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Chatsworth, CA 91311

PRINTED IN JAPAN

Nintendo

GAME BOY™



DMG-LP-USA

LOOPZ

INSTRUCTION BOOKLET

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Design by Ian Upton.

Programmed by Argonaut Software Ltd.

Printed in Japan.

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LOOPZ

INSTRUCTION BOOKLET

PLAYING THE GAME

Pieces are generated on a playfield. You must place the pieces to form a loop. You can move the pieces around the playfield and rotate them. If you complete a loop, the loop disappears and you score points. The more complex the loopz, the more points you score. Here is a sample of some partial loopz:



GAME SEQUENCE

After you turn on your Game Boy, the Nintendo title screen appears, followed by the **Loopz** introductory screen and title screen. Next, the game option screen appears; press the Select Button or use the Control Pad to choose a 1- or 2-player game. Press down on the Control Pad to move the menu arrow to select a game type or change the tune. Use the Select Button to choose Tune A, B, or C or to turn the music off.

If you chose a 1-player game, press the Select Button to choose from One Player Game A, B, or C. If you chose Game A, use the Control Pad to choose a level of play. The higher the level, the faster the timer. Press the left or right side of the Control Pad to move up or down through Levels 0-9. Press the Start Button to begin the game.

You begin the game with three lives. Score points by covering the tiles on the playfield with completed loopz. If you are unable to place a piece before the timer runs out, you lose a life. The higher the level, the shorter the time.

A starburst piece, called a "gopher," will appear from time to time allowing you to clear any incomplete loop it is placed upon. If you do not use the gopher before time runs out, you will not lose a life.

A bonus of 10,000 points at Level 0 rising to 100,000 at Level 9 will be awarded to any player who completes a loop that covers all 126 tiles on the playfield. The player scoring the bonus points will also have his/her lives restored to three if the total lives left is less than that. If this bonus loop is scored in a two player game, both players will receive the bonus points.

One Player Games

Game A

When Game A begins, you'll see a screen that shows the playfield and a piece to be placed. Your scores, lives remaining, bonus multiplier and the timer are shown at the bottom of the screen. The score at the bottom left indicates the total number of loopz you've completed; the score at the bottom right shows the total number of points scored for loopz. In Game A, you score points for completing loopz. Your score for each loop is based on the level of play. The higher the level, the higher your loopz score. For every 25 loopz completed, you receive an extra life up to a maximum of 10. If you clear the screen during Game A, you'll receive bonus points based on the Bonus Multiplier and level you are playing at. The higher the level, the higher the bonus points.

Game B

When Game B starts, you'll see the playfield and a piece that needs to be placed. Your scores, lives remaining, bonus multiplier, and the timer are shown at the bottom of the screen. The score at the bottom left is the number of loopz completed; the score at the bottom right is the points you've scored for loopz. The number above it is your Bonus Multiplier.

The Bonus Multiplier begins at "x1" and increases based on the number of tiles covered on the screen. The Bonus Multiplier is used to increase your score if you play Bonus Game 1. The Bonus Multiplier can be built up to "x10" and will not decrease or be used unless you play Bonus Game 1.

At the top of the screen is a Bonus Target Score. You must complete a loop that scores equal to or more than that point value in order to enter Bonus Game 2. Game B always starts at Level 0, and scoring for loopz is the same as in Game A. However, for every 10 loopz completed, you move up a level; for every 25 loopz completed, you receive an extra life.

Bonus Games

There are two Bonus Games in Game B. To play Bonus Game 1, you must completely clear the screen.

When this bonus game begins, the words "Bonus Game" will flash at the top of the screen and the bonus score will be set to zero. You must still place pieces to complete loopz, but the completed loopz are not cleared from the screen. As soon as you are unable to place a

piece or if the timer runs out, the bonus round ends. Your score will be multiplied by the bonus value you accumulated in regular game play. The Bonus Multiplier is reset to "x1" and your bonus score is added to your total number of points when you return to the main game. Loopz completed during the bonus game are not added to your total number of loopz.

To play Bonus Game 2, you must complete a loop that scores equal to or more than the bonus target shown at the top of the screen. When the bonus game starts, your bonus score will be set to zero. Then, you will be shown a completed loop, from which pieces will be randomly withdrawn. You must recreate the loop using the same pieces. Other loopz completed on the playfield will score normally but the bonus game will end. Completing the original loop reduces your level number by one. The bonus game ends when you are unable to place a piece.

Game C

X Y Z

When Game C begins, you will be asked to enter a password. Press forward or back on the Control Pad to move through the letters of the alphabet. Press right or left on the Control Pad to move the cursor to enter another letter. The password for Screen 1 is **AAAA**. After every five screens you successfully complete, you will be given the password for the next five screens. You'll get an extra life (up to a maximum of 10) after every 10 screens. The higher the screen, the more difficult the puzzle.

When the game starts, you will be shown a loop from which pieces are removed. You must complete the loop using the same pieces. If you successfully complete the puzzle, you will be shown another loop from which pieces are removed. You will lose a life if you are unable to complete the puzzle loop. Another loop completed on the playfield will score normally.

Two Player Games

To play a 2-player game of **Loopz**, you'll need 2 Game Boy™ units, 2 **Loopz** Game Paks, and 1 Game Link™ cable. Connect the Game Link™ cable, insert the Game Paks, and then, turn on the power switches.

Choose a 2-player game from the game option screen by pressing the Select Button or using the Control Pad. Press the Select Button to choose between Two Player Game A or B. If you chose Game A, each player will use the Control Pad on his/her own Game Boy™ to select his/her own level of play. Press the left or right side of the Control Pad to move up or down through Levels 0-9. When both players are ready, one player should press the Start Button to begin the game. Note: You cannot start a 2-player game unless both players are on the game option screen.

Game A

Two players play simultaneously. The player who completes a loop receives the points for it. Each player has a separate timer, and players may play against each other at different levels. Players have three lives each. Each player's scoring is based on the level of play. If a player scores 25 loopz, he/she will get an extra life.

If one player dies, the other player will continue playing until he/she loses his/her remaining lives. However, for every loop the remaining player completes, the level is increased by one!

Game B

Players take turns placing the pieces. The players share three lives and the score, and must cooperate to make loopz. Otherwise, this game is identical to Game A for one player.

CONTROL FUNCTIONS

Press the Control Pad to move the pieces around the playfield. Press the A Button to rotate a piece. Press the B Button to drop, or place, a piece. During the game, press the A, B, Start, and Select Buttons at the same time to reset the game. Press the Start Button to pause the game. Press the Start Button again to resume play.

HIGH SCORES

If you get the high score for either One Player Game A or Game B, you'll get a chance to put your initials on the Hall of Fame Screen. Press the Control Pad forward or back to scroll through the alphabet. Press the Control Pad right to move to the next letter. Press the Start Button to enter the score.

Press the A Button to scroll through the High Score Screens.

HINTS

1. Big loops score a lot more than small loopz. Large, complicated loopz score even more.
2. At the start of each game, the pieces are simpler. Take the opportunity to make a large loop.
3. Straight pieces come in two sizes – one tile or three tiles long. Try not to leave gaps two tiles long.

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