

Nintendo

CGB-AOGE-USA

GAME BOY[®] COLOR

LOGICAL

SUNSOFT[®]



ENTERTAINMENT

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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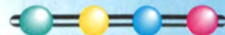
Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.



Contents



Introduction.....	1
Getting Started.....	2
Using Controller. ...	4
Game Rules.....	5
Game Screen.....	6
Scoring.....	14
Printer.....	14
Passwords.....	15
Credits.....	16

INTRODUCTION

Logical is neither too hard to learn nor too complex to play. The fascination of the game is that it is totally addictive. You will simply not be able to stop playing it. After just a few minutes of playing Logical you will be hooked on a game that defies description. Logical is not a simple game of skill, or a plain mind-teaser. It's not an action game either, because without thinking tactically and logically you won't stand a chance against the rolling marbles. Whatever your preference, you won't be bored for a second.



GETTING STARTED

Insert the **LOGICAL GAME PAK** into the GAME BOY COLOR, label facing outward, and turn the power ON. The title screen will then appear.




From the Title Screen, you can select an Option using the Control Pad or SELECT. Pressing A or B afterwards picks the selected option. The following options are available:



START - Starts the Game. This function is also directly available by pressing START.
MUSIC - Allows to switch Background Music & Effects ON or OFF. A or B toggles your selection.
PASSWORD- Enters the Password selection screen.



USING THE CONTROLLER

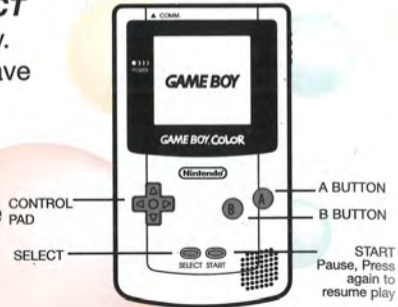
Controls are simple. The Control Pad moves the Hand Pointer  over the Playfield. If over a gear, the **A Button** rotates that particular gear. Holding the **B Button** and then the Control Pad in a specific direction, shoots the marble from the

pocket of the gear that has been indicated by the Control Pad.

START pauses the game, **SELECT** interrupts the level, losing one try.

This can come in handy if you have blocked yourself by tying up all marbles.

Pressing A, START, & SELECT simultaneously restarts the game so you can start over.



GAME RULES

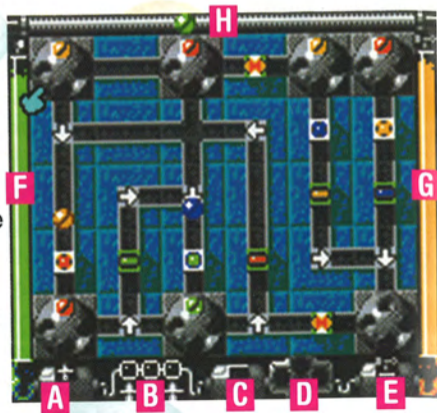
Logical contains 99 levels with increasing difficulty and increasing amounts of new game elements. The game is based on a very simple idea: Colored marbles enter the playing field in a horizontal tube at the topmost part of the screen. They will soon

fall into rotatable 4 hole receptacles. Try and collect four of one color in each individual gear on the playing field. After a gear is filled, it will explode and get emptied for new marbles. After all gears are cleared at least once, the level is complete and the player proceeds to the next level. No more than 5 marbles are allowed to move in the system at one time. The time to process a marble is limited by the amount of green slime that the user generates by accepting new marbles into the system of rotating gears. The time to finish a Level is sometimes limited by a fixed amount of Yellow slime. Additional game elements will make your progress more and more difficult after a while...



GAME SCREEN

- F**— Green Slime
- G**— Yellow Slime
- H**— The Master Pipe
- B**— Traffic Lights
- A**— Traffic Light Activity Device
- C**— Color Indicator Device
- D**— Color Pattern Generator
- E**— Color Lock Activity Device



Green Slime



Green slime limits your time to process the marbles from the Master Pipe. Should you not forward the marble into the system before you run out of green slime, you generate a marble Time-out. Any Time-out will cost you one try. At the beginning of the game you have 3 chances. There is the opportunity to gain additional chances through your score.

Yellow Slime



Yellow slime limits the time to complete a level. Should you be unable to complete a level before you run out of yellow slime, you generate a level Time-out. Not all levels are limited by time (you will see if yellow slime gets pumped out of the glass tube).

The Master Pipe



The Master Pipe always contains one marble of random color. As only 5 marbles are allowed to move in the system at any time, this limits the amount of moving marbles on the main playing field to 4.

Traffic Lights



You will notice if a level uses the Traffic Lights by observing the **Traffic Light Activity Device**. A level with traffic lights means trouble for you: A filled gear will only explode if you filled it with four marbles of the color that corresponds to the color of the leftmost lit traffic light. For example, if the traffic lights are filled from left to right with the colors red, yellow and green, then the gears must be filled with colors in that order.

Color Indicator Device



Some levels offer this helpful function. If the Color Indicator Device is filled with slime, the color of that slime will indicate the color of the next marble to materialize in the Master Pipe.

The Color Lock



You will notice if the Color Lock is active by observing the **Color Lock Activity Device**. The Color Lock is particularly nasty, because it gets refilled from time to time. It only appears in advanced levels. If it is active, you will have to fill the gears with a combination of colors as indicated by the color Pattern Generator before any other explosions can happen.



The Color Stopper



Only the marbles matching the color of the Color Stopper are allowed to pass by this element. Color Stoppers can appear in all four colors.



Direction Arrows



Direction Arrows have two features: They redirect the passing marble in the direction of the arrow and prevent marbles from passing against that direction, this effectively turns some pipes into one-way streets. Be careful! Should a Color Stopper be placed directly after a Direction Arrow, you can easily trap a marble of the wrong color forever.



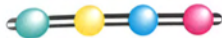
The Color Changer



These elements change the colors of all passing marbles to the color indicated by the changer element. Like the Color Stoppers, Color Changers can appear in all four colors.



Teleporters



Teleporters always appear in pairs. There are horizontal, vertical and combined teleporters. Teleporters instantly beam your marbles to a different area of the playing field.





SCORING

At the end of each level, you will receive a score and, maybe, an additional chance. The amount of chances you have is always indicated on the "Get Ready" screen, indicated by the number of marbles on top of the screen. The score depends on how long it took you to complete a level. There are also ways to gain Bonus points. After completing the level, Logical calculates the leftover percentage of the level time. That value is then multiplied by 10 to give you your score. The faster you solve the puzzles ...the higher your score. For every color lock pattern you solve, you receive 500 Bonus points. If you try to have as few marbles as possible in the system at the time of level completion, you can further increase your score.

NOTE: While the Color Gameboy displays the Scoring Screen, you may press SELECT to print your status information (Password, Score, etc.) If you receive a "PRINTER ERROR" make sure the printer is turned on and properly connected, or refer to Gameboy Printer manual.



PASSWORDS

After completion of each level, you will receive a password for the next level. The next time you play, you can enter this password from the title screen, to directly jump to that level.

To enter a password, pick letters using the directional buttons on the Control Pad. **SELECT** creates an empty SPACE character, **START** exits the Password selection screen and tests the entered Password. To choose a character press **A**, to delete a character press **B**.

CREDITS

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