GAME BOY ADVANCE

AGB-BKWE-USA

BOOK WORM

INSTRUCTION BOOKLET

PopCap GAMES

MAJESCO

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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

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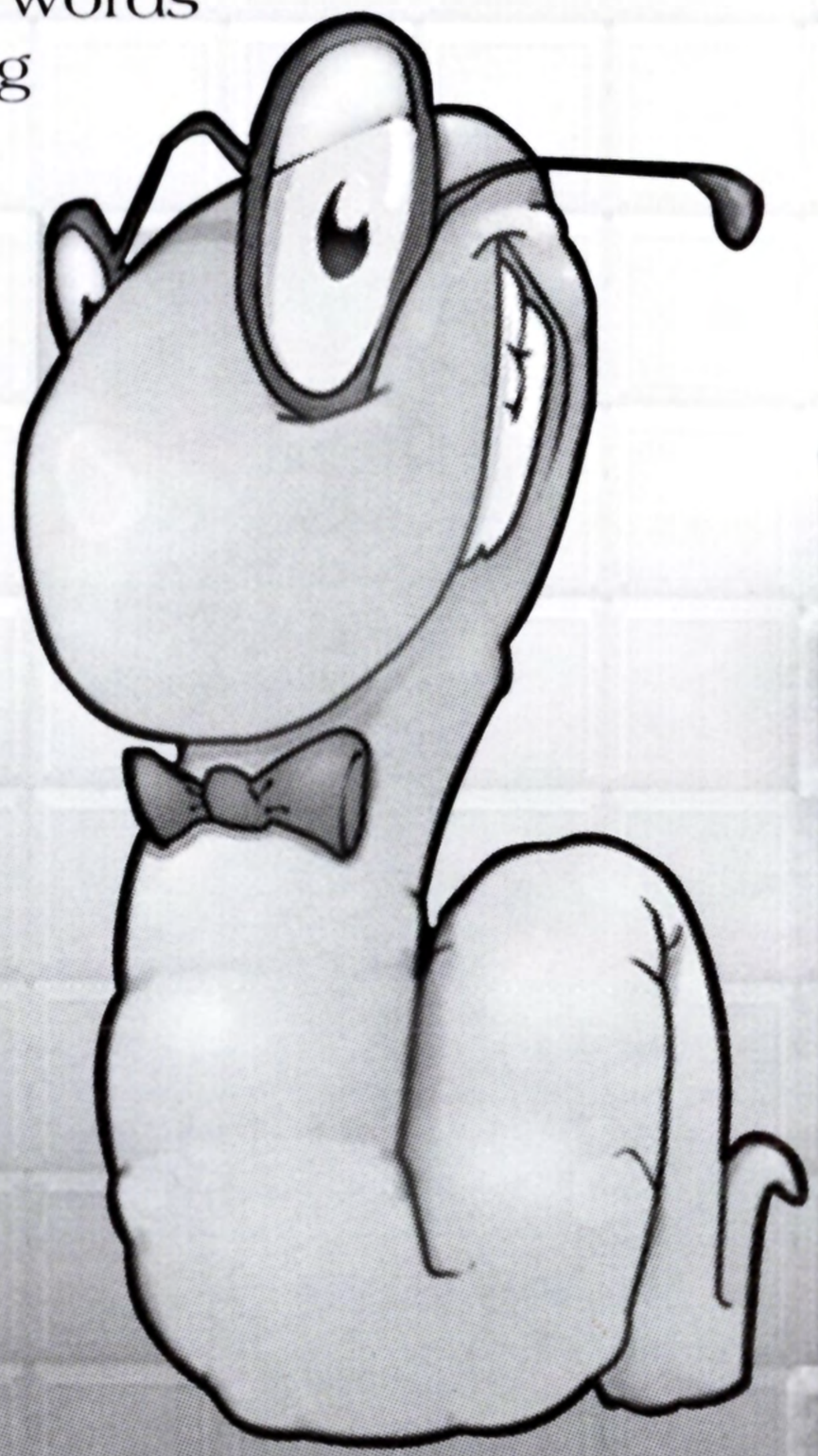
EAT YOUR WORDS!

Feed Lex, the hungry Bookworm, by making words for him to devour! But watch out... if a burning red tile scorches its way to the bottom of your library, it's game over!

PopCap's popular puzzler will test your word power to its limits! How big of a word can you make?

Magical green tiles and the super-rare gem tiles will let you multiply your score, and you can rack up Bonus Words for even greater scores!

Record your top performances and best words in the Hall of Fame!



GETTING STARTED

1. Making sure your Game Boy® Advance System power switch is set to OFF; insert the BOOKWORM Game Pak into the Game Boy® Advance System.

2. Turn on the Game Boy® Advance System. In a few moments, the *Bookworm Title Screen* should appear.

3. Press **START** to display the *Game Save Screen*.

Important Note: If nothing appears on the screen, turn the power switch to **OFF**. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to **OFF** before inserting or removing the Game Pak.)

CONTROLS

BOOKWORM'S controls work as follows:

Control Pad
Moves the cursor around the screen

START
Pressing **START** displays the Pause Menu "and pauses the game. While paused, press **START** again to resume the game

Select
Scrambles the letters

A Button
Selects a letter and submits a complete word

B Button
Deselects a letter

THE PAUSE MENU

While the game is paused, the Pause Menu appears. On this menu, you can select the following:

Save Game

Selecting this option saves the status of the current game into the previously selected Memory Slot.

New Game

Select this option to end the current game and start a new one.

Music

Use this to turn on and off the game music.

High Scores

This option displays the current *High Score Screen*. Press the **A Button** to resume the game.

Main Menu

Select this option to end the current game and return to the *Game Save Screen*.

CREATING YOUR PROFILE

Before you can play BOOKWORM, you need to create a file to save your name and scores!

If this is your first time playing, you will need to create a profile before you can play. Press the **Control Pad UP** or **DOWN** to select a slot. Press the **A Button** to create a profile in the chosen empty slot. If you have already created a profile, just use the **Control Pad** to move the candle to it and press the **A Button** to begin a new or saved game!

To name your Memory Slot, use the **Control Pad** to move the cursor around the screen, and press the **A Button** to select letters. When you have finished, move the cursor to END and press the **A Button**.

LOADING AND SAVING GAMES

BOOKWORM allows you to save up to three games at one time. You may access these games on the *Save Game Screen*. On this screen, the available Memory Slots are displayed on the left side, with information pertaining to each displayed on the right side of the screen. You may access each Memory Slot by pressing the **Control Pad UP** or **DOWN** to highlight it. With the desired Memory Slot highlighted, you may press either the **A Button** or **B Button** to execute the current option displayed at the bottom of the screen.

Memory Slots

Each game is saved in a Memory Slot. You may select which of the three Memory Slots will save your game, or from which Memory Slot you will load a previously saved game. You may also delete a previously saved game from any Memory Slot.

LOADING AND SAVING GAMES

Play

This option allows you to load a previously saved game from one of the three Memory Slots.

Delete

This option allows you to delete a previously saved game from one of the three Memory Slots. If you wish to empty a Memory Slot, simply highlight the desired Memory Slot and press the **B Button**. When prompted again, press the **A Button** to delete the Memory Slot, or the **B Button** to cancel your selection.

GAME RULES

The game rules for BOOKWORM are simple: link letters together to make words to feed the hungry bookworm! When the game begins, you will see your Library, full of random, juicy letters...

Look around for letters that can be joined up to create a word!

Move the cursor using the **Control Pad** to the first letter in the word and press the **A Button** to select it. Now move the cursor to the second letter in the word and press the **A Button** again to link it up! Finally, move the cursor to the last letter in the word and press the **A Button** to link it to the previous letters. If you have formed a real word, you'll see its point value appear in the window on the left. To submit your word, press the **A button** again while the cursor is on the last letter.

GAME RULES

Lex eats the word and new letters drop in from above to fill up your library!

You can press the **B Button** to go backwards, canceling the last letter you selected. This can be useful if you've made a mistake. You may also simply select another letter that is not bordering the currently selected letter to cancel the current word.

THE GAME SCREEN

The game screen for BOOKWORM is comprised of the following elements:

Score
This indicates your overall game score.

Level Number
This displays the current game level.

THE GAME SCREEN

Progress Bar

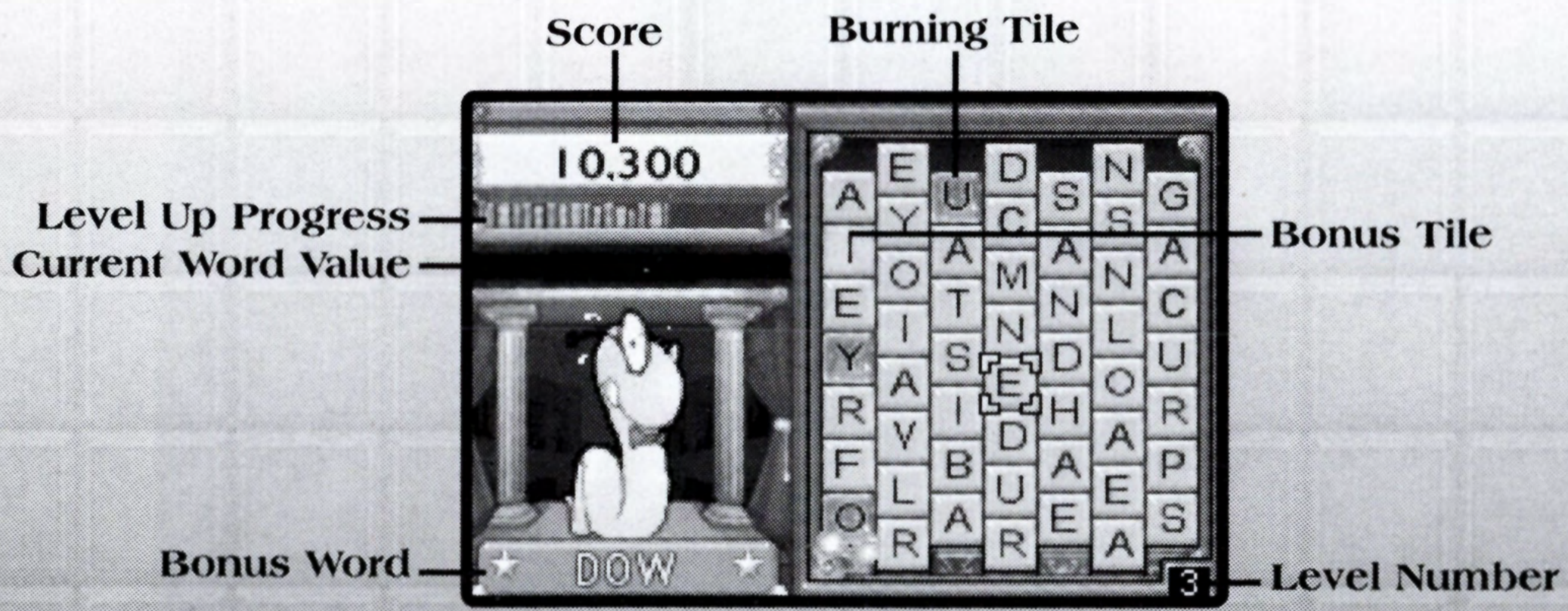
This shelf of books depicts your progress in the current level. Fill the shelf completely to move up to the next level.

Current Word Value

This displays the current word that is being made. If the word is valid, its score value will appear to the right of it.

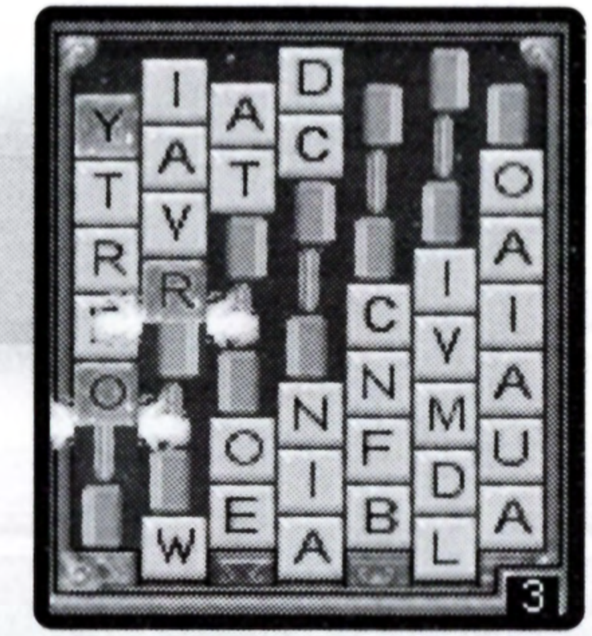
Bonus Word

Find this word to receive a special score bonus!



BURNING TILES

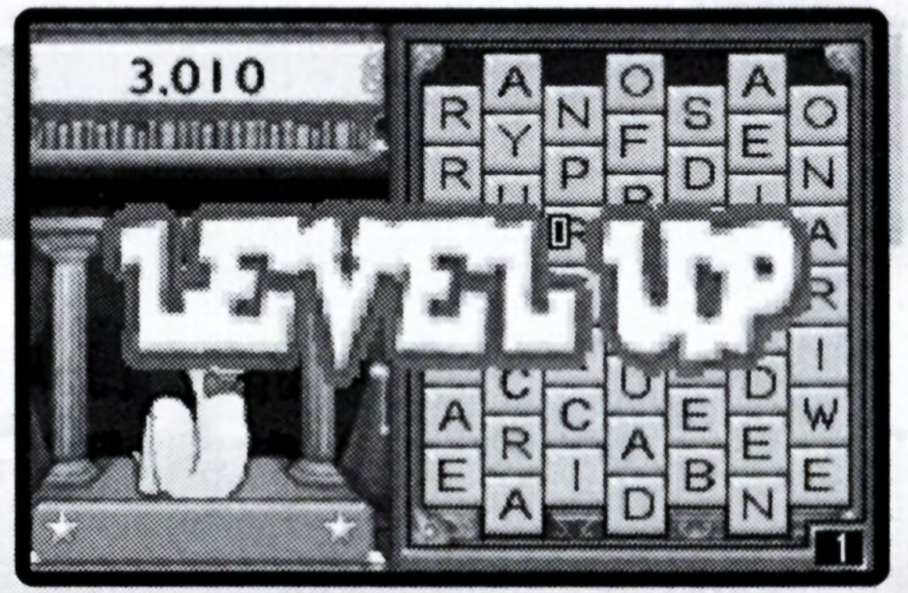
While you're making words to feed the BOOKWORM, watch out for fiery red burning tiles!



Once they're on the screen, every time you take a turn, these tiles will burn through the letter directly under them! When one of these red tiles gets to the bottom of the screen, watch out! You've only got one more turn before your library catches on fire and it's game over! You can get rid of burning tiles by using them in a word like any other letter.

LEVELING UP

Every time you create a word, the Progress Bar will fill up a bit more. When this bar is full, you will advance to the next level!

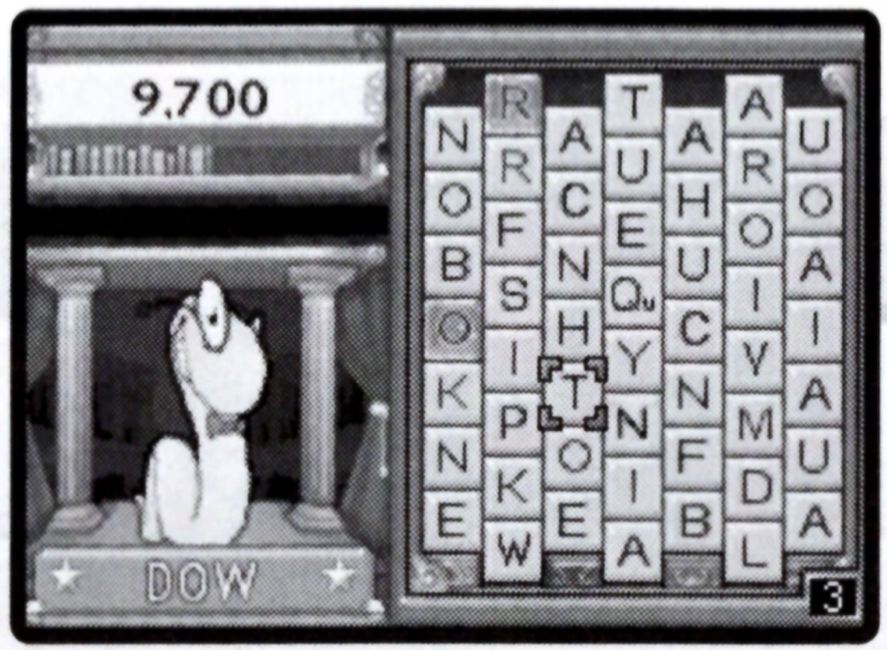


Your progress will be automatically saved, and you can see your rank, the best word you created, and the game time so far.

Press the **A Button** when you're ready to continue to the next level.

BONUS TILES

Sometimes you will see green tiles appear on the board. These are bonus tiles you can use to multiply your score!



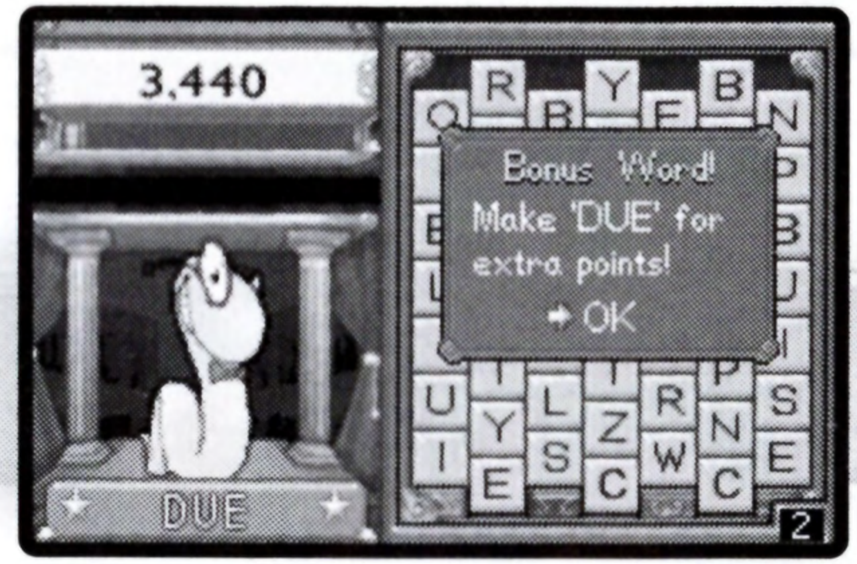
When a green bonus tile is part of a word, the total value is doubled! If you can arrange to have 2 green tiles in a word, the value will be quadrupled!

You can also earn other types of bonus tiles worth even more points! Making words of five or more letters in length can earn you the valuable Golden tiles...

Can you discover how to earn the ultra-rare gem tiles?

BONUS WORDS

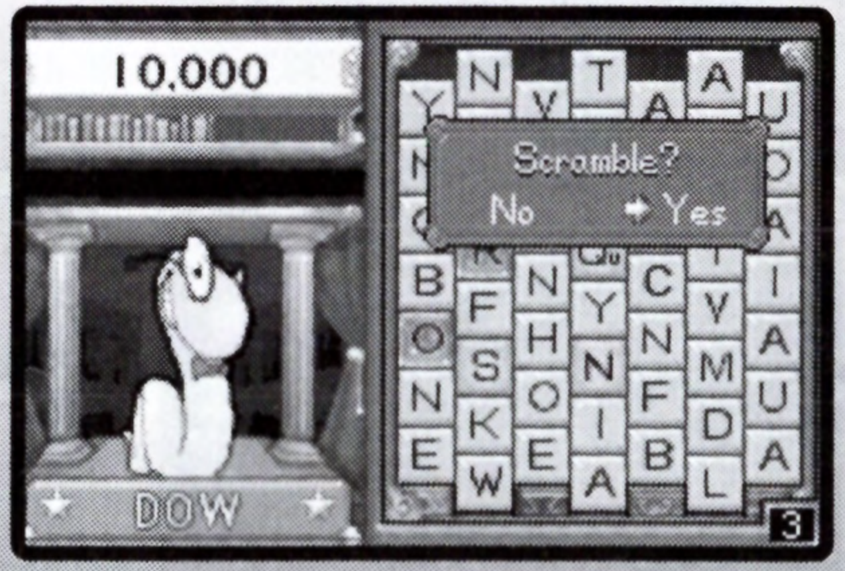
Starting on the second level, you'll notice Bonus Words that appear in the bottom left corner!



If you can successfully form a Bonus Word, you'll score mega points! Each Bonus Word after the first is worth even more!

SCRAMBLE

Stuck? Can't figure out how to get rid of that burning tile? You can Scramble the letters onscreen by pressing **Select**.



But be careful! Every time you scramble, more red tiles are dropped into your library! If you scramble too much, you'll be swamped with burning tiles!

HIGH SCORES

When your game ends, you'll see the *High Score Screen*.

Were you able to place in the top 5?

You can reset the High Scores and start afresh by pressing the **B Button** on this screen. You'll be given a chance to confirm your selection before proceeding. When prompted again, press the **A Button** to continue, or the **B Button** to cancel your selection.

*Scores will not be saved until the *High Score Screen* is displayed.

SCORING TIPS

- Make longer words! You can acquire more points for words that are 5 or more letters long!
- Make words with unusual letters! You get more points for using letters like Z, X, J and Qu than you do for using common letters like A or S.
- Plan ahead! Try to arrange letters so that you can make longer words later in the game.
- Use bonus tiles well! Don't waste bonus tiles on simple 3 letter words if you can help it... instead, save them until you can make a long word, or, better yet, a long word with multiple bonus tiles. This can help you earn the special gem tiles!
- When you get the rare gold or gem tiles, use them even more carefully! A long word with lots of high-powered bonus tiles in it can score you huge amounts of points!
- Get rid of red tiles as soon as you can. Not only do you risk losing the game, but they can burn through letters you've carefully set up, ruining your big words.

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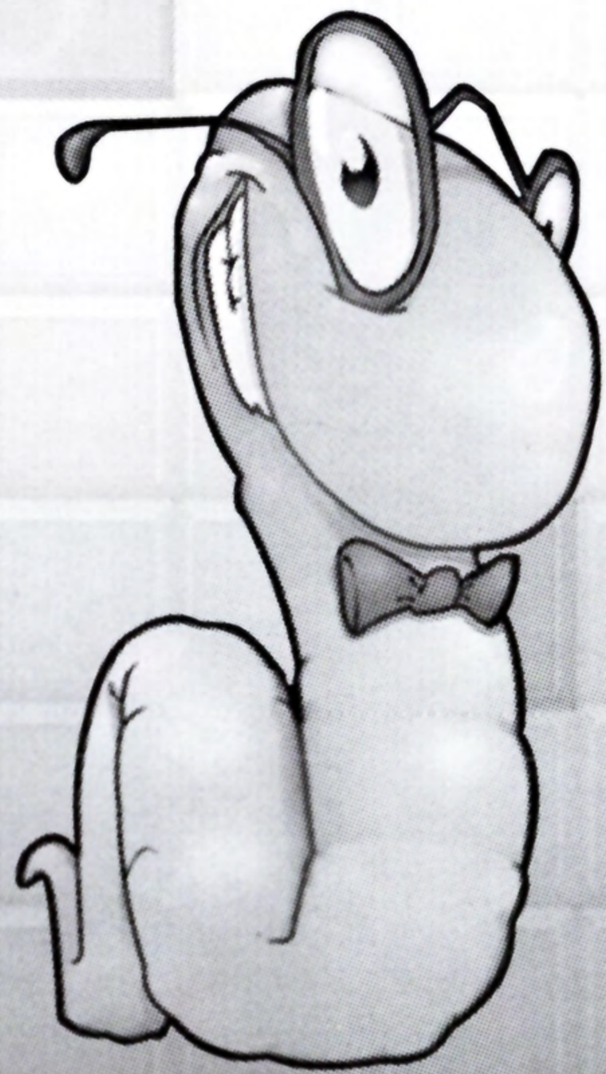

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1-900-285-TIPS

1-900-285-8477

($1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015 and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   160 Raritan Center Parkway (Suite 1)
   Edison, NJ 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representive determines the PAK cannot be repaired, it will be returned and your payment refunded.

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