

ocean

OCEAN EUROPE LTD.

DISTRIBUTED BY
OCEAN EUROPE LTD.
2 CASTLE STREET CASTLEFIELD MANCHESTER M3 4LZ ENGLAND

© 1994 Ocean Europe Ltd. All Rights Reserved.

PRINTED IN JAPAN

Nintendo

GAME BOY™

DMG-AJBP-UKV

JELLY BOY



INSTRUCTION
BOOKLET

ocean®



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.

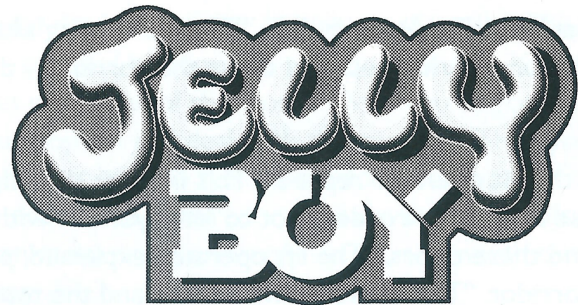
LICENSED BY



Nintendo®, GAME BOY™, the Nintendo Product Seals and other marks designated as "TM" are trademarks of Nintendo.

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 may 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.*



THE STORY SO FAR....

Jelly Boy was born in the huge sweet factory owned by the eccentric (and very rich) Mr. Swirley. One day, lightning struck a vat of jelly, making it hiss and spit. Energised by the power of the lightning, a spark of life was born. "Where am I?" thought Jelly Boy, lying in his jelly mould. He sprang up and ran for the door, factory workers in hot pursuit. "I've got to get out of here," he thought, ducked down a duct and emerged on a long corridor with many doors. The middle door was for the lift and Jelly Boy ran towards it, but the lift operator barred his way.

“Why won’t you let me in?” asked Jelly Boy. “They’re coming after me.”
The noise of the factory workers echoed down the corridor - they were approaching fast.

“It’s a long story,” the lift operator replied. “This lift goes directly to Mr. Swirley’s penthouse and I’ve got orders not to let anyone in without six special items hidden behind these doors.” The lift operator explained, pointing to the doors along the corridor. “The floors between here and the top of the building are full of Swirley’s favourite toys, games and puzzles. Swirley has promised to reward the first one to collect all six special items by fulfilling their dearest wish. Nobody has ever found one item, let alone all six, although many have tried and become lost among the different worlds.”

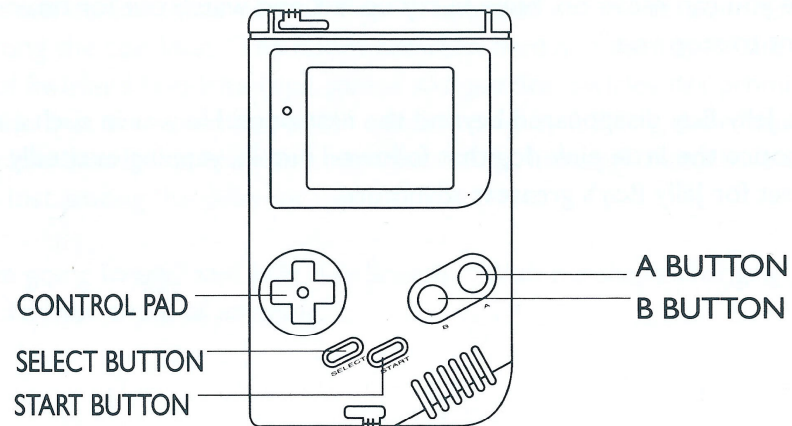
“Well I’m going to try,” said Jelly Boy bravely. “With my shape-changing jelly powers, I’m not afraid of anything.”

“All right then,” said the lift operator, “Here are the rules. The items that Mister Swirley wants are guarded by some very nasty creatures. You need to find a piece of puzzle on each level of the world. Once you’ve got the pieces, you’re able to enter their domain and deal with the guardian. Then you can take the special item and bring it back to me. Also hidden on one level is the key to another of these doors,” he gestured up and down the corridor. “You need the key before you can move on. Now hurry up lad, and watch out for heavies... they’ll want to stop you.”

With that, Jelly Boy disappeared beyond the first door. He was in such a rush he failed to notice the little pink dog that followed him in, yapping excitedly. Now get set for Jelly Boy’s greatest adventure.

GETTING STARTED

Make sure the power switch is OFF. Insert the Jelly Boy cartridge into the Game Boy and turn the power switch ON. In a few moments the Jelly Boy title screen appears.



CONTROLS

Start Button - Pause Game.

Select Button - Jelly Boy turns back into his original shape.

Control Pad - Scroll around the screen for Jelly Boy to look for obstacles.

Control Pad DOWN - Jelly Boy ducks.

A Button - Jelly Boy's jelly belly punches.

B Button - Jelly Boy jumps.

Press **START** button twice to see how much jigsaw Jelly Boy has collected.

OPERATING THE MENU SCREENS



On the menu screen pushing **UP** or **DOWN** on the Control Pad will allow you to move between the options. Press the **START** button to make your selection.

Three options are presented: **START NEW GAME**, **CONTINUE**, **ENTER PASSWORD**. Push **UP** or **DOWN** on the Control Pad to move between the options and press **START** to select.

START NEW GAME

Press **START** to pass through the door and enter the first of Swirley's worlds when you are ready to play.

CONTINUE

If you lose your lives elect to Continue where you return to the start of the level you were last playing, where you will lose any bonuses, musical notes and your previous score.

ENTER PASSWORD

After you complete each level you will be given a password. Write it down, as it will enable you to save your progress and continue play at a later date.

To access the Password Screen from the Title Screen, highlight **ENTER PASSWORD** and press the **START** button. Use the Control Pad to highlight a letter and press button **B** to enter a letter on the password line.

Once you have entered your correct password press **START** to begin play. You resume a saved game at the Entrance Screen of the world you were last exploring.

MAIN GAME SCREEN

Current Score

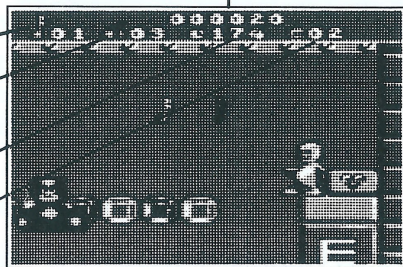
Musical Notes

Collected

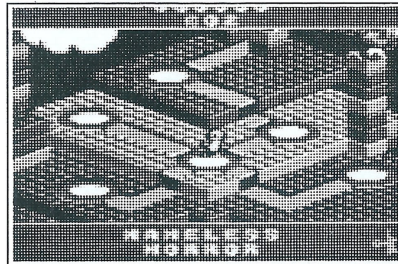
Cherries

Time Remaining

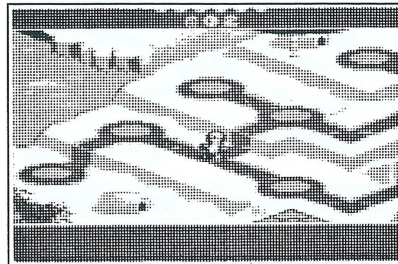
Number of lives remaining



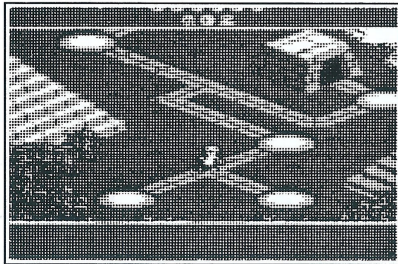
THE WORLDS



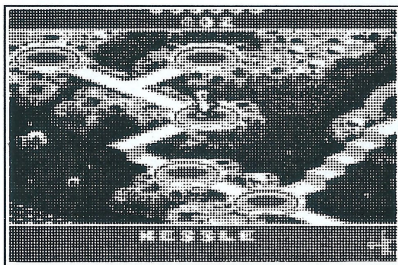
Toy World A land of plastic bricks and tin soldiers.



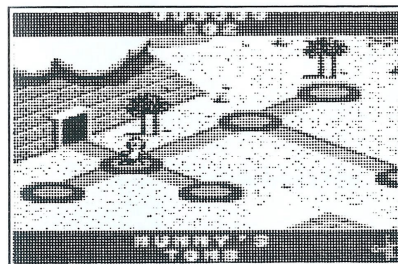
Ice World Ice is the ruler here, and polar bears and penguins are his subjects.



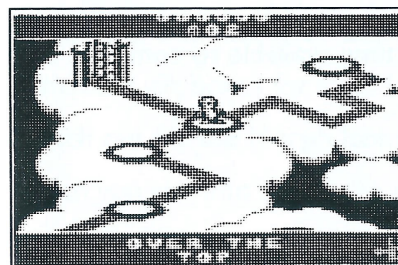
Aztec World Defy the might and wit of the ancient and mysterious Aztecs.



Space World Space. Not quite the final frontier.



Desert World Dry and forbidding. It's not just camels that live here!



Cloud Up, up and away as a beautiful balloon!

COLLECTABLES



Hearts - Additional lives.



Keys - Open the door to the next world.



Oranges & Lemons - Increase the time available to complete the level.



Musical Notes - Save Jelly Boy's life.



Cherries - Collect 100 cherries and gain an extra life.



Strawberries - Worth 5 cherries.

HINTS AND TIPS

Punch the gift boxes for a hidden surprise.

Watch out for the Morph Icons they help Jelly Boy change shape.

When you run into Harry the dog, there's something special not far away.

Look out for the ones who have tried before - they will try to stop you.

Unless indicated otherwise, all software and documentation is

© 1994 Ocean Europe Ltd. All Rights Reserved.