

FCI 
Not Just Kid Stuff

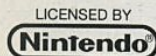
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Printed in Japan

Nintendo

GAME BOY





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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.



Please read the instruction manual carefully before handling this product. Save this booklet for future reference.

When using this product, please note:

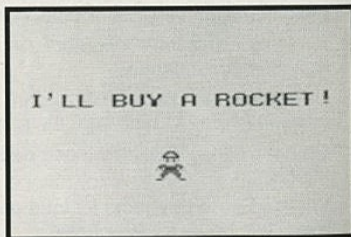
1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not turn the machine on and off unnecessarily. Also, do not plug in or remove the DC plug from the outlet while the game is switched on.
4. Do not clean with paint thinner, benzene, alcohol or similar volatile liquids.
5. When you use the game for long periods, take a 10-15 minute break every two hours for your health.

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Story

Time has passed since Willy, our warehouse hero, has won the heart of his sweetheart Wanda. They are enjoying a date on the boardwalk tonight when suddenly a dark shadow creeps up behind the happy couple.

"Hey Wanda!" Willy calls out, but it is too late. Wanda has been captured by aliens and taken away deep into space.

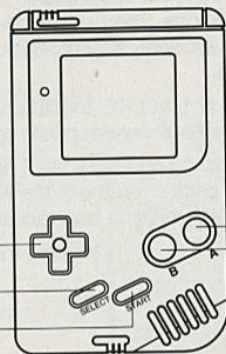
"I know! I'll buy a rocket to go and save her." he thinks. Rockets aren't cheap so he must work overtime in the warehouse. Alas, Willy does not realize what a difficult task lies ahead of him.

Names of Controller Parts

+ Button:
Moves cursor on menu screens.
Moves character to push boxes around screen.

Select Button:

Start Button:
Calls up menu Screens. Executes choice on menu screens.



A Button:
Executes choice on menu screens.
Back-up:
Will back up one move.

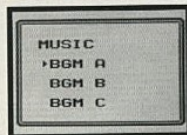
B Button:
Cancel function:
Returns screen to previous menu. You can use this button to return all the way to the first menu from any menu screen.

To Start the Game



1. Insert the cartridge with the Game Boy turned off.
2. Turn on the Game Boy.
3. The "NINTENDO" logo will appear.
4. The "Boxxle II" title screen will appear.
To start the game, push the Start button when you see either the Title screen or the Demo screen. It will then go on to the "Select music" screen.

Let's Start Playing



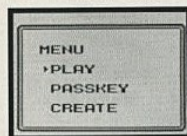
The Select Music screen will appear.

Select the music to be played during the game from three songs. Select the song you want by moving the **+** key up and down. After you make your selection, press Button A or the Start button.

Cancel Function

If you select the wrong song, push Button B and you will return to the previous menu screen.

Menu Screen



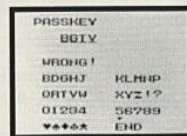
Select "Play" to play the game from the beginning.

Select "Passkey" to continue from the last game.

Select "Create" to make your own warehouse.
(See page 14).

Starting the Game From Screen 1

After selecting "Play," an animated figure of Wanda being captured will appear. This starts Screen 1.

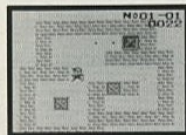


Starting From Where You Left Off

After you select "Passkey," you will see the Passkey and the screen to enter the password. Using the **+** key, enter the four-letter password for "Passkey" that you jotted down when you ended your last game. Use Button A to make

your letter selection. To erase a letter, push Button A. When you enter the password, be sure it is correct. If it is, select "End" and push Button A.

Should you enter the wrong password, the following message will appear on the screen: "Wrong!" Push Button A. This will return you to the beginning of the screen so you can re-enter the password.



Let's Solve a Puzzle

This screen is very easy to play. Using the **+** key to move Willy, put the scattered boxes on their position dots. This will clear Screen 1 and you will go on to Screen 2. Repeat this procedure until all the boxes on the screens have been placed and then you will have successfully completed the game.

There are a total of 120 screens made up of twelve levels, with ten screens on each level.

Here is One Example:

1-4 are boxes that must be moved.

5-8 indicate the places where they belong

Box 3 is pushed down and brought to Position 7.

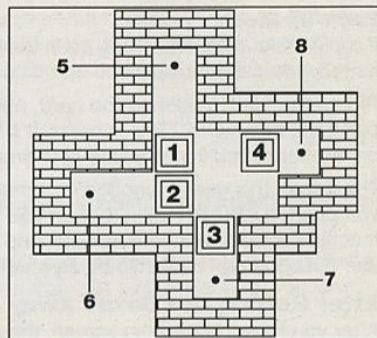
Box 2 is pushed to the left and brought to Position 6.

Box 1 is pushed up and brought to Position 5.

Box 4 is pushed to the right and brought to Position 8.

This will clear Screen 1.

Remember that the boxes can only be pushed. This is very important. When there is a difficult screen, you will want to pull them, but it is absolutely impossible. Be very careful about this and always push the boxes.



Back-up Mode

People make mistakes. They push the boxes too hard. Here's a little hint for when that happens.

Right after you've pushed too hard, push Button A. See, now you can pull back one move. (This is great. It's like a dream. The more you go on, the more you'll appreciate how great it is.)

The rule of this useful function is: it must be done immediately after you pushed the box. Even though you think it is immediately after, the machine remembers your actions, and if it isn't immediately after, you can't pull the box back. So be careful!

After Putting the Boxes Away

After you have cleared the screen, the menu screen comes on, and the four-letter password for the "Passkey" code is displayed. If you want to stop playing, write down the "Passkey" code. Next time you play you can start the game where you left off by entering this password.



WHICH?
▶ NEXT
SELECT
PASSKEY BDBD

When you clear the "Passkey" screen, the screen shown here will be displayed. If you select "Next" you can go on to the next warehouse screen.

Select

There are twelve levels, each with ten screens. That means there are a total of 120 screens.

If you choose "Select," you can see all the warehouses in that level by pushing the + key up and down. You can pick the screen you want from within the same level.

When you get to the screen you want to straighten up, push Button A or the Start button and you can start that screen.

Level and Screen Number

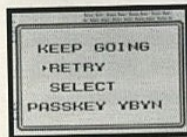


The level number and screen number within that level will be displayed in the upper right hand corner of the game screen as No. 00-00. Right below that will be four numbers. You begin the game at 0000. As you move the character, the numbers increase one at a time. This shows how much the character moved. Of course, the smaller this number, the better.

If you decide to try again with a screen you have already attempted but gave up in the middle because you couldn't finish it, your record of moves will not be erased.

When You Just Can't Figure the Screen Out

When you just can't figure the screen out, or when you've made a mistake and want to do it over, push the Start Button. This screen will be displayed.



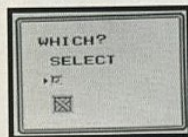
Select "Retry" to try the same screen again. If it's too difficult, and you want to try another screen, choose "Select."

Create a Screen

About the high level edit mode.

By selecting "Create" from the menu screen (page 7), you can use the edit mode. This mode enables you to easily build a warehouse the way you want. It is ideal for those players who have solved all the screens or who want to try to make their own screen. It's a wonderful function that makes the game even more fun.

When you select "Create" from the menu screen, the following screen is displayed:



1. Use the "Create" function when you want to select and play a screen that you have created yourself. (By pushing the \oplus key up and down you can see CREA-01 to CREA-03 in order.) If you haven't built a warehouse yet, a blank screen will be displayed.

2. You can build your own warehouse by selecting either small or large boxes. When you select either small boxes or large boxes displayed under "Create," you can build a warehouse.

If you want to build a warehouse that is big, easy to see and looks easy to complete, choose the big boxes. When you want to build a difficult warehouse, choose the small boxes. After you make your selection, the screen you have "Created" comes on.

When you want to play, push the Start button and the game starts. With this "Create" mode, you can build up to three of your own warehouses. Warning! These warehouses will be stored until you turn off the power. If you like a warehouse screen which you have built, it might be a good idea to keep a copy of it on paper.

Operating the "Create" Screen



In the Create screen, you can erase what you have written by pushing Button B. Since the wall begins from blank space to the point where the box is, you can select what you want, and bring it to the place you want by using the + key and pressing Button A. The pattern you want should

be drawn there. Also, by pressing the + key while pressing Button A and moving the cursor, you can draw the same pattern.

When the warehouse is complete, move the cursor and decide the position to start Willy. After you have decided, press the start button. When Willy is in position, the game starts.

A Warning About Building a Warehouse

When you build a warehouse, you can build it by the character size, but be careful if there is a warehouse already built. If on the next warehouse you choose a different sized character, the original "Create" screen will be cleared.

Incredibly Convenient Special Function

Reappearance mode — it's like seeing a replay.

The last time you played a screen, you goofed and gave up. However, it was going well up to a point...this happens to everyone. This special feature helps at just such a time.

Select "Retry" and when the same screen reappears, just hold down Button A and see what happens. Look! Incredible! It's reenacting exactly what you did the last time. If you use this feature, you will become much better at solving the puzzles. This special mode can always be used when you choose "Retry." But you must not touch any button except Button A. If you want to leave the reenactment partway through, keep pressing Button A until you get to the point you want, and then release Button A and begin play with the + key.

Enlarging and Reducing

Sometimes you probably wish a screen were larger so you could see it better, or would like to see it all at once. If you press the Select button, the screen will either be enlarged or reduced and easier to see.

Screen Scrolling

With the enlarging and reducing function, when you enlarge the screen, the warehouse can extend beyond the screen. If it does, operate the **+** key while pressing Button B and the screen will scroll. But remember, if Willy goes beyond the screen, you cannot operate the game.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

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To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI.

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