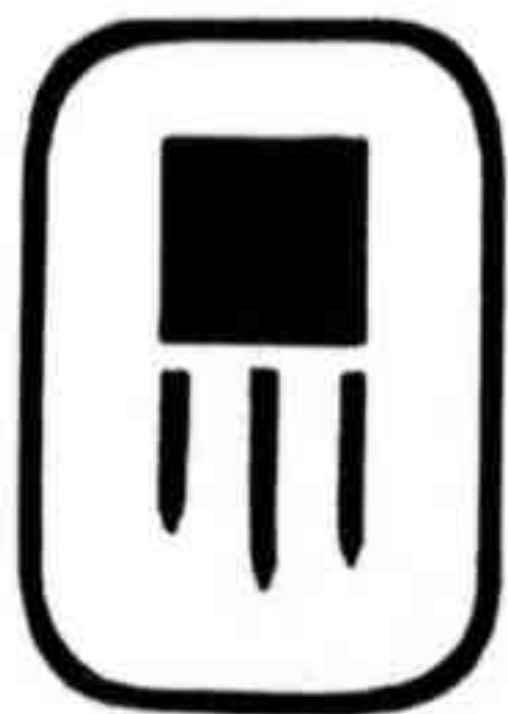
Quarth can also be played by two people in the Video Link MATCH PLAY mode by attaching the Video Link to a second "Quarthified" Game Boy. For this mode of play the following is needed:

- 2 GAME BOYS
- 2 QUARTH Cartridges
- 1 Video Link Cable

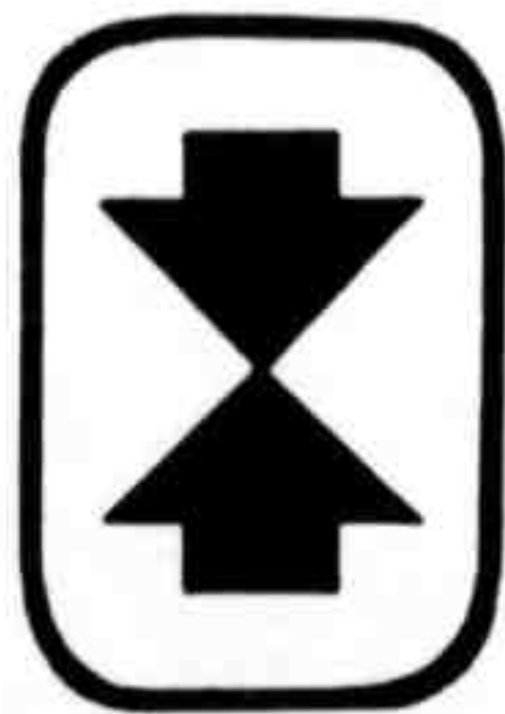
Attach the Video Link to the two GAME BOYS, make sure the cartridges are properly inserted, then turn on the power. After the title screen flashes on both screens, either of the two players can select the 2P MATCH PLAY mode. Next, choose the LEVEL for each GAME BOY. As the LEVEL number increases, the game becomes more difficult. Choose your Blockbusters and begin the game. If more than two block patterns are eliminated on either screen, a BLIND will drop into view on the opponent's screen, depending on the size of the block patterns eliminated. If there is already a BLIND on the former screen, then the BLIND will decrease in size. The game is over when either of the Blockbusters is Quarthed.

NOTE: Only PLAYER 1 can pause the game. If the Video Link is not properly connected, or is disconnected and reconnected during the game, the operation will go Kaput!

2P MATCH PLAY ITEMS



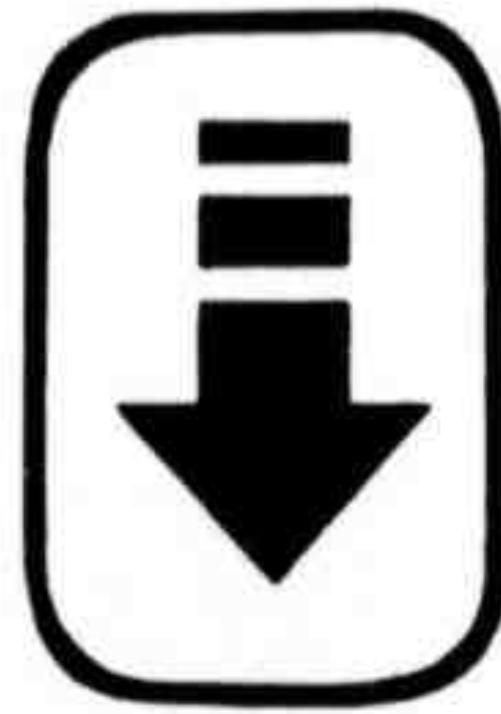
Increases the speed of the blocks your Blockbuster shoots and makes the dreaded BLIND partially transparent.



Stops the falling block patterns in their tracks... temporarily.



Energize this zap master and all the block patterns on the screen will vanish into thin air, and part of the BLIND will vaporize as well.

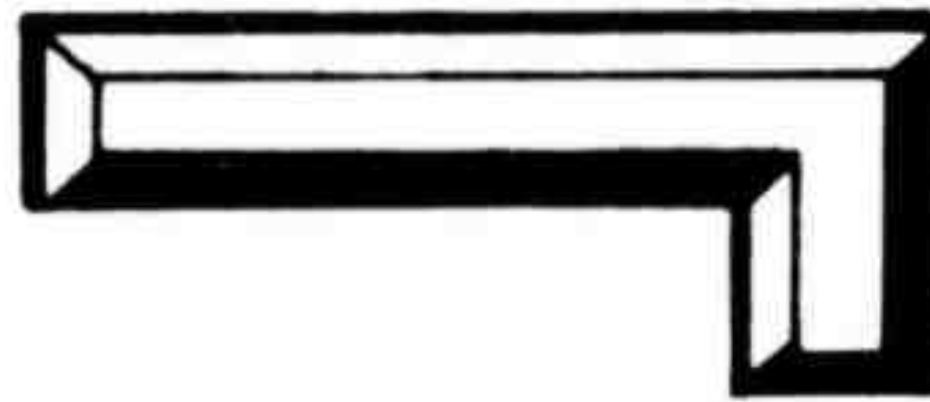
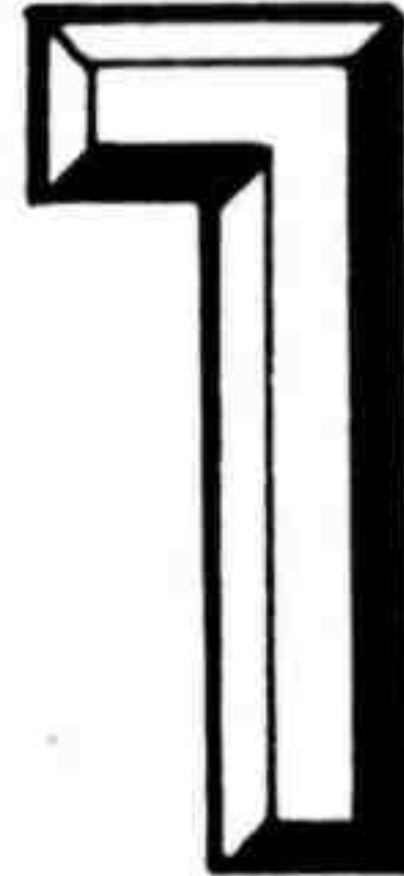
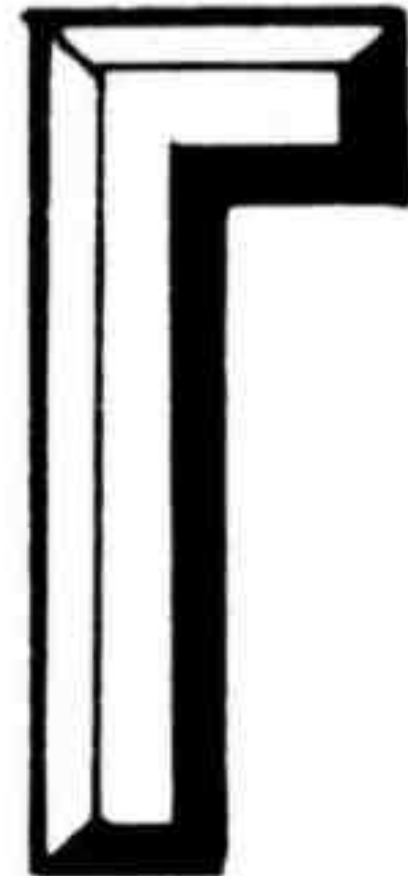
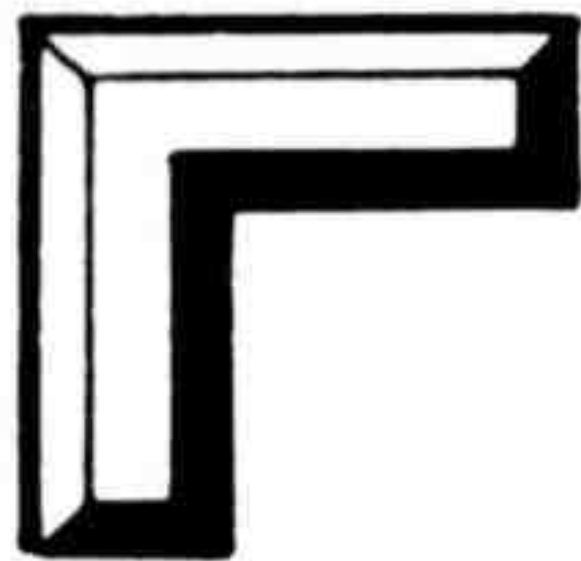
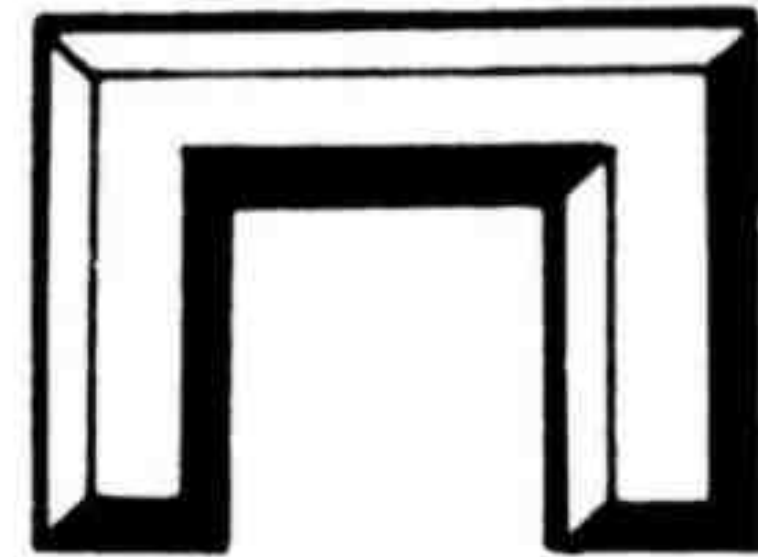
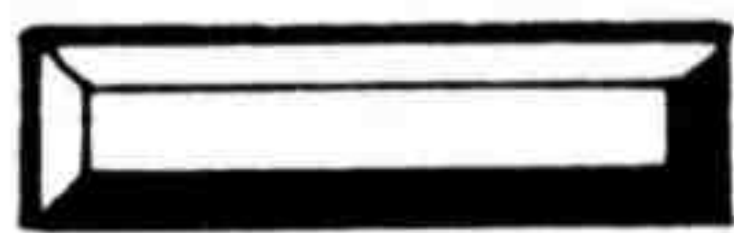


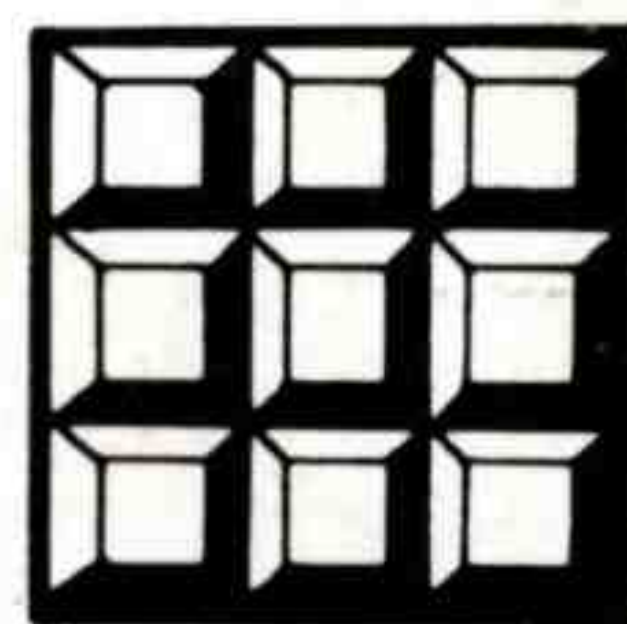
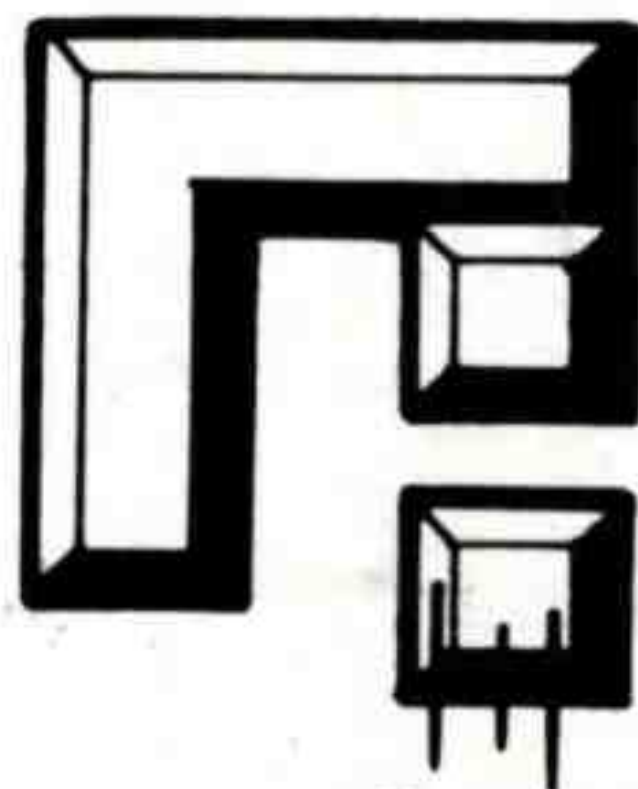
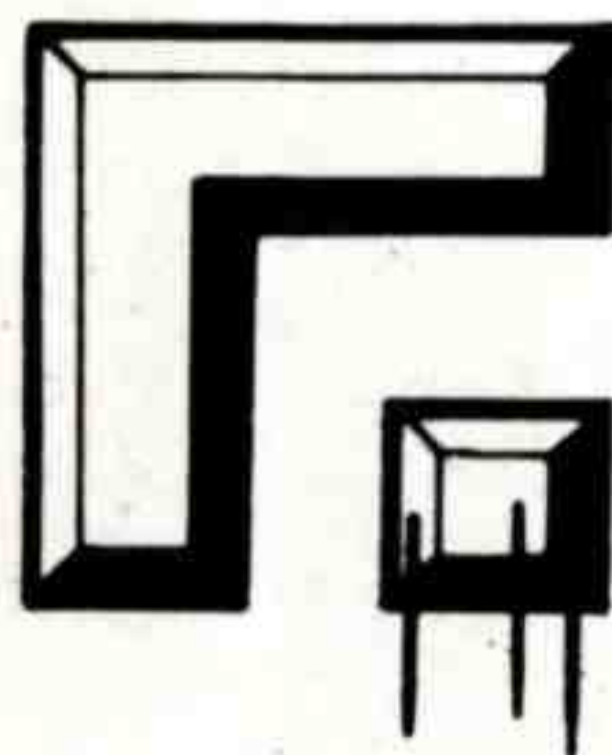
This becomes the Dirty Trick Power Boost. One lethal press of the B Button, and your opponent will be shocked by block patterns falling at hyper-speeds.



This will really rip your opponent by pummeling him with triple layered block patterns.

BLOCK PATTERNS





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