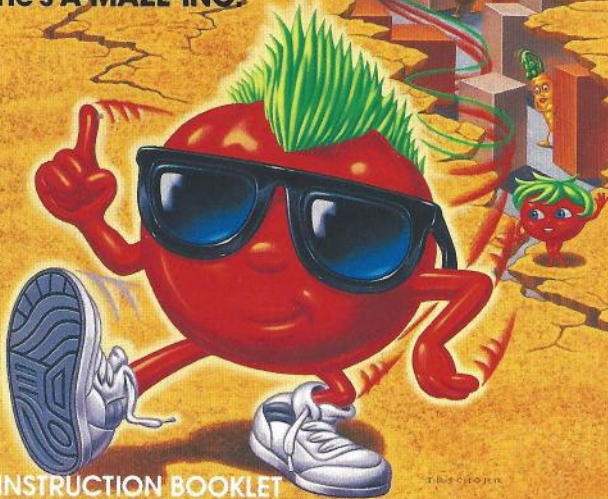


Nintendo
GAME BOY™

KWIRK*

He's A-MAZE-ING!

DMG-AP-AUS



INSTRUCTION BOOKLET

T. B. S. C. P. J. K.

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for purchasing the Nintendo® GAME BOY™ Game Pak "KWIRK★".

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operating procedure. Keep this instruction booklet safe for future reference.

Cautions During Use

- 1) If you play for long periods, 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.

TM & ® are trademarks of Nintendo Co., Ltd.

©1991 Nintendo Co., Ltd.

★© Atlus, Ltd. 1989 TM is a trademark of Acclaim Entertainment, Inc.

© 1989 Acclaim Entertainment, Inc. Licensed to Nintendo by Acclaim.

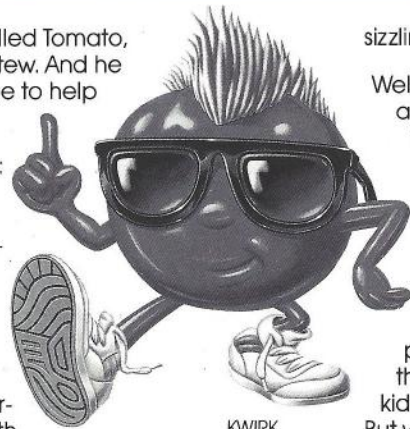
COOL CONTENTS

Chill Out, Dude	4
Starting Out	6
The Controls	6
Three Games in One	8
The Obstacles	9
To Play GOING UP?	12
To Play HEADING OUT?	15
To Play VS MODE	18
Kwirk's Veggie Friends	21
Red Hot Scores	23
Juicy Tips	24

CHILL OUT, DUDE.

Kwirk,* the Chilled Tomato, is in a bit of a stew. And he needs someone to help him chill out.

See, it's like this: Kwirk and his girl, Tammy, were out painting the town tomato red, when they decided to check out this cool, subterranean labyrinth beneath the city's



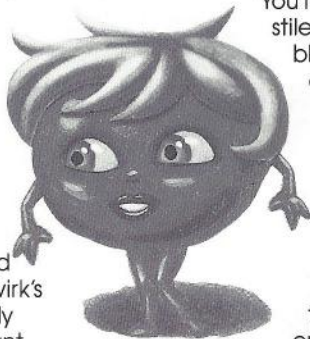
KWIRK

sizzling, hot streets.

Well it seemed like a good idea at the time. But that's when all the trouble started. Because somehow Tammy Tomato disappeared down there—probably kidnapped. But we're not positive.

Either way, Kwirk wants her back. (So does Tammy's mother.) Which is why we've got to get to her—before she turns into a, well, a vegetable!

Together you and Kwirk must solve puzzle after puzzle in this master-minded underground maze. Sometimes Kwirk's veggie buddies, Curly Carrot, Eddie Eggplant and Pete the Pepper



will step in to lend a hand.

You'll rotate giant turnstiles. Move mammoth blocks. And fill in cavernous holes. All the while looking for a way out of this puzzling predicament.

It's exhilarating.
And exasperating.
And just when you think there's no way out...Yeah! You figure it out!

STARTING OUT

LOADING

1. Make sure the GAME BOY™ power switch is OFF.
2. Insert the Kwirk* cartridge as described in your NINTENDO® GAME BOY™ manual.

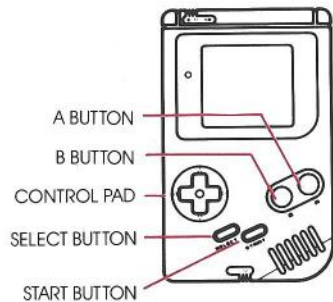
3. Turn the power switch ON.

First, you'll see the Kwirk* title screen. Press the START BUTTON to see the game selection screen.

CONTROLLING KWIRK* & FRIENDS

The illustration on page 7 shows you your GAME BOY™ control points. Throughout this instruction

book we will refer to these controls by the names indicated.



BASIC MOVES

TO MOVE RIGHT, LEFT, UP or DOWN—Press the appropriate CONTROL PAD ARROWS.

TO PUSH A TURNSTILE OR BLOCK—Press the appropriate CONTROL PAD ARROWS. (See *The Obstacles*, page 9.)

TO START FLOOR OR ROOM OVER—Press the A BUTTON.

TO SWITCH CONTROL TO ANOTHER VEGETABLE (ONLY WHEN MORE THAN ONE VEGETABLE IS AVAILABLE)—Press the SELECT BUTTON.

TO GO BACK TO PREVIOUS SELECTION SCREEN—Press the B BUTTON. (DURING SELECTION PROCESS ONLY, NOT DURING GAME PLAY.)

THREE GAMES IN ONE

KWIRK, the Chilled Tomato, is actually *three* separate games in one, giving you three times the playability!

The games are:

- **GOING UP?**—There are dozens of floors in this underground maze game. And you can start your upward journey anywhere you like.

- **HEADING OUT?**—In this continuous tunnel game, each hidden room is connected to the next. And in each skill level, there are 99 rooms to pick from.

- **VS. MODE**—To play this game you need two GAME BOY™ units, two Kwirk cartridges and a Game Link cable to connect the two units. Then you're ready for some head-to-head *HEADING OUT?* competition.

RULES OF THE GAMES

Since each of the three games differ in the selection process

and in game play, directions for each one are outlined on pages 12 through 20.

THE OBSTACLES

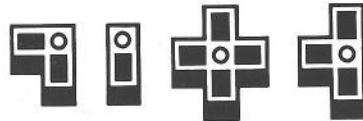
Each puzzle contains any combination of the following four types of obstacles.

BRICK WALLS



These are totally immobile. Work your way around them.

TURNSTILES



These may be single, double, triple or quadruple turnstiles. They all spin around a center axis—unless there's something blocking the way.

BLOCKED TURNSTILES

If a turnstile you need to get through *is* blocked, try and move

the block or blocks that are in its way. Once you do, the turnstile will be able to move freely.

BLOCKS



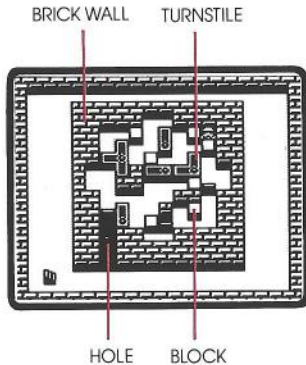
Blocks come in many different sizes and rectangular shapes. They can be moved by pushing them up, down, right or left—but you can only move one block at a time. You will need to

move blocks to free blocked turnstiles, to clear paths and to fill in holes. (See *HOLES*, below.)

HOLES



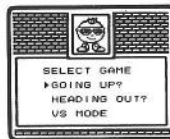
You can't go over a hole. You have to fill it in with a block that matches the shape of the hole.



PLAYING "GOING UP?"

Here are the steps you'll take to begin play:

1. Select **GOING UP?** from the game selection screen by pressing the UP/DOWN CONTROL PAD ARROWS until the cursor (triangle) points to **GOING UP?** Then press the START BUTTON.

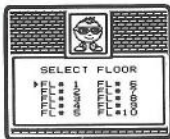


2. Select **SKILL LEVEL 1, 2, or 3** from the skill level selection screen by pressing the UP/DOWN CONTROL PAD ARROWS until the cursor points to the desired skill level. Then press the START BUTTON.



3. Select a FLOOR from 1 to 10,

by pressing the UP/DOWN and RIGHT/LEFT CONTROL PAD ARROWS until the cursor points to the desired floor. Then press the START BUTTON.



4. Select a DISPLAY ANGLE

from the display selection screen by pressing the UP/DOWN CONTROL PAD ARROWS until the cursor points to the desired view. Then press the START BUTTON.



- **DIAGONAL VIEW** shows you the shadows of the blocks and walls, giving you a three-dimensional perspective.

- **BIRD'S EYE VIEW** is shadowless, giving you a straight down view from above.

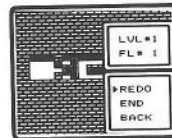
5. Confirm your selections. This is the last screen before actual game play begins. Here you can:

- **START game** by pressing the START BUTTON.

- **END game** by pressing the UP/DOWN CONTROL PAD ARROWS until the cursor points to END and then press the START BUTTON. You will now have a chance to reselect your FLOOR, SKILL LEVEL or GAME.

6. Play!
To move Kwirk UP, DOWN, RIGHT or LEFT,

press the UP/DOWN and RIGHT/LEFT CONTROL PAD ARROWS. **To start a floor over, end, or back up a move,** press the A BUTTON. You'll then see the following:

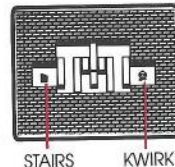


REDO—Starts you back at the beginning of the floor.

END—Takes you back to the game selection screen.

BACK—Allows you to back up one step at a time. You can use this up to 8 times in a row.

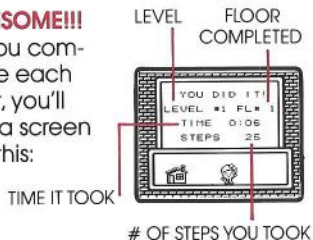
To cancel screen selection (above) and continue play, press the B BUTTON.



To complete the floor (once you've solved the puzzle), move Kwirk to the stairs on the left.

7. AWESOME!!!

As you complete each floor, you'll see a screen like this:



Press the START BUTTON to continue. You'll then be given a choice between proceeding to the next floor or selecting another floor. (See step #5.)

PLAYING "HEADING OUT?"

Here's the way to play this continuous maze game in which the floors appear in a different order in every game.

1. **Select HEADING OUT?** from the game selection screen by pressing the UP/DOWN CONTROL PAD ARROWS until

the cursor points to *HEADING OUT?* Then press the START BUTTON.

2. **Select SKILL LEVEL 1, 2, or 3.** See Step 2, page 12.

3. **Select a starting ROOM from 1 to 99** by pressing the LEFT CONTROL PAD ARROW to activate the selection of one's digit (it will flash). Then press the UP or DOWN CONTROL PAD ARROWS to cycle through numbers 0 to 9. Press the RIGHT CONTROL PAD

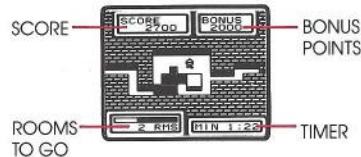


ARROW to activate the ten's digit. Press the UP or DOWN CONTROL PAD ARROWS to cycle 0 to 9. When the desired room number is displayed, press the START BUTTON.

4. **Select a DISPLAY ANGLE and confirm your selections.** See Step 4 & 5, page 13.

5. **Play!**
To move Kwirk* UP, DOWN, RIGHT or LEFT, press the UP/DOWN and RIGHT/LEFT CONTROL PAD ARROWS. **To start a floor over,** press the A BUTTON. **To complete the floor (once you've solved the puzzle),** move Kwirk through the tunnel to the left.

Here's what you'll find on the screen:



6. WAY TO GO!!!

As you complete each level, you'll see a screen like this:



*HIGH SCORES

The top four high scores for each game session are re-recorded in this window. When GAME BOY™ is turned off all scores disappear.



PLAYING "VS. MODE"

Here's how to enjoy a *HEADING OUT?*, head-to-head contest with any of your friends:

1. Connect GAME BOY™ units.

Making sure both units are turned OFF, insert a Kwirk cartridge into each unit and connect the units with the Game Link cable. Then turn them both ON.

2. Press the START BUTTON.

The player who presses the START BUTTON first gains control of the initial selection screens.

3. **Select VS. MODE** from the game selection screen by pressing the UP/DOWN CONTROL PAD ARROWS until the cursor (triangle) points to *VS. MODE*. Then press the START BUTTON.

4. **Select SKILL LEVEL 1, 2 or 3.**
See Step 2, page 12.

5. **Select NUMBER OF ROOMS per game** from the room selection screen. To do this, *both* players select their rooms as described in Step 3 of *HEADING OUT?*, page 16.

Handicap Note: Each player can set a different number of rooms to compete in this head-to-head challenge, depending on how much of a handicap one of the players may need.

6. Select the type of CONTEST you'll play,

by pressing the UP/DOWN CONTROL PAD ARROWS until the cursor points to the desired game. Then press the START BUTTON.



players has clearly succeeded in winning the majority of the games. For example: If you play "Best of 5", the contest will be over when one of the players has won three of the games. In a "Best of 3" contest, the playoff will be over when one of the players has won two of the games.

7. Select a DISPLAY ANGLE.

See Step 4, page 13.

8. Confirm your selections.

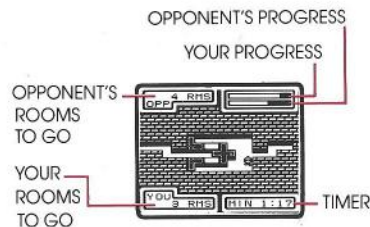
See Step 5, Page 13.

9. START THE CONTEST!!!

To move Kwik UP, DOWN, RIGHT or LEFT, press the UP/DOWN

and RIGHT/LEFT CONTROL PAD ARROWS. **To start a floor over,** press the A BUTTON.

Here's what you'll find on the screen:



9. ONLY ONE WINNER!!!

Once one of the players solves

all the rooms in the first game, the winner (or loser) screen will appear. Press START twice to begin the next game of the contest.

When one person wins the contest, these contest winner screens will appear.



WINNER'S SCREEN



LOSER'S SCREEN

KWIRK'S* VEGGIE FRIENDS

Once in a while, Kwirk's veggie friends will step in to lend a helping hand.

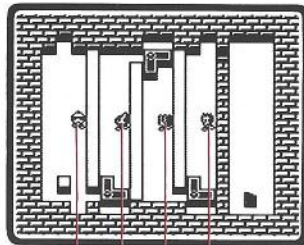
To get control of a veggie friend, press the SELECT BUTTON until the vegetable you want to control is blinking. Then control his movements in the same way you'd control Kwirk's movements.

To switch control to another vegetable, press the SELECT BUTTON again.

To complete a room or floor, all available veggie friends must pass through the exit door or reach the stairs, depending on the game.

WARNING: *If Kwirk or any of his friends get caught inside a room or floor, you will be unable to solve the puzzle. So you'll have to try it again.*

In addition to Kwirk, these are the three veggie friends you'll encounter:



KWIRK
EDDIE EGGPLANT
PETE THE PEPPER
CURLY CARROT

- **CURLY CARROT**

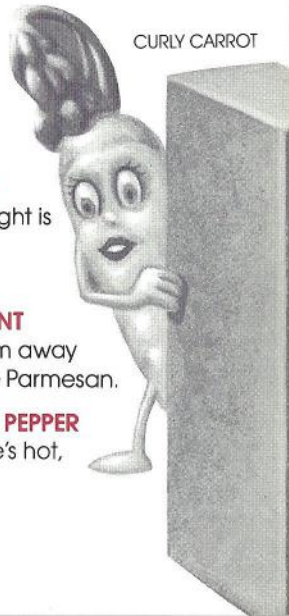
His eyesight is terrific.

- **EDDIE EGGPLANT**

Keep him away from the Parmesan.

- **PETE THE PEPPER**

When he's hot, he's hot.



CURLY CARROT

RED HOT SCORES

In order to get the best possible score, you have to solve each puzzle in the shortest amount of time with the least amount of moves.

BONUS POINTS

You can earn BONUS POINTS in *HEADING OUT?* by solving each puzzle as fast as possible.

Here's how it works:

You start each puzzle with 2,000 BONUS POINTS and every 10 seconds you lose 100 points. So after a minute and 20 seconds go by, you've lost all of your BONUS POINTS. But if you complete the puzzle *before* the minute and twenty seconds are up, you get all the remaining BONUS POINTS.

JUICY TIPS

- During the GAME SELECTION PROCESS, if you want to back up a screen, press the B BUTTON.
- If you feel you made a mistake in *GOING UP?*—like if you pushed a block too far, or moved the wrong turnstile—select BACK, to go back a move, instead of starting over. That way you won't have to play the entire puzzle over, just to change that one move.
- Pay attention to how you handle certain obstacles. Even though there are lots of different puzzles, many of the individual obstacle strategies are the same.
- When you run into Kwirk's veggie friends, *use* them. Many puzzles can't be solved without strategically using them.
- To save on wasted moves, plan several steps in advance when clearing a path.
- To hone your skills for head-to-head competition in *VS. MODE*, practice by playing *HEADING OUT?* Many of the rooms are the same, so once you've solved them, you'll have a leg up on your competition.

WARRANTY FOR THE NINTENDO GAME BOY (GAME PAK) BY MATTEL PTY. LIMITED

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this GAME BOY ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Mattel will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.



Mattel Pty. Limited, 461 Plummer Street
PORT, MELBOURNE Vic. 3207 Australia

PRINTED IN JAPAN