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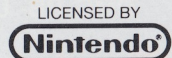
Nintendo
GAME BOY™

Revenge of the Gator™

DMG-PB- USA



INSTRUCTION BOOKLET



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THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.



THANK YOU

for purchasing this Nintendo® GAME
BOY™ Game Pak, "Revenge of the
'Gator"™.

Before you start playing, please read this
instruction booklet carefully and follow
the correct operating procedures, then
save it for future reference.

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USE OF THE CONTROLLER

A Button, B Button

(The A and B Buttons perform
the same function throughout
the game. Any time the instruc-
tions say to use the A Button,
you can use the B Button if you
like.)

Pressing the A Button, holding
it down for a moment, then re-
leasing it will put the ball into play. This button can be used to control
the right-hand flipper, and to enter your initials in the TOP 5 display.

START Button

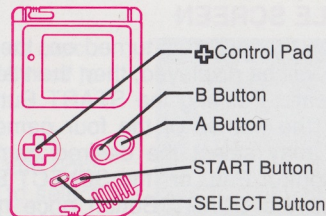
Used to start the game. During game play, pushing the START Button
will put the game on pause and display the score.

SELECT Button

Used to make your selections from the game menu.

+Control Pad

Used to move the left flipper. Also used to enter your initials on the
TOP 5 screen.



GAME PLAY

TITLE SCREEN

When the switch is turned on, the Nintendo® logo will be displayed, then the title screen will appear. Pushing the START Button will display the names of the four games in Pinball. You may select the desired game using the **+**Control Pad or the SELECT Button, then press the START Button once more to start the game.

(The Matchplay option can only be used when 2 Game Boy units are connected using a Video Link™ cable. Please consult your Game Boy instruction manual for directions.)

THE GAMES

'Gator 1 Player - Single-player game

'Gator 2 Player - For two players taking turns

Matchplay A - Two-player game for beginners

Matchplay B - Two-player game for experts

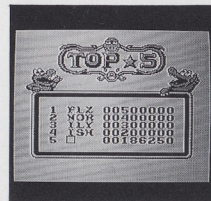


TOP 5

If you manage to score high enough to reach the Top 5, you can enter three initials next to your score on the Top 5 screen.

HOW TO ENTER YOUR NAME

You can move the **+**Control Pad left and right to select columns, and up and down to select letters. When you have chosen the letters you wish to use, use the SELECT Button to enter them.



SCORE SCREEN

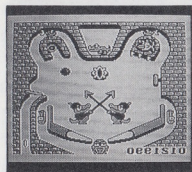
When you lose a ball, when a game is over, or when the game is put on pause, the Score screen will automatically be displayed.



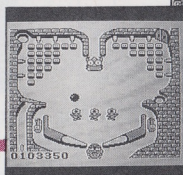
LAYOUT OF THE SCREENS

Including bonus stages, there are eight playing areas in SUPER PINBALL.

A SCREEN

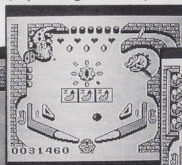


B SCREEN



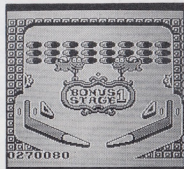
C SCREEN

(Opening screen)

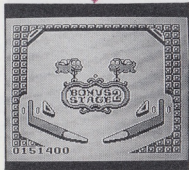


BONUS STAGE 3

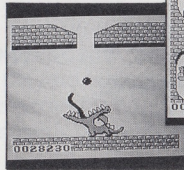
BONUS STAGE 1



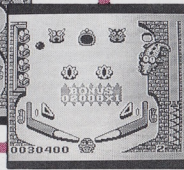
BONUS STAGE 2



'GATOR SCREEN

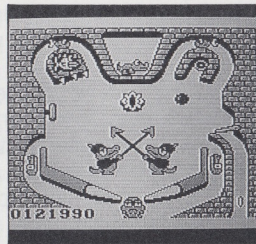


D SCREEN



Screen A

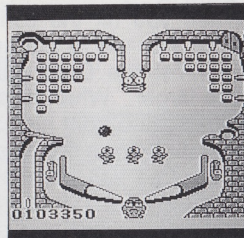
When you hit the fish in the upper left and right, they will fly out and become 'Gator Bait. Each fish the 'Gator eats will make him grow a little larger. When he reaches full size he will be released from his cage and drop down the screen. Hitting the 'Gator at this time will earn you a free ball. When you have knocked out all three of the drop targets in the upper left, the side savers and saver post will appear. Putting the ball into the slot in the upper left corner will warp your ball to Bonus Stage 3.



Each player can earn only one free ball per game. After that, each time you knock out this 'Gator the Bonus Multiplier on Screen D will advance by one step (1000X2, 1000X3, etc.).

Screen B

Knocking out all the blocks and drop targets on the left side, then putting the ball in the slot, will warp you to Bonus Stage 2. Knocking out all of the targets on the right side will open up the lane that leads to Screen A. When the three 'Gators in the middle have grown to their largest size, the side savers and saver post will appear. But when the 'Gators disappear, the savers will also disappear.

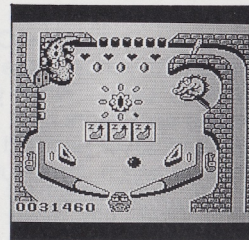


ROLL-OVER SWITCH

Try to aim your ball so that you can get all three 'Gators at their largest size at the same time (Roll-Over Switch). This will earn you 100 extra points, and the savers will help you get to Screen A.

Screen C

When all three of the targets on the left side have been hit, the lane that leads to screen B will open. When you have lit all 4 of the Hearts at the top of the screen the side savers and saver post will appear. From time to time the eight dots around the lamp in the center will begin flashing off and on. Hitting the bumpers during this time will earn you the highest points. Shooting the ball through the Loop Lane on the right side will spin the Slot Machine.

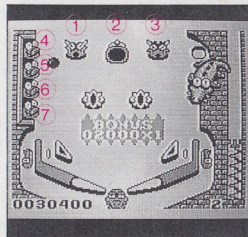


SLOT MACHINE

3x		Bonus Multiplier increases by one level
3x		All of the post savers and side savers will appear
3x		All of the savers will disappear, and the Bonus Multiplier returns to 1000X1.

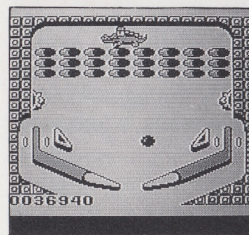
Screen D

Shooting the ball into 'Gator 1's mouth will warp your ball to the C screen. 'Gator 2 will send it to Bonus Stage 1, and 'Gator 3 to the Shooter Lane. When you have flattened the noses on 'Gators 4, 5, 6 and 7, the side savers and saver post will appear. If you flatten them all again, the mouths of 'Gators 1, 2, and 3 will remain open.



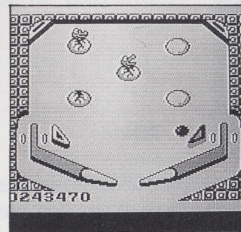
Mouths, 'Gators 1, 2, 3	1000
'Gators 4, 5, 6, 7	300
Kicker	10
Lane	100
Hole	1000
Bumper	500
Out Lane	500

BONUS STAGES



BONUS STAGE 1

Knock out all the blocks, then hit the 'Gator when he drops - 10,000 pts.

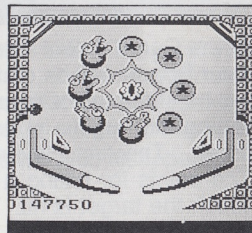


BONUS STAGE 2

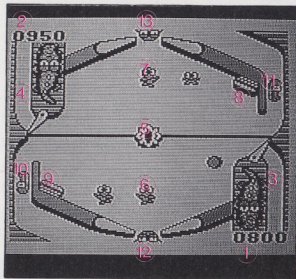
Break the eggs, then get each of the hatching baby 'Gators with the ball - 30,000 pts.

BONUS STAGE 3

Hit each 'Gator as he sticks his head from the hole - 50,000 pts.



MATCHPLAY



NOTE: In the MATCHPLAY mode, each of the GAME BOY units must be turned on at precisely the same time if game play on both screens is to match up.









At the Game Select screen select Matchplay A or Matchplay B. Your flippers will be on the bottom of your screen, and your opponent's will be at the top of the screen. Hitting the targets on your opponent's side will lower your opponent's score. The first player to lower his opponent's score to zero wins. The points for hitting a target will vary according to the strength with which the target is hit. If you lose the ball on your side, you lose 100 pts.

On-screen Displays	Yours	Your opponent's
Points remaining	1	2
Exit Lane	3	4
Bumper	5	5
Roll-over	6	7
Target	8	9
Lane Saver	10	11
Bonus Saver	12	13

There are three 'Gators near the flippers on each side. They will start out small, but as the ball rolls over each of them, they will alternately grow large, disappear, and reappear. When you have three large 'Gators at the same time, the saver post and side savers will appear. If all three of your 'Gators disappear, the savers will also disappear.

ITEMS

Scattered throughout the game are items which will affect play. Which player is affected is determined by the direction the ball is traveling when the item is hit. The chart below will show the effects of striking each item.

	Score Item		Increase in Gravity
	Ball becomes heavy		Return to original condition
	One flipper disappears		Savers appear
	Center blocks appear		Players' scores are reversed

When you hit the Center Block item, the blocks appear in the center. When the blocks are completely extinguished, the screen returns to its original condition.

GAME OVER

When either player's score reaches zero, the 'Gator and Crossbones will appear on that player's side. When the ball passes over this target, the game is over. But don't give up when this target appears - anything can still happen!

CARE OF YOUR GAME

- 1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a little break each hour. That's what the Pause feature is for.
- 2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.
- 3) Don't touch the terminals or let them get wet.
- 4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alcohol.

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