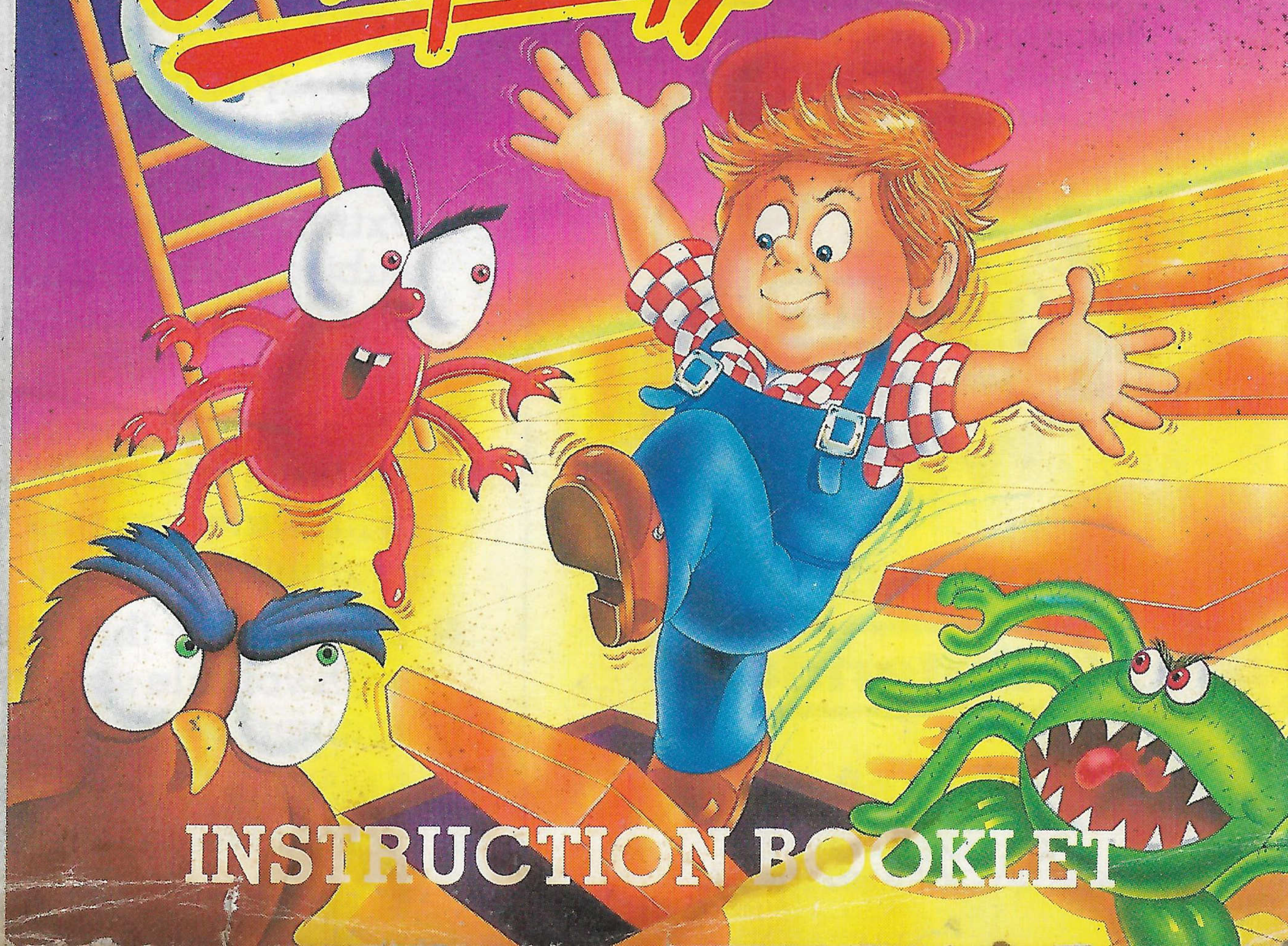


Nintendo
GAME BOY™

Dexterity™

DMG-FU-USA
SNK



INSTRUCTION BOOKLET

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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 can 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.

TABLE OF CONTENTS

THE STORY	1
USING THE CONTROLLER	2
GETTING STARTED	4
HOW TO PLAY	6
HOW TO DEFEAT ENEMIES	8
MODES OF GAME PLAY	9
1P VS. 2P (MATCH) MODE	10
CONTINUE MODE	12
ITEMS	13
ENEMY CHARACTERS	15

THE STORY

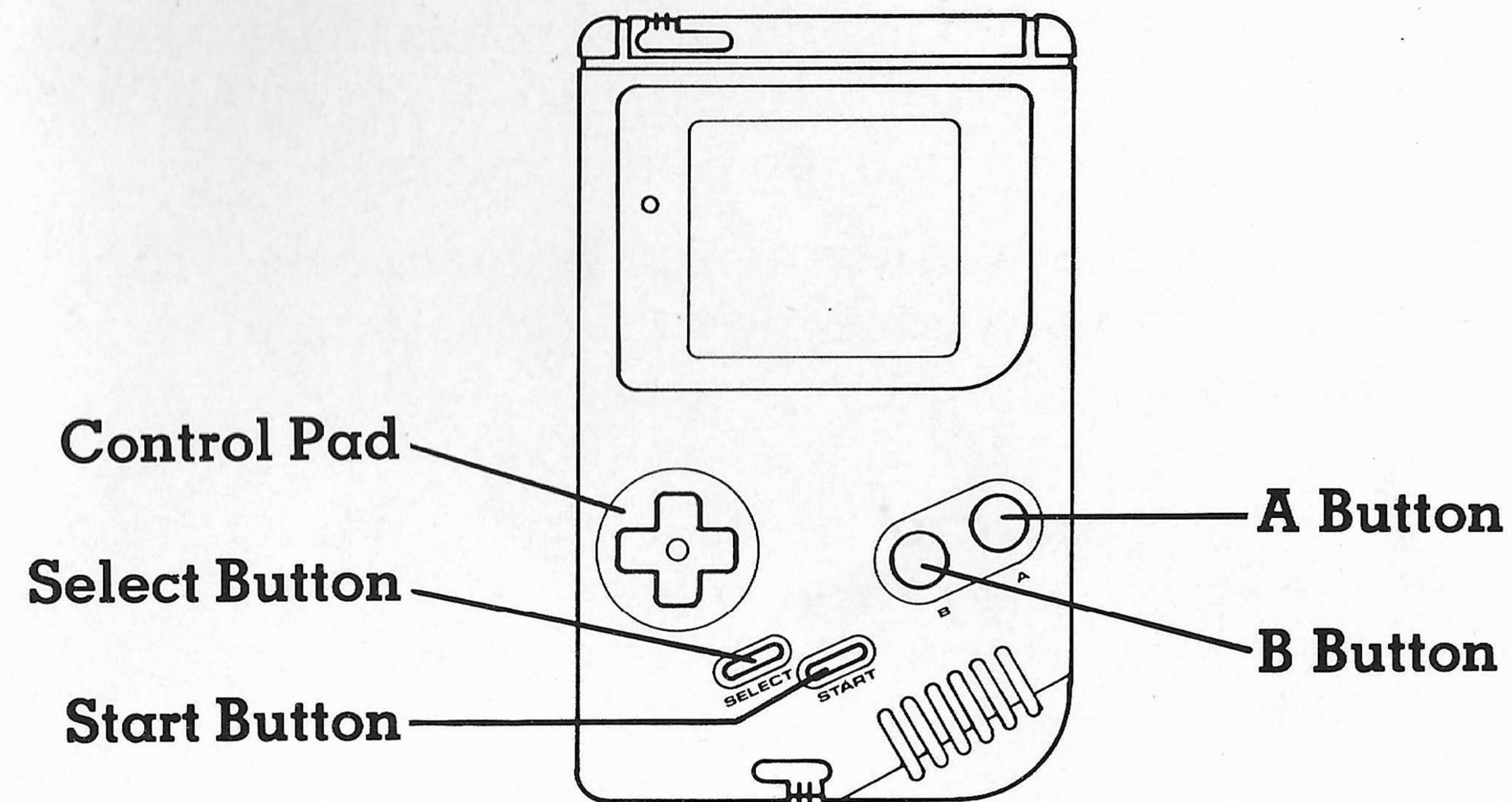
Dexter Doolittle has an amazing imagination! He can imagine himself to be anywhere he would like – including his many magic puzzle rooms.

Guide Dexter on his merry way as he jumps from tile to tile, flipping them over – while he dodges, blocks, and captures captivating characters of all shapes and sizes. Some of his magic puzzle friends can be changed into fabulous fruits. Find the hourglass, hammer, and magic heart to gain bonus points and extra imaginary rooms. But watch out for the scary skull, which can stop Dexter short before he finds the delectably delicious ice cream worth 5000 points!

You won't find more fun and fantastic haphazards in any other Game Boy cartridge than you will in these 30 nimble-fingered, fast-paced rounds of Dexter's dubious imagination.

So find the magical key to unlock the door to not only Dexter's, but your own wonderful imagination!

USING THE CONTROLLER



A button: Press to flip a tile.

B Button: Press to lift up magic puzzle friends placed between the tiles and take them off the screen.

Select Button: Press to choose all modes. Not for use during the game.

Start Button: Press to begin the game; or press to pause the game temporarily, then press it again to release it. Also, press to make a choice after using Select button.

Control Pad: Use to control Dexter's activity; to select the number of Rounds; and to push movable blocks in the advancing direction.

GETTING STARTED

Insert cartridge and turn the power on. The screen will scroll and the title mode will appear.

Mode Select Screen

Press the Start button when the title screen comes on, and the Mode Select screen appears. Choose either 1P SINGLE maze, 1P MULTI maze, or 1P VS 2P and MUSIC TYPE by pressing the Select button, and press the Start button to decide.

Music Select Screen

Press the Select button to move the cursor, and press the Start button to decide.

OFF means no music.

The game will begin automatically with the indication of ROUND 1 after the player decides Music Type.

Game Over

When the game ends, the words GAME OVER will appear on the screen.

HOW TO PLAY

This is a jigsaw puzzle, maze and labyrinth game.

When Dexter turns the color of the game field at the start of the game into an opposite color, he clears a round. There are some tiles or blocks that are permanent and some that are not. These tiles or blocks can hide the many items, magic puzzle friends and treats.

There are several game stages, including bonus and super bonus stages.

Lives

Dexter begins with three lives. He will lose a life in these situations:

- 1) When he bumps into an enemy.
- 2) When he is put between blocks.
- 3) When time becomes 0.

If he loses all three lives, the game is over.

In a Bonus Stage: If his time runs out, or if he flips the skull tile, the game is over.

How to Flip Tiles or Blocks

Press the A button to flip the tiles. Dexter can flip tiles one by one, or he can turn an entire row by pressing the A button on one end of a row and then running to the opposite end of that row and pressing the A button again.

Some blocks are fixed, but magic friends can move them. Dexter can place enemies between and get items by moving blocks.

Getting Items

When Dexter moves blocks to places such as the corners, until he can't go any further, items will automatically come out.

In a Bonus Stage: A tile which is hiding a food item underneath it will flash. When it stops flashing, flip the tile over. Only one tile can be turned over at a time.

HOW TO DEFEAT ENEMIES

There are six enemies, and they are soon replaced if they are destroyed. Also, the higher the round, the shorter the time between their destruction and their replacement's appearance.

When enemies are placed between black tiles which Dexter has flipped, they will be stunned temporarily. Dexter will not die even if he touches the enemies.

By pressing the B button, Dexter can lift the enemy and walk around the screen with him. But Dexter can't flip a tile and push a block at the same time. Dexter also can push an enemy up against the fixed blocks or walls to destroy him.

Throwing an Enemy

Press the B button while standing on the stunned enemy to lift him. Press the B button again to throw him.

Two enemies can be defeated at the same time if Dexter is able to throw one enemy against another.

MODES OF GAME PLAY

Single Mode

There are a total of 30 rounds.

Dexter enters the Bonus Stage by clearing every 4 rounds and challenges KING TOJO after winning all rounds.

Multi Mode

This mode is different from Single Mode. Stages consist of multiple fields which are connected up, down, left, right, and one to another.

If Dexter finishes all fields and defeats all bosses in a round, he ends the round.

There are three rounds, and Dexter must challenge a boss at the end of each round.

1P VS. 2P (MATCH) MODE

Players will need a Video Link™ cable for 1P VS. 2P Mode.

This Mode is a match between two players. The player who clears the highest number of rounds first will be the winner.

The rules are basically the same as Single Mode. Press the Start button for 1P side to decide. 2P can select Music Type and Round Select.

The game won't be over even when a player loses a life, but he will waste his time and give advantages to his opponent.

There are some enemies and items which are shown only in this mode. If the player can destroy them, they are sent over to bother his opponent.

Less Time

If a player finishes one game after his opponent begins the next, he will start the next round with ten seconds less time. Whenever he is defeated by his opponent, he must start a

round with ten seconds less, up to a maximum of forty seconds accumulated time.

Maze Stage

When a player gets to the Maze Stage, he can send his opponent to a field which is a simple maze. That player must then use the Key to open the Door by moving blocks, then return to the regular field through the Door quickly.

There are some items here which are disturbing to your opponent, so try to find them.

Handicap by Round Selection

If there is a gap between the ability levels of two players, the number of rounds can be set on the Round Select Screen to accommodate them.

Once the number of rounds is selected, press the Start button of 1P to begin.

CONTINUE MODE

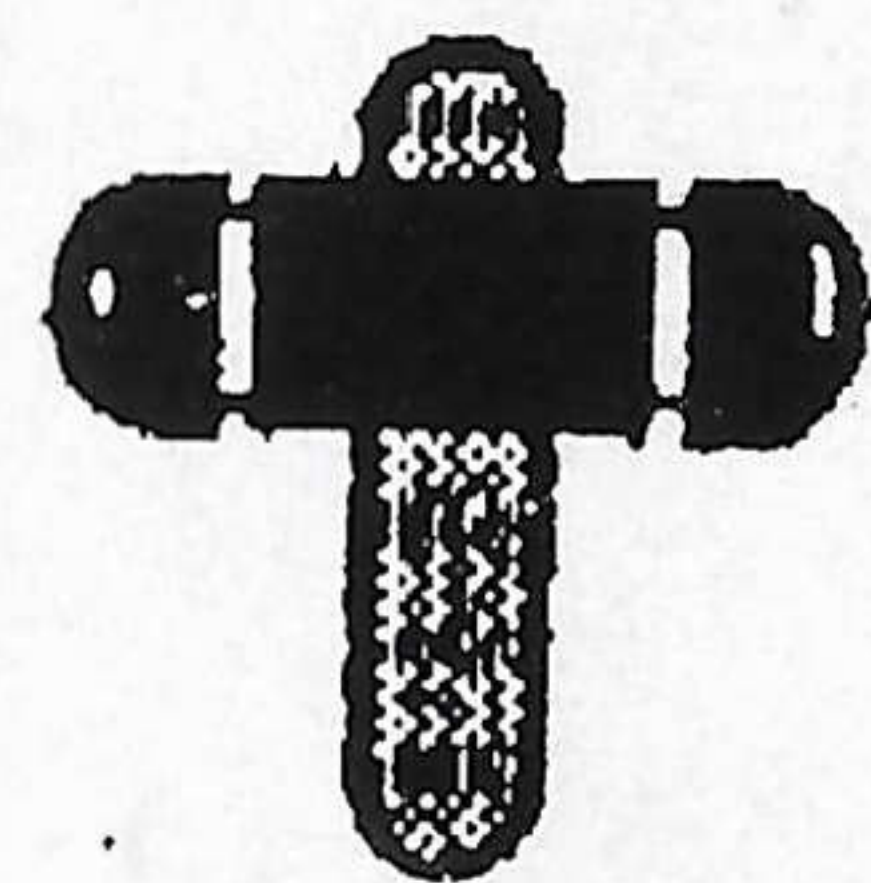
CONTINUE appears on the screen after each game is over. A player can use CONTINUE up to three times. This allows him to start from the beginning of the round in which the game ended.

When playing in Single Mode, CONTINUE can't re-start the player at the point where he is facing the last boss, but it can re-start him at Round 30, just before the last boss.

In Multi Mode, one round is made up of several fields. Even if the player has cleared several fields in a round, CONTINUE will re-start him at the beginning of the round.

ITEMS

Bonus Items



Hammer

Stuns everything on the screen for three seconds.



Hourglass

Gives an extra ten seconds.



Fruit Changer

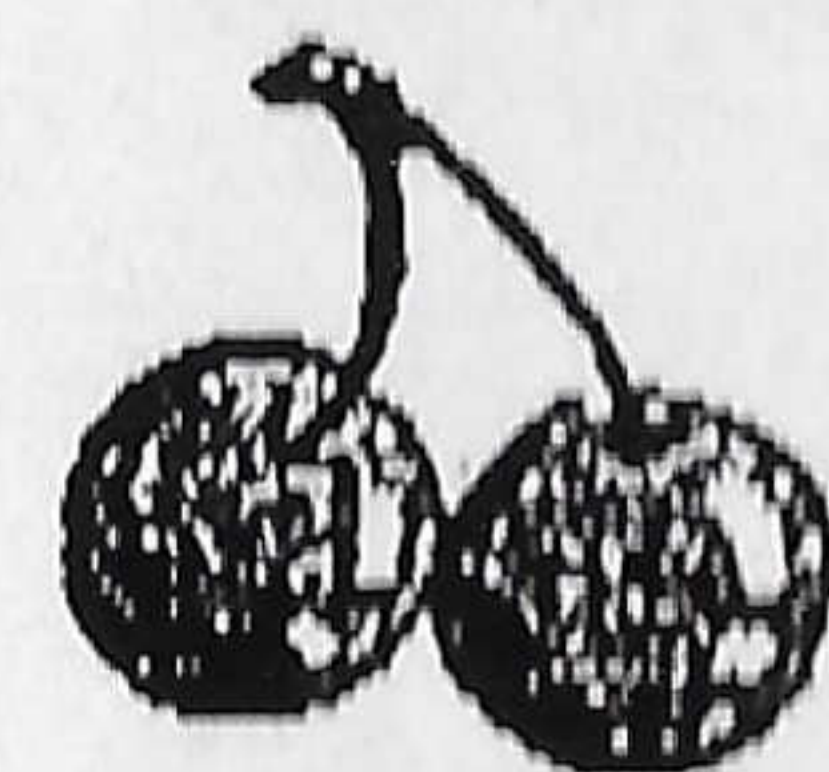
Changes enemies into bonus food.



Block Changer

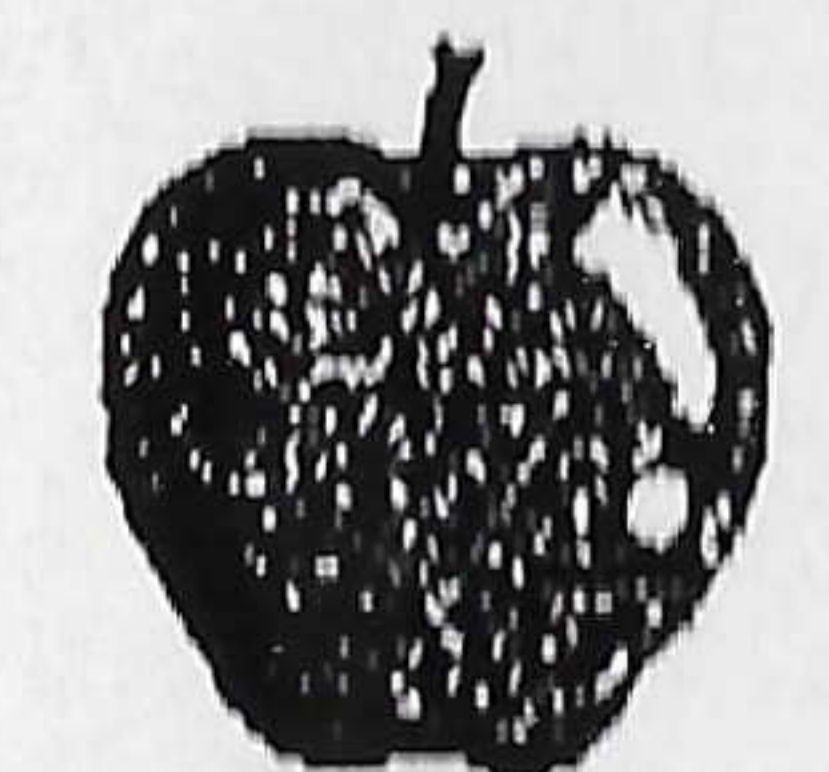
Changes enemies into movable blocks.

Food Items



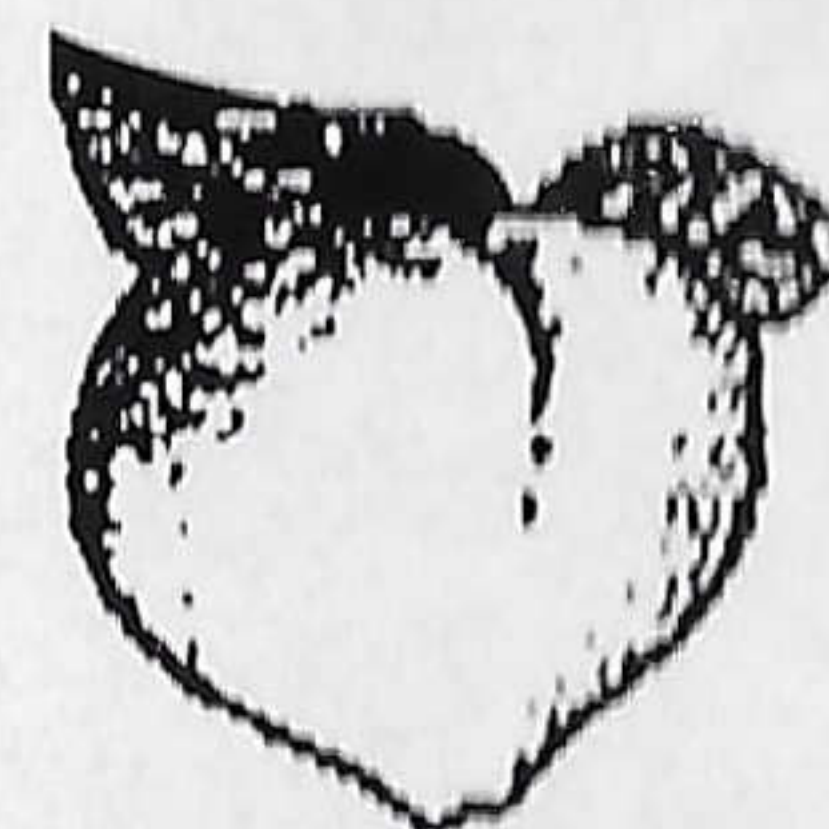
Cherry

100 points



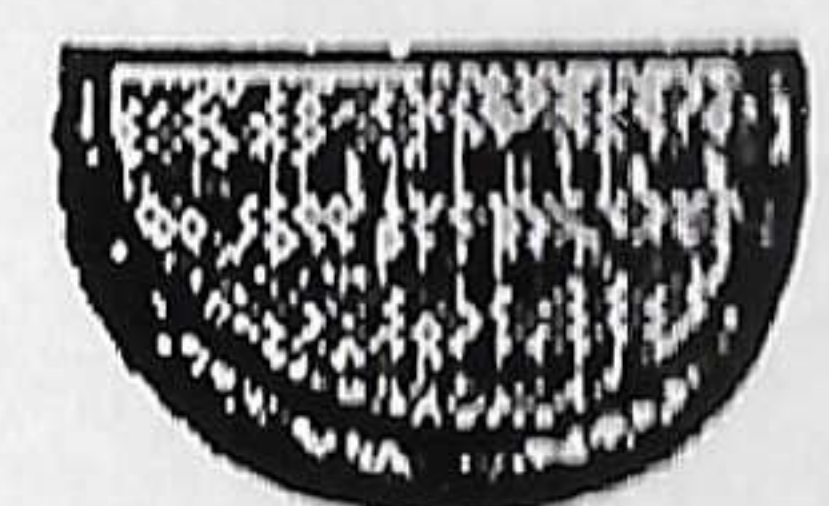
Apple

200 points



Peach

400 points



Watermelon

800 points

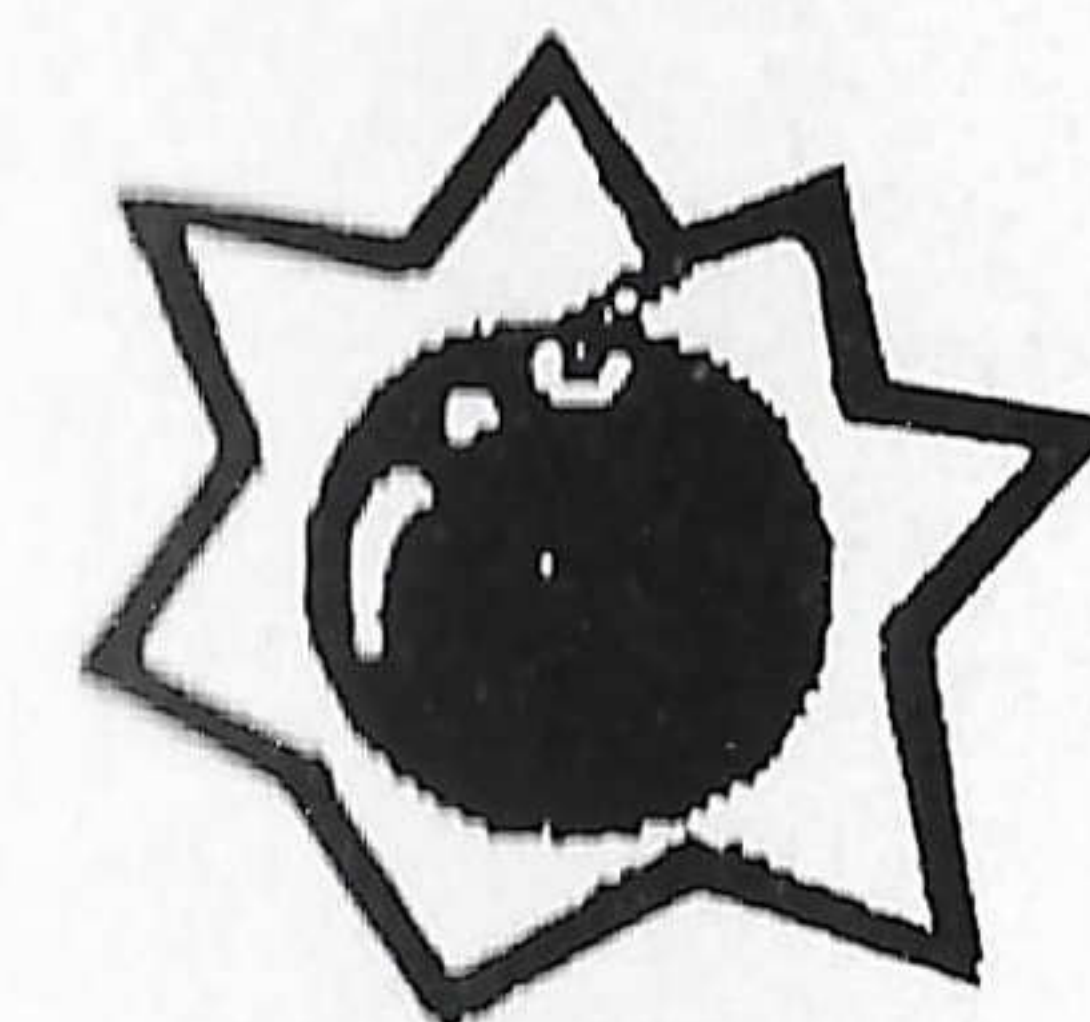


Ice Cream Cone

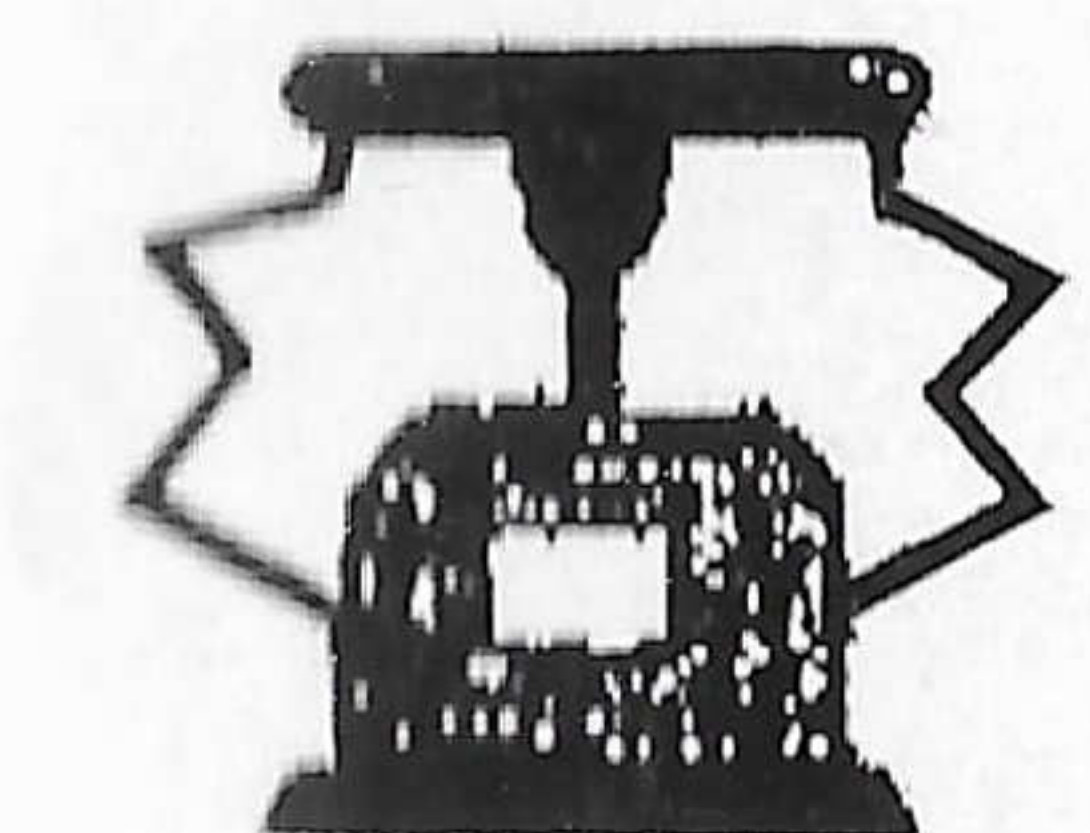
5000 points

Special Items

Bomb



When this appears, it explodes in three seconds and turns all tiles into a white field.



Trigger

After this explodes, tiles will only flip to a white field.



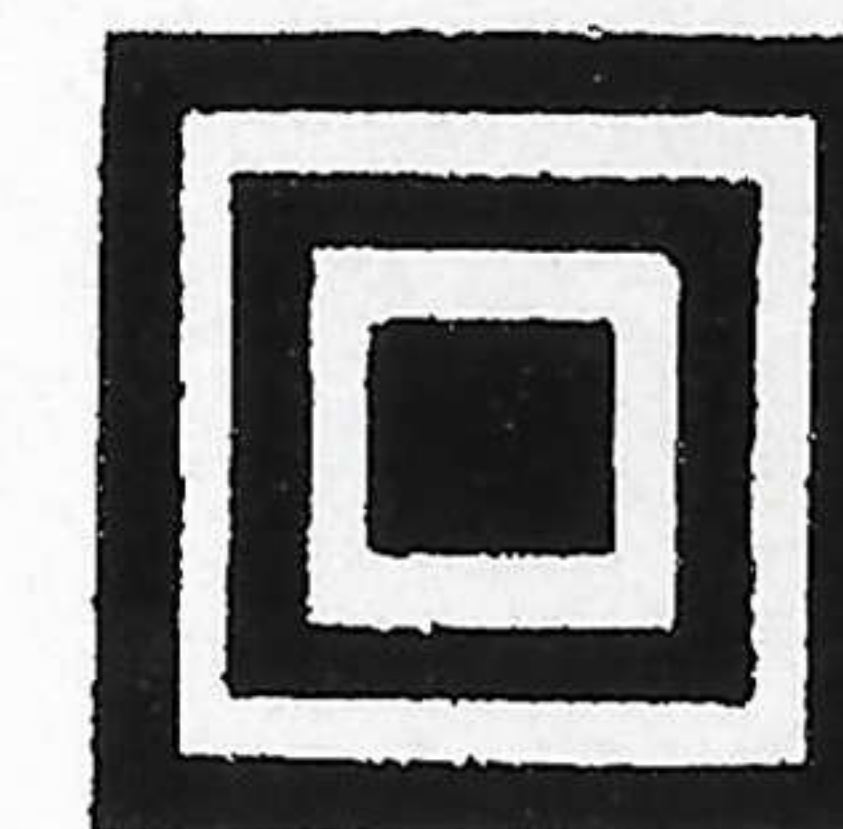
Maze

This will take Dexter to the Maze Stage.

Key

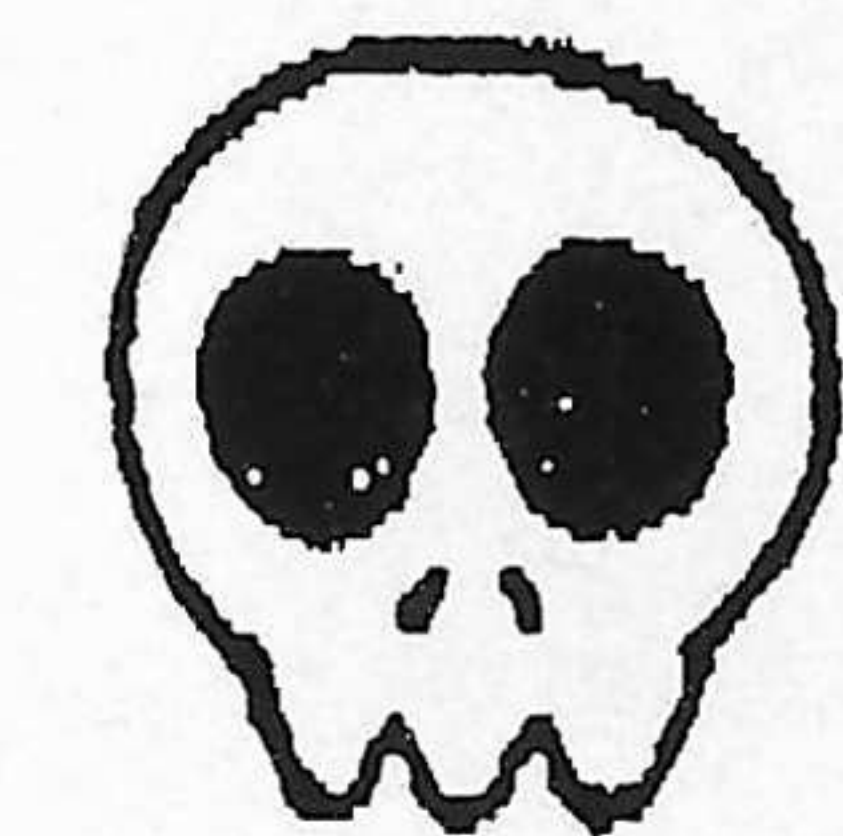


Appears in the Maze Stage; needed to open Door back to regular game stage.



Door

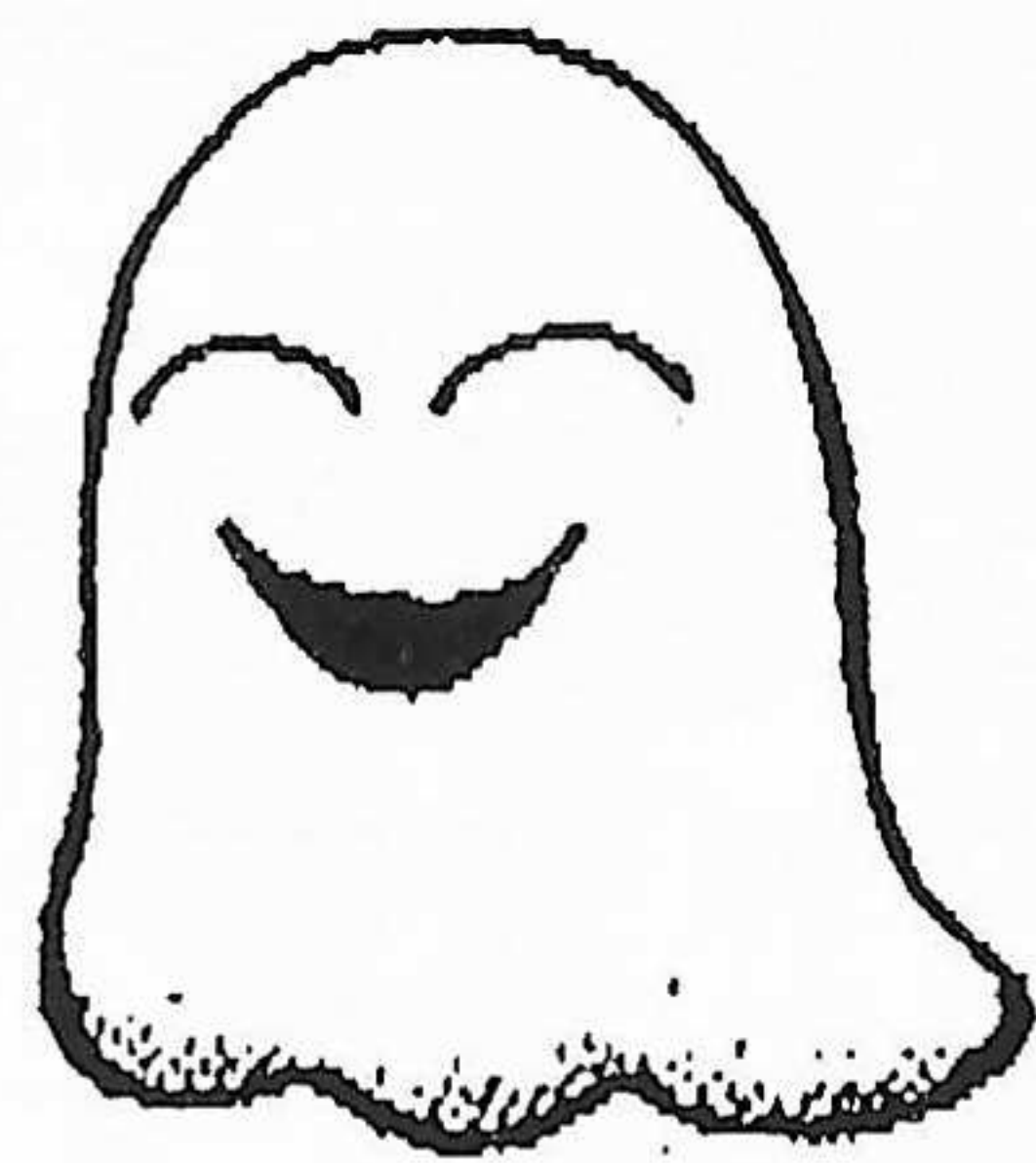
Leads from Maze Stage back to regular game stage.



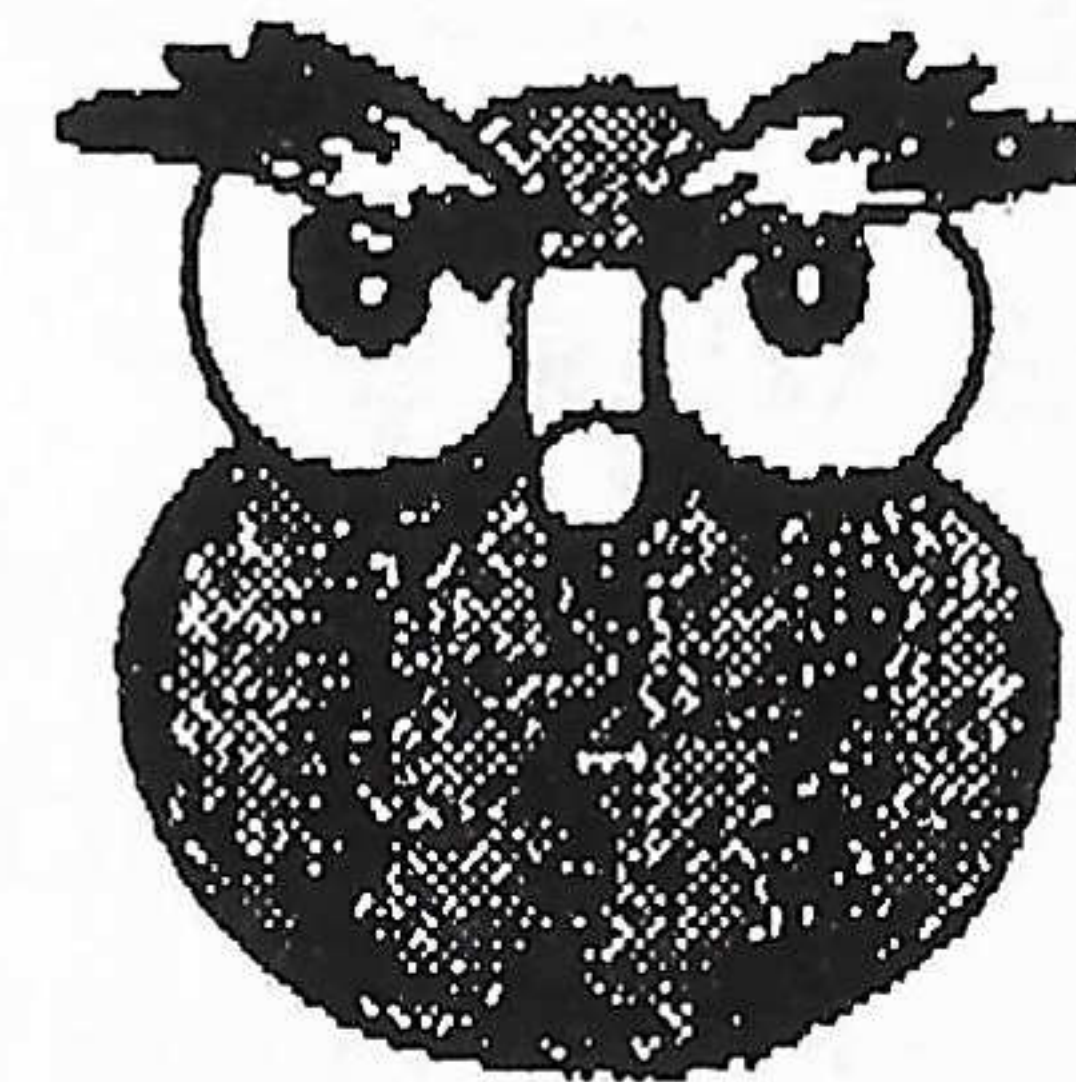
Scary Skull

Bonus Stage is over when this item appears.

ENEMY CHARACTERS



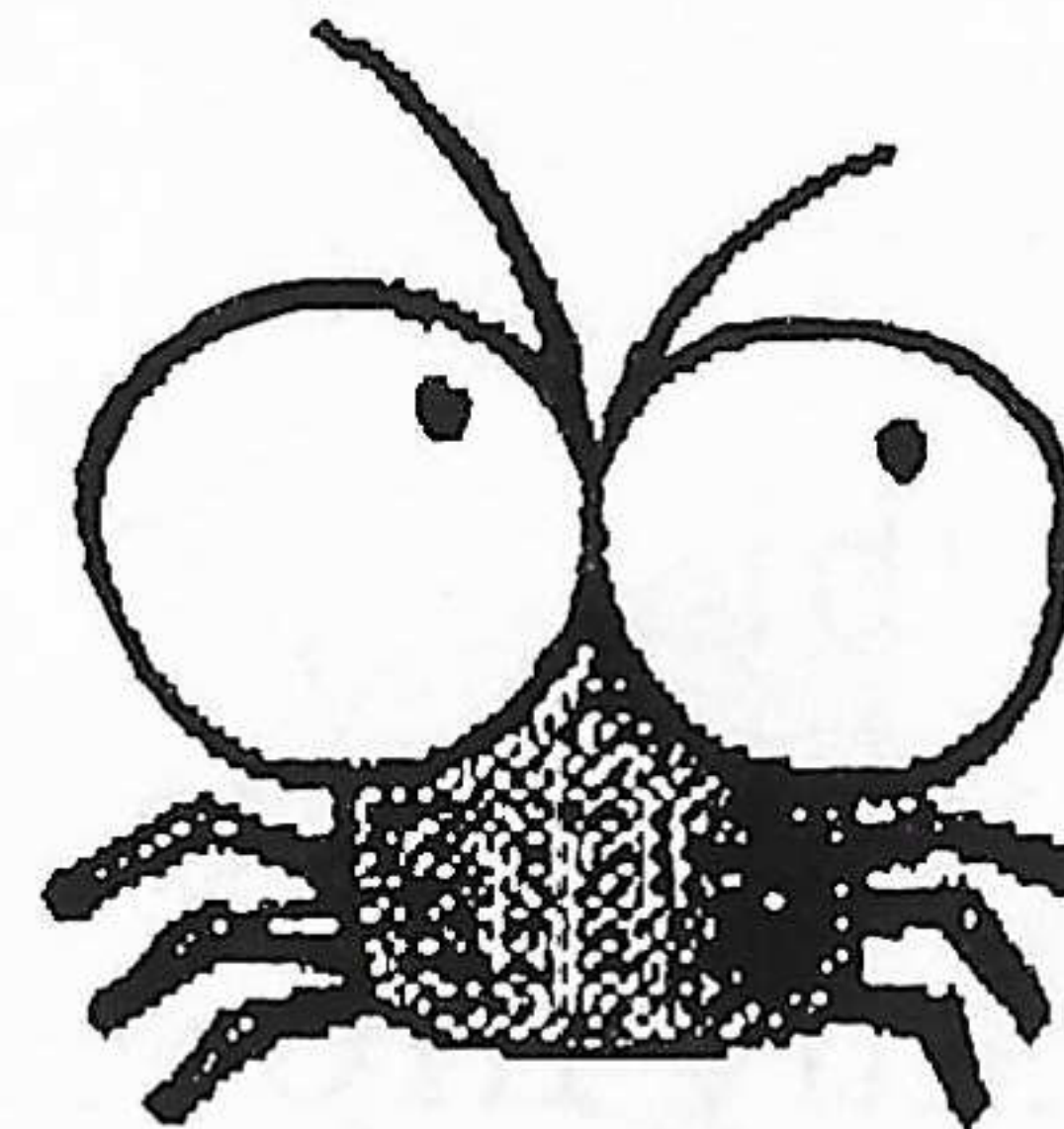
Ghost
100 points



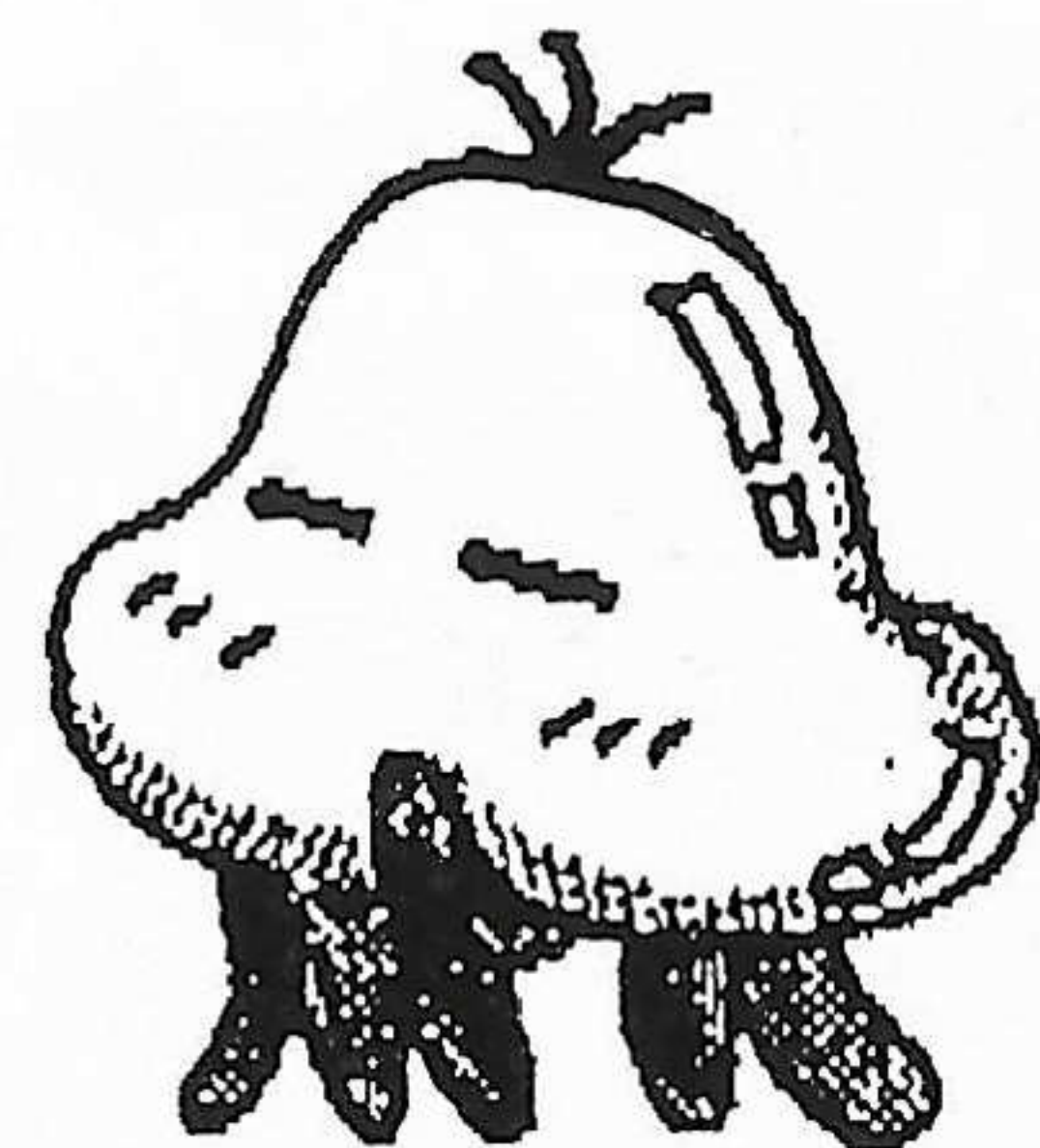
Humphrey
200 points



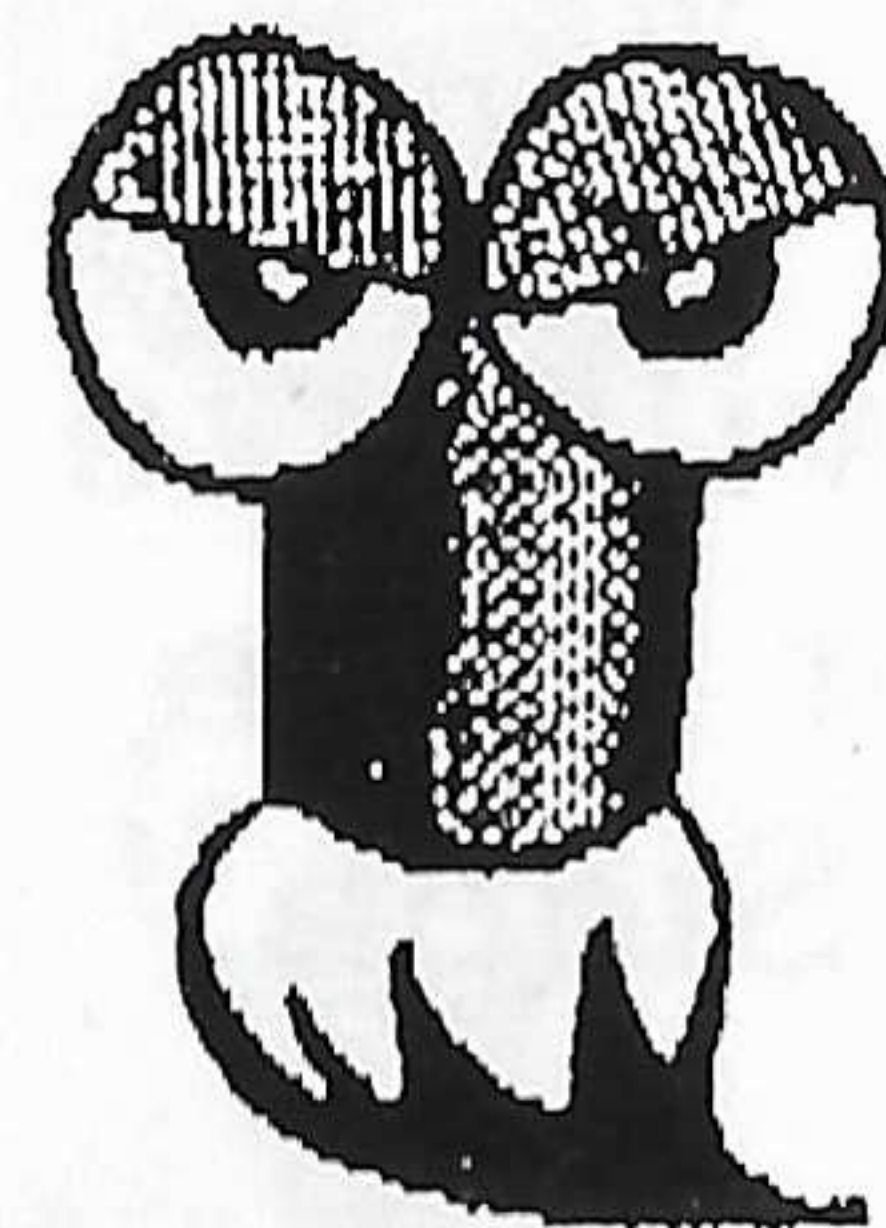
Snowman
200 points



Bug-Eye
100 points



Jelly
100 points

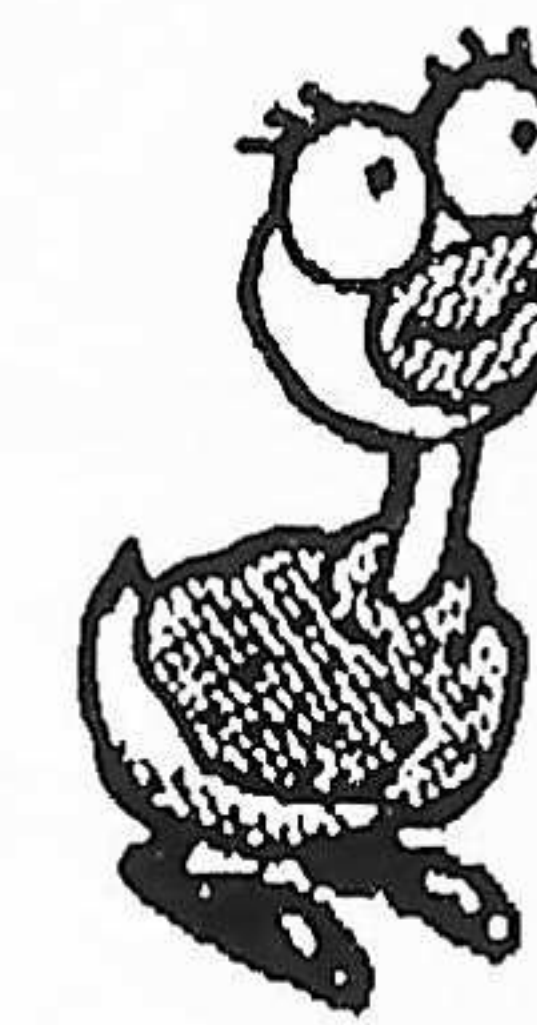


Sweeps
200 points

Mini-Bosses



Boggles

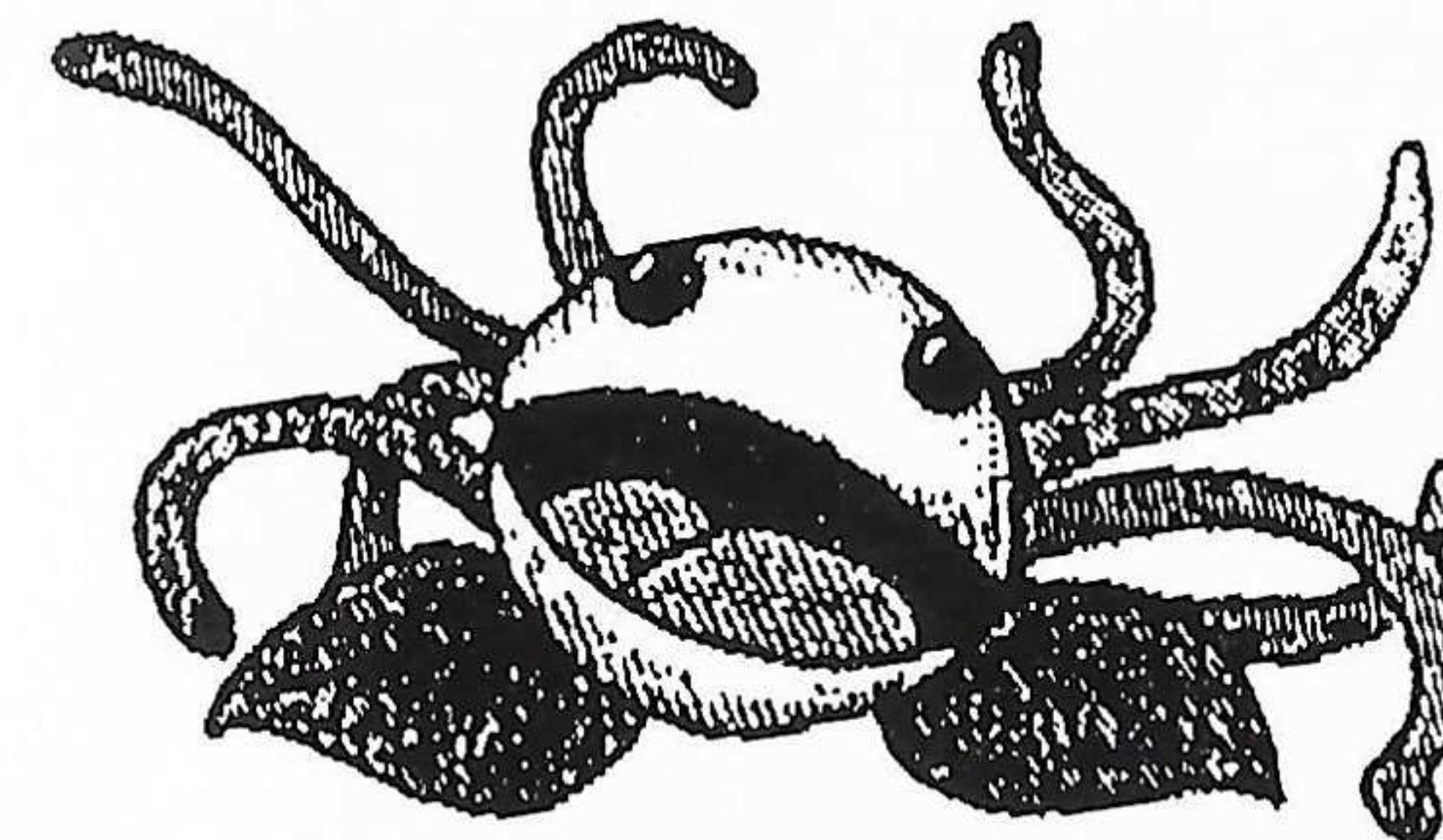


Bertles



Princelet

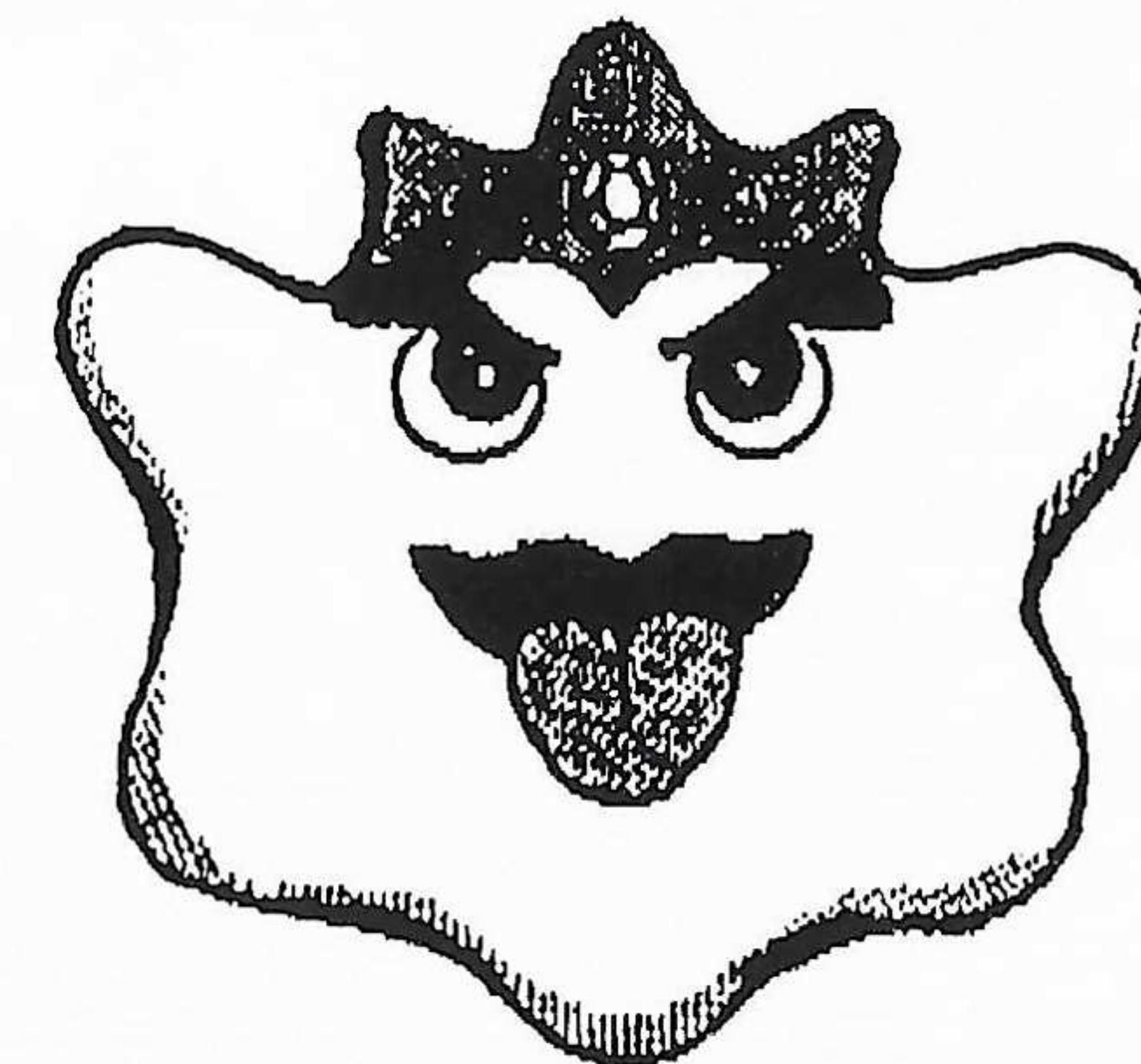
Big Bosses



Hugo



Bert



King Tojo

NOTES

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

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