

GAME BOY™

Nintendo®

DMG—MP—USA



PAPERBOY™

INSTRUCTION BOOKLET

Copyright © 1990, 1984 Tengen.
Paperboy is a trademark of Atari
Games Corp.

All rights reserved.

Licensed to Mindscape Inc.

Printed in Japan.

Mindscape Inc.
3444 Dundee Road
Northbrook, IL 60062

LICENSED BY



Nintendo, Game Boy and the
Official Seals are trademarks
of Nintendo of America Inc.
© 1989 Nintendo of America Inc.

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.



PAPERBOY™

INSTRUCTION BOOKLET

PLAYING THE GAME

It's early morning and the birds are singing. That familiar "TWAP!" could only mean one thing—the Paperboy is in town. Through sleepy eyes, you deliver newspapers to your loyal customers. While this may sound like an easy job, you'll need all your riding skills just to survive your route through the jungles of suburbia.

At the end of each day, your hard-nosed boss reviews your performance. If you did well, you get to wake up bright and early the next day and make your rounds again. If you didn't make the grade, maybe there's a job for you down at the local fast-food joint.

GAME SEQUENCE

After turning on your Game Boy, the Nintendo title screen appears, followed by the Paperboy introductory screen and title screen. Next, the game option screen appears; press the Select Button to choose a 1- or 2-player game. To return to the option screen from the demo sequence, press the Select Button.

Press the Start Button to begin the game. When the game begins, you'll see a screen that shows your customers (light-colored houses) and non-customers (dark-colored houses). Your score, lives remaining, and papers are shown at the bottom of the screen.

Score points by delivering papers to your customers—the houses with paperboxes and light-colored doormats. Make sure you get their papers delivered or they'll drop their subscriptions! You also get points for breaking non-subscribers' windows. Collect bonus points by hitting garbage cans, lamps, bushes, and tombstones.

You begin the game with four lives. Avoid all obstacles that cross your path; if you crash and fall off your bicycle, you lose a life. You start off with 10 papers—pick up extra bundles of papers as you go in order to finish your route.

THE TRAINING COURSE

After you have completed your route, you get a chance to really show your stuff and earn extra points at the Training Course track. You have 45 seconds to complete the Training Course—when you enter the course, a countdown timer appears in the lower right corner of the screen. Toss papers at the targets along the way as you weave in and out between obstacles. Jump ramps to replenish your supply of papers. If you complete the Training Course, the number of seconds remaining on the timer is multiplied by 100 and added to your score.

THE DAILY REPORT

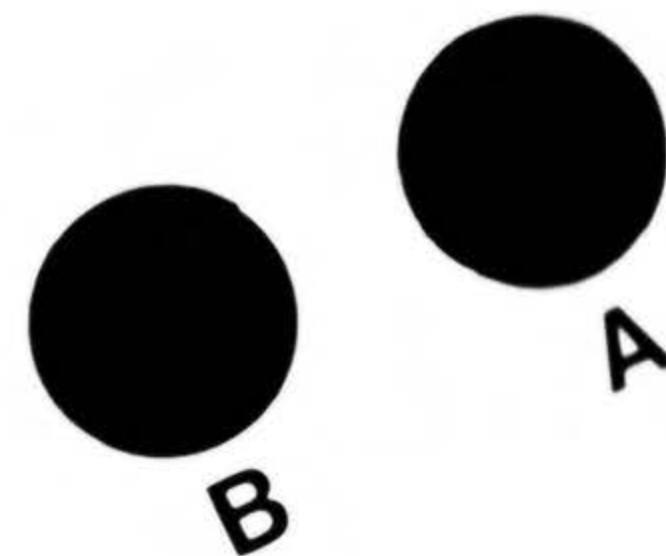
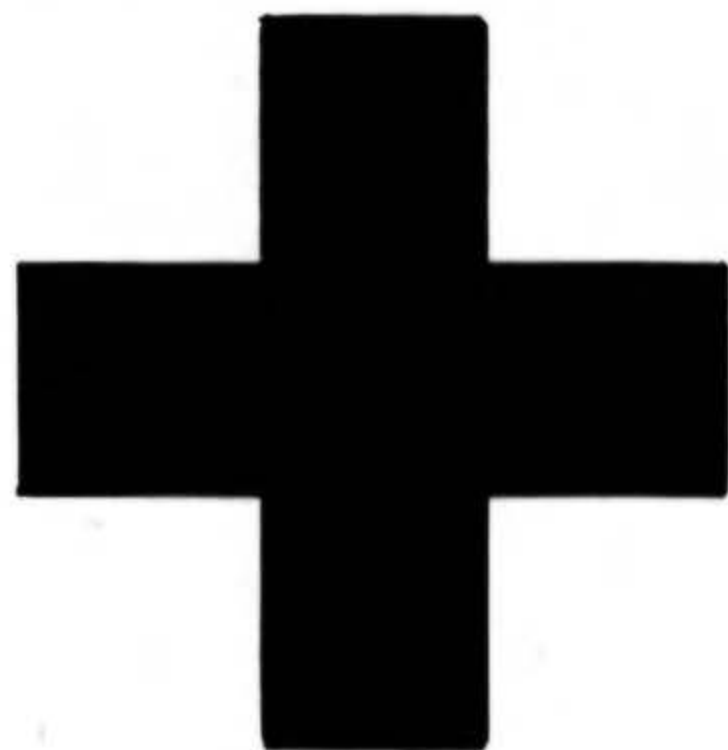
After the Training Course, the Daily Report screen appears. If you missed any subscribers' houses (or broke their windows!), those houses will be flashing on the screen to indicate that they have cancelled their subscriptions.

THE HIGH SCORE SCREEN

If you make it into the Top Ten, you'll get a chance to put your initials on the High Score Screen. Press the Control Pad forward or back to scroll through the alphabet, and press either the A or the B Button to select a letter. Press the Control Pad right to move to the next letter.

CONTROL FUNCTIONS

Press the Control Pad forward and back to accelerate and decelerate. (Note: To maintain your top speed, you must continue pressing forward on the Control Pad; once you let go, your speed will gradually decrease.) Press the left or right side of the Control Pad to move in the corresponding direction. Press either the A Button or the B Button to throw a paper. Press the Start Button to pause the game. Press the Start Button again to resume play. Note: You may not be able to pause the game while digitized sound effects are audible. Simply wait until the sound stops, then press the Start Button to pause the game.



POINTS

Tossing a paper into a subscriber's paperbox:	750 points
Tossing a paper onto a subscriber's porch:	300 points
Breaking a non-subscriber's window:	300 points
Hitting a bush, tombstone, lamp, or garbage can:	300 points
Hitting a round target in training course:	200 points
Hitting a box-shaped target in training course:	100 points
Picking up an extra bundle of papers:	50 points

OBSTACLES

Skateboard Fiends	Breakdancers
Workmen	The Grim Reaper
Tornados	Cars
Motorcycles	Dogs
Trees	Fences
Tires	Lawn Ornaments
Lawn Mowers	Tricycles
Tombstones	Garbage Cans
Grates	Dog Houses
Fire Hydrants	Manholes

LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 19808 Nordhoff place, Chatsworth, CA 91311 or call Mindscape at: 818-885-9000

PRINTED IN JAPAN.