AGB-B65E-USA

THREE-IN-ONE PACK
IT'S TRIPLE THE FUN!

SORRY!
BRAND

aggravation
BRAND

YOUR CHILD'S FIRST CROSSWORD GAME!
SCRABBLE
JUNIOR

DSI
GAMES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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.

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ESRB

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Contents

INTRODUCTION

Your favorite family games are back! Three of the best known family game classics have been faithfully recreated for your Game Boy® Advance. Against the computer or against your friends, have hours of fun by playing Sorry®, Aggravation® and Scrabble Jr®!

Sorry® - Get all of your pawns home in this classic board game. With 'slides' and 'Safe Zones', how many times will you be saying Sorry® to your opponents??

Aggravation®- - In Aggravation®, be the first player to move all four of your colored marbles around the game board from Base to Home. You don't have to 'Aggravate' the other players to win, but it sure helps!

Scrabble Jr® - Cover the game board letters with matching letter tiles, and score points by completing words. Featuring both an Easy and an Advanced game, it will appeal to children of all ages.

GETTING STARTED

Correctly insert the Sorry®, Aggravation® and Scrabble Jr® Game Pak into your Game Boy® Advance system. Switch the Game Boy® Advance on. The title screen should appear. If the title screen fails to appear, return to step 1.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

MAIN MENU

Sorry®, Aggravation® and Scrabble Jr® are all readily accessible from the Main Menu by moving the flashing highlight.

Main Menu Controls

MAIN MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Select

Sorry®

Upon selection of Sorry® from the main menu, you are taken to the Sorry® title screen.

Press START to continue.

You are then presented with the Sorry® Main Menu. From here you can begin a new game, change the game options, or return to the Main Menu.

Sorry®: Options

By selecting Options from the Sorry® main menu, you can set the difficulty of the computer player and turn on or off the music and sound effects.

Sorry®: Options Menu Controls

The options screen controls are as follows:

OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting your options, selecting 'Back' returns you to the Main Menu.

To start a new game, select 'Play Game' from the Sorry® main menu.

Sorry®: The Game

When playing Sorry®, each turn consists of drawing a card, and if possible, a move. Before each game can start, the cards are 'shuffled' and placed on the game board.
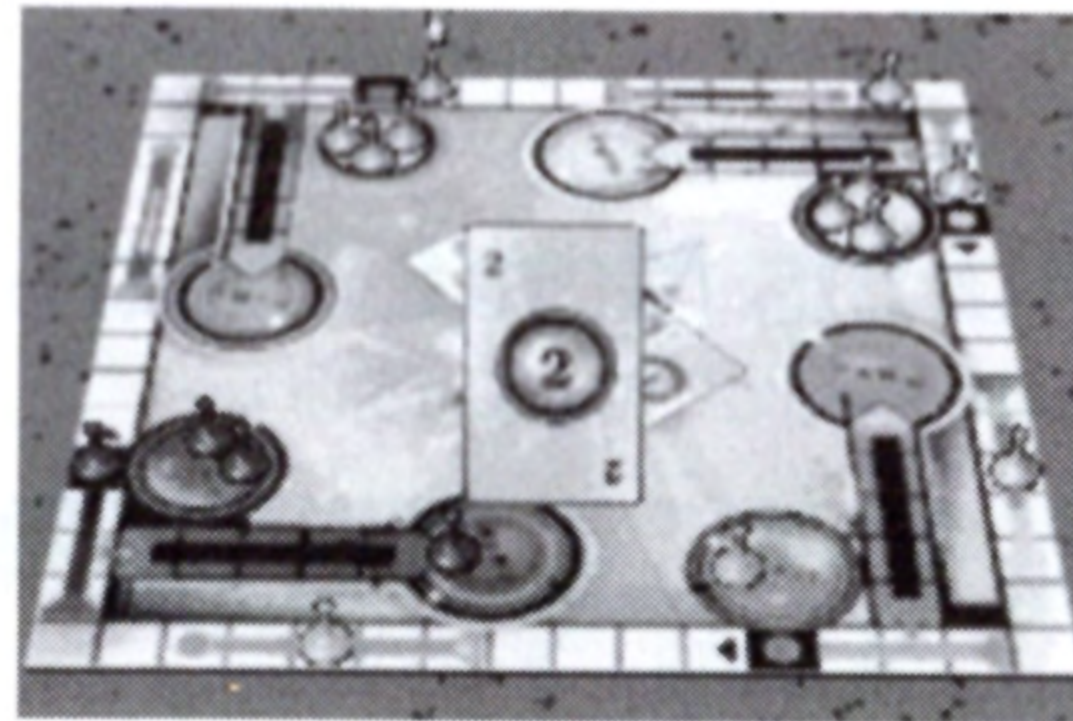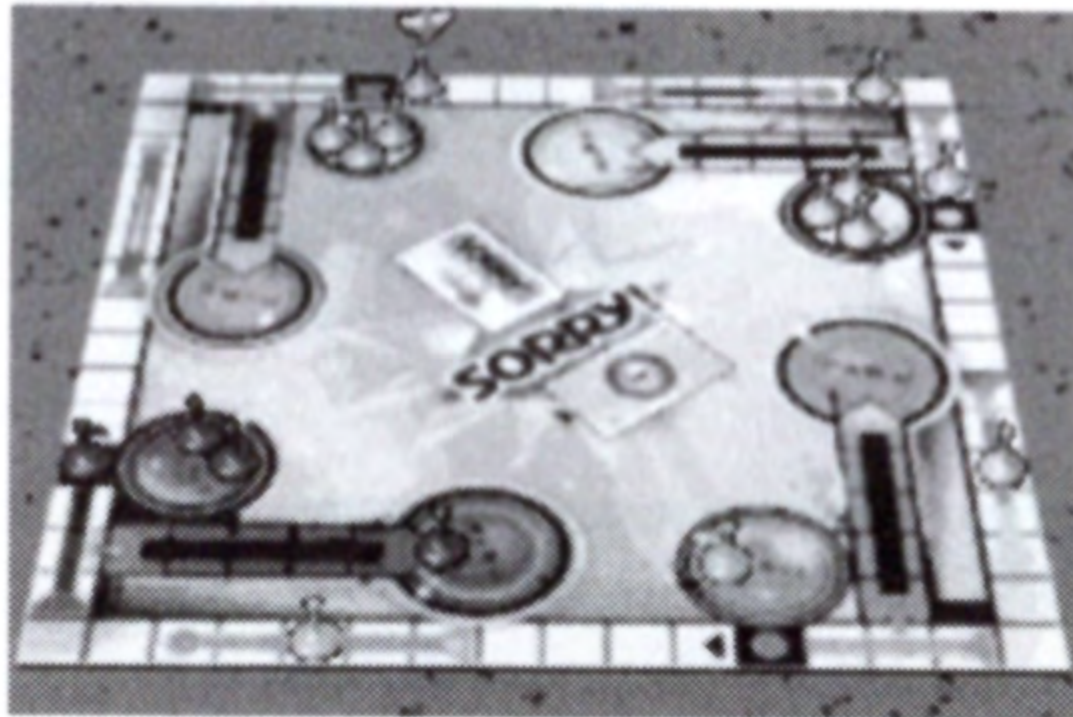
Sorry®: The Cards

Each card is numbered, and the player's pieces are moved using the rules shown below.

1 Card: Either start a pawn out
OR move one pawn forward 1 space.

2 Card: Either start a pawn out
OR move one pawn forward 2 spaces. Then draw another card.

3 Card: Move one pawn forward 3 spaces.

4 Card: Move one pawn backward 4 spaces.

5 Card: Move one pawn forward 5 spaces.

7 Card: Either move one pawn forward 7 spaces
OR split the forward move between any two pawns.
You cannot use 7 to start a pawn. If you use part of the 7 to get a pawn HOME, you must be able to use the remaining moves for another pawn.

8 Card: Move one pawn forward 8 spaces.

10 Card: Either move one pawn forward 10 spaces
OR move one pawn backward 1 space.

11 Card: Move one pawn forward 11 spaces
OR switch any one of your pawns with one of any opponent's. You may forfeit your move if you do not wish to change places. It is impossible to move forward 11 spaces. You may only use 11 for pawns in play on the open track-not at START, HOME or in a SAFETY ZONE. If your switch landed you on a triangle at the beginning of another player's slide, slide to the end!

12 Card: Move one pawn forward 12 spaces.

SORRY! Card: Take one pawn from your START, place it on any space that is occupied by any opponent, and bump that opponent's pawn back to its START. If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit your move.

At the beginning of your turn, press the A Button to draw a card then select which pawn you wish to move. If the card drawn is a 7, you must decide if you want to split the move between two of your pawns or not.

Once you have selected a pawn, it is moved automatically along with, if applicable, any opponents pawns that are 'Bumped'.

To move a piece from the Start area and onto the playing track, you must draw either a 1 or 2. If you already have a pawn in the Start hole, you cannot move another pawn out until the Start hole has been emptied. If you can move, you can select which pawn you wish to move by moving the highlight on your pawns.

If you end your move on the triangle symbol at the beginning of a slide that is NOT your own color, your pawn will slide ahead to the end of the slide and bump any pawns in their way, including your own, back to their Start spaces. If you land on a slide of your own color, your pawn will not slide. Instead, it will stay on the triangle until your next move.

When moving along the outside track, a player may not move their pawn forwards past their own Safety Zone Entry space. However, they may pass it on a backwards move, as the result of a 'Sorry' card or as a result of a 'Switch' card.

If your pawn ends your move on a space that already has an opponents pawn in it, the opponents pawn is 'Bumped' back to its Start space. You cannot land on one of your own pawns. If the only possible move would land your pawn on a space already occupied by another of your pawns, then your turn is forfeited and play passes to the next player.

When a pawn has moved once around the game board, it enters its matching color Safety Zone. A pawn cannot go around the game board more than once.

Players may only enter the Safety Zones of their own color and only when moving forwards. A pawn can only enter the Safety Zone if the exact number required to get into one of the spaces is drawn. Pawns may move out of a safety zone by using a backward move.

The first player to move all 4 pawns of their color from Start to the Safety Zone is the winner!

Sorry®: Onscreen Information

Information displayed onscreen is as follows:

· The card that has been drawn is shown in the middle of the screen
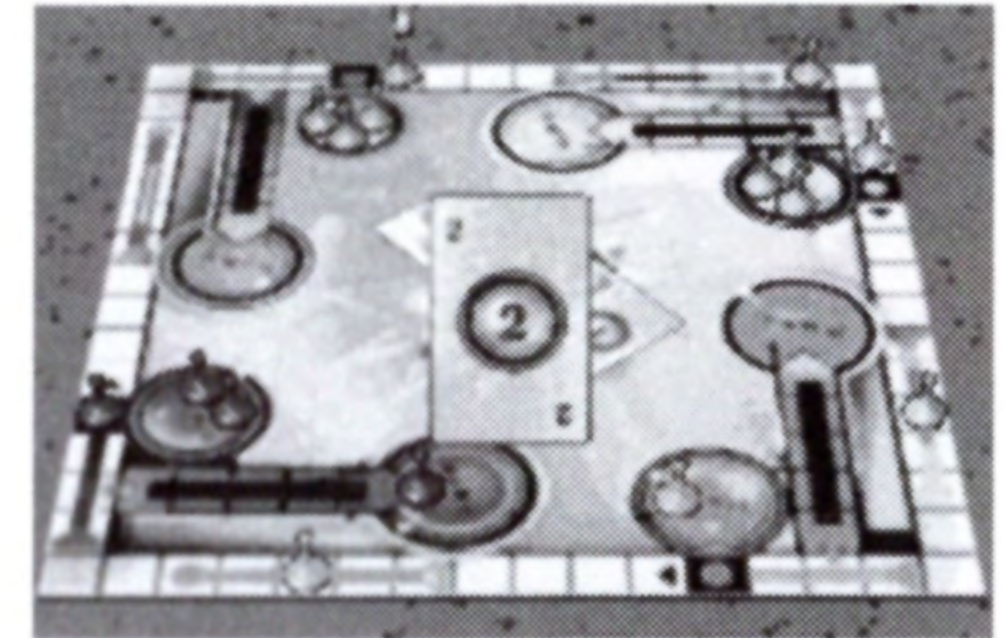
Sorry®: Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Change Card Action
Control Pad Down	Change Card Action
Control Pad Left	Choose Next Movable Piece
Control Pad Right	Choose Previous Movable Piece
A Button	Draw Card Or Select Piece
B Button	Not Available
L Button	Select Opponent's Piece To Bump
R Button	Select Opponent's Piece To Bump
START	Pause Game
Select	Quit Game

Aggravation®

Upon selection of of Aggravation®, you are taken to the of Aggravation® title screen.

Press START to continue.

Aggravation®: Options

By selecting Options from the main menu, you can set the number of human players playing the game, and turn on or off the music and sound effects.
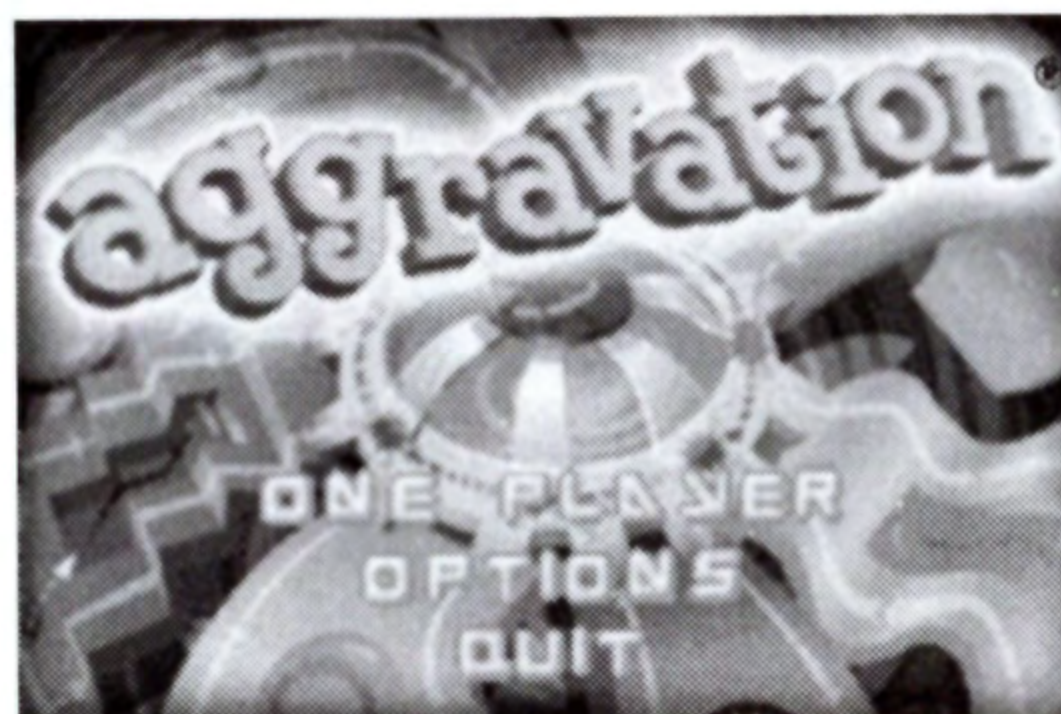
Aggravation®: Options MENU CONTROLS

The Options Menu screen controls are as follows:

OPTONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting the starting your options, you're ready to attempt Aggravation®.

Aggravation®: The Game

Each turn consists of one roll of the die and, if possible, a move. Press the A Button to roll the die, and then select which marble you wish to move. The marble is moved automatically along with, if applicable, any opponents marbles that are sent 'Home'. If a number 6 is rolled, you may have an additional die roll and move.

To move your marble out of the Base area and into the Start hole, you must roll either a 1 or 6. If you already have a marble in the Start hole, you cannot move another marble out until the Start hole has been emptied.

If you do not roll a 1 or 6 on your first turn, you cannot move and must wait until your next turn to try again.

If you roll a 1 or 6, you may select which of your marbles you wish to move into Start by moving a highlight on the marbles on the board. Pressing the A button moves the selected marble into the Start hole.

The die is then rolled again and the player may move the marble in Start on the playing track for the number of spaces that are shown on the die. If you roll a 1 or 6, you can choose to either move a new marble out to Start as long as you do not already have a marble in the Start hole, or move a marble already in the playing track by selecting the marble you wish to move.

If you land on a space that already has an opponents marble in it, the opponents marble is 'Aggravated' and returns to its Base where it must start all over again.

If another player's marble is in your Start space when you roll a 1 or 6 and you want to move a marble out of your Base, the opponent players marble is sent back to Base and you can move your marble into Start.

If your own marble is in your Start space when you roll a 1 or 6, you cannot bring a new marble out onto the playing track. You must use the number rolled to move a marble already in the playing track. You cannot land on one of your own marbles.

When playing the game, there are two shortcuts that you can use to shorten their journey.

These are:

Star Hole Shortcut: Whenever a marble lands in a Star Hole by exact count, it can be moved clockwise around the Star Holes on your next turn. When you reach the path that leads to your Home area, you can move out of the Star holes and continue down the path to your Home area.

Center Hole Shortcut: The hole in the center of the game board is a super shortcut. You can only move into the center hole by exact count of the die. Once you are in the center hole, the only way to move out is by rolling a 1 on a future turn. Then you can exit the center hole onto the Star Hole closest to the path that leads to their Home.

When a marble has moved once around the game board, it enters its matching color Home. A marble cannot go around the game board more than once. A marble can only enter Home if the exact number required to get into one of the Finish spaces is rolled.

The first player to move all 4 marbles of their color from Base to Home is the winner.

Aggravation®: Onscreen Information

Information displayed onscreen is as follows:

- ·The dice for each player is shown beside their colored area.
- ·An indicator is displayed above the currently selected marble.
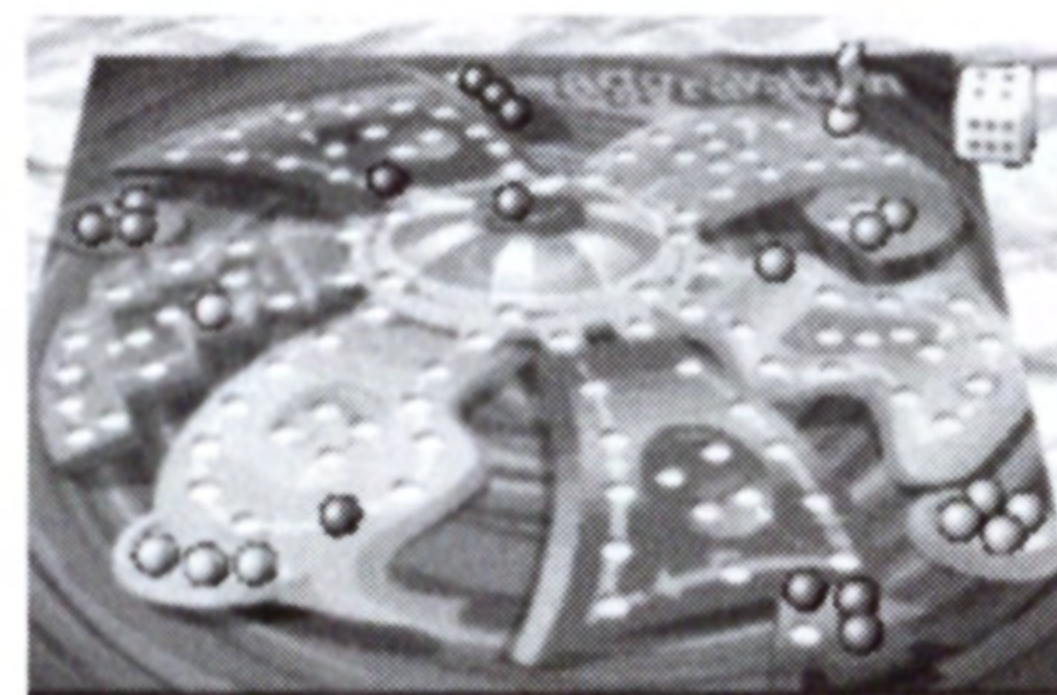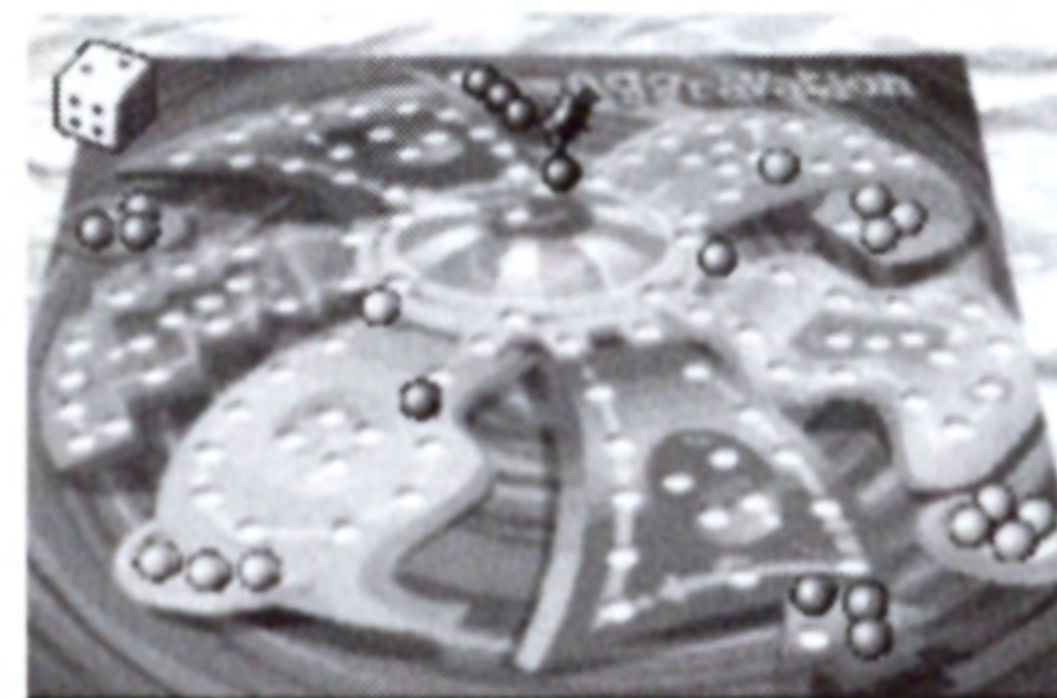
Aggravation®: Controls

The game is played using the following controls.

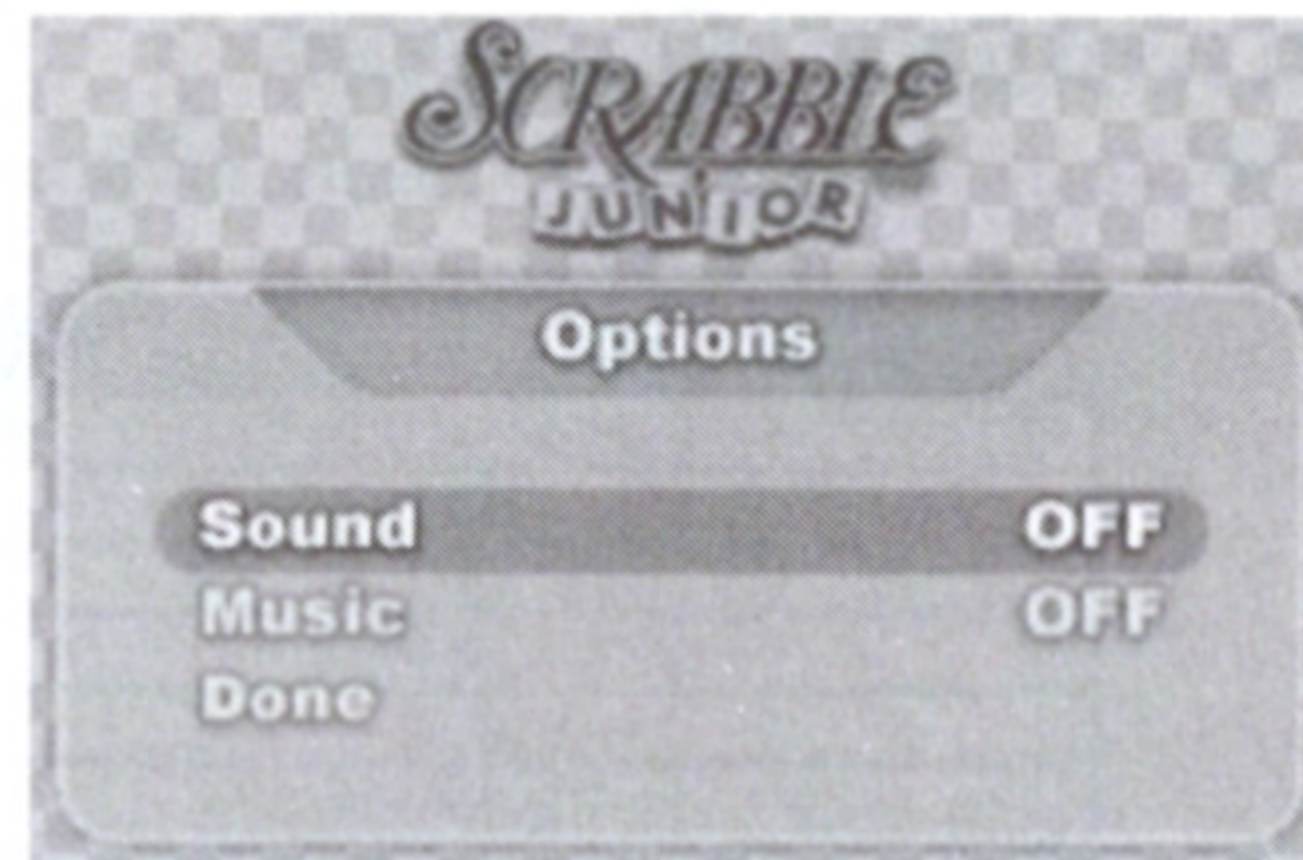| GAME CONTROLS	ACTIONS
Control Pad Up	Not Available
Control Pad Down	Not Available
Control Pad Left	Choose Next Movable Piece
Control Pad Right	Choose Previous Movable Piece
A Button	Roll Dice or Select Piece
B Button	Not Available
L Button	Select Previous 'Move To' Location
R Button	Select Next 'Move To' Location
START	Pause Game
Select	Quit Game

Scrabble® Junior

Upon selection of Scrabble® Junior , you are taken to the Scrabble ® Junior title screen.
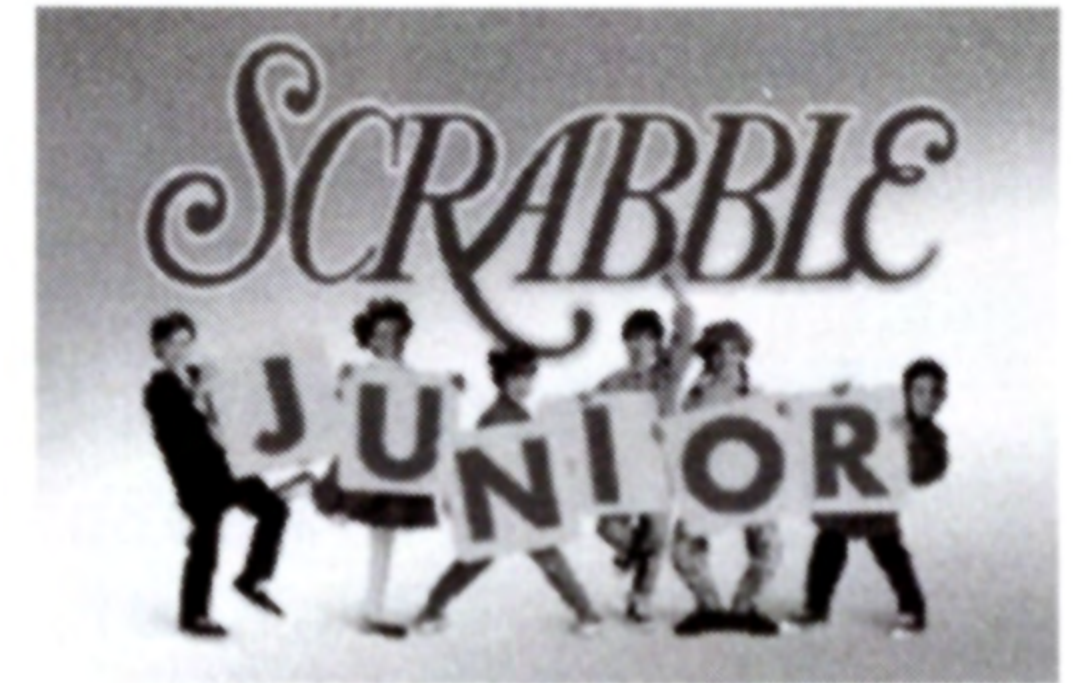
Press START to continue.

Scrabble® Junior : Options

By selecting Options from the main menu, you can set the number of players between 1 and 4, and turn on or off the music and sound effects.

Scrabble® Junior : Options Menu Controls

The starting score screen controls are as follows:

| OPTIONS MENU CONTROLS	ACTIONS
Control Pad Up	Move Up
Control Pad Down	Move Down
A Button	Change Selection

After setting your options, you're ready to play Scrabble® Junior.

Scrabble® Junior : The Game

In Scrabble ® Junior, you must make words by using the letter tiles that you are given at the beginning of the game. There are two different types of game that you can play: - Easy and Advanced.

Easy Game

Before starting the game, you must choose the number of players. This is done by setting the type of player to one of the following: Human, Easy AI (Computer), Medium AI (Computer), Hard AI (Computer) and Off. As you must have at least two players, only Player 3 and Player 4 can be turned off.
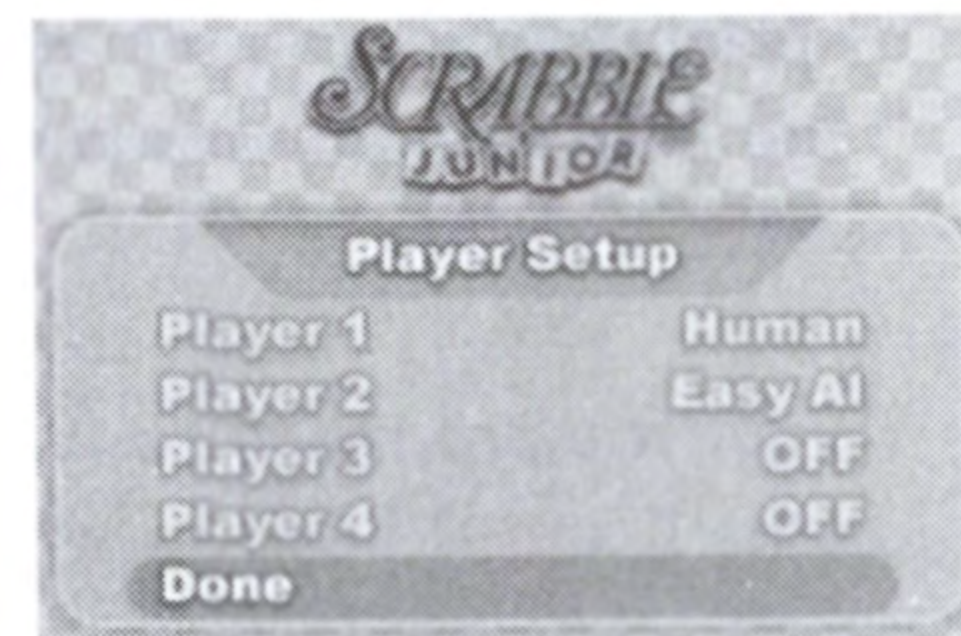
Selecting Done and pressing the A Button begins the game.

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Each player is given 7 randomly chosen letter tiles from a set of 101 tiles, which are placed in the players 'racks'. Taking it in turns, each player must place two of their tiles on the board so that they either start one of the words on the board, or are the next available letter in a word that has already been started. To place a letter, use the Control Pad to select where you wish to place a letter and press the A Button to place it.

For example, if the letters J & A are chosen, the player may choose to place the J at the beginning of JACKET and the A at the beginning of ARM, or they may place both the J & A at the beginning of JACKET. If the next player then chooses to play a B & C, they could either start the word BOY with the B and place the C as the 3rd letter in JACKET, or they could instead use the C to begin the word CANDY.

Players increase their score by completing words. If a player, by placing a tile, completes a word, they are given 1 point. If the player completes two words simultaneously, they receive 2 points.

When you are ready to finish your turn, pressing START or the L and R Buttons will display the End Of Turn menu.

From this menu, you may select from six options by pressing Control Pad Left and Right or the L and R Buttons to highlight each option. These are:

Return to the game.

End current turn.

Exchange tiles. (Advanced Game only!)

Return placed tiles back in rack.

Miss turn. (Advanced Game only!)

NOTE: In the Easy game, only the 'End Turn', 'Return Tiles' and 'Return To Game' icons appear. Once you have finished your turn, you are given the same number of tiles as you have placed and play passes to the next player. Once all 101 letter tiles have been placed, the player with the most points is declared the winner.

Advanced Game

As when starting the Easy game, you must choose the number of players before starting the game. See the Easy game section for more details. Each player is given 7 randomly chosen letter tiles which are placed in the players racks.
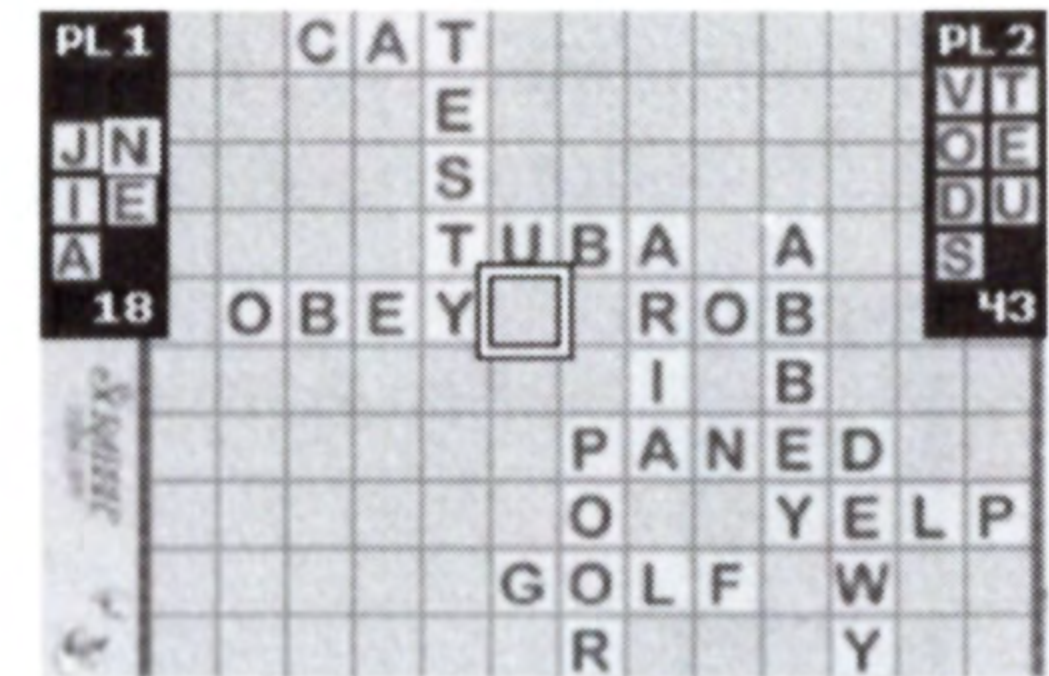
Taking it in turns, each player must place their tiles on the game board in order to make a complete word. Words are checked against an internal dictionary for spelling. The first player must make a word so that it covers the center Star square and all words must be placed either horizontally or vertically, never diagonally.

Subsequent words must use at least one letter from word already on the game board.

The letter tiles are placed by using the B Button to select which letter from your rack that you wish to place on the board. Using the Control Pad, select where you would like to place the letter. Pressing the A Button then places the letter. Alternatively, you may use the Control Pad to select where you wish to place a letter tile. By repeatedly pressing the A Button, you can cycle through the tiles in your rack until you reach the one you wish to place. When you are happy with the placement of your tiles, pressing START or the L and R Buttons will display the End Of Turn menu. For details of this menu's options, please refer to the Easy game section.

When you end your turn, the points won on that turn are added up and the tiles used on that turn are replaced. Points are scored by counting the number of letters contained in any word, or words that you have created on that turn. For example, if you create a 6-letter word, you will score 6 points. If you create a 5 letter and a 3-letter word, you will score 8 points in total on that turn.

Ending the game

The game ends when all of the tiles have been used up, or when there are no more moves possible.

The player with the highest score is declared the winner.

Scrabble® Junior : Onscreen Information

Information displayed onscreen is as follows:

·The player's tile racks are shown at the left and right sides of the screen.

Scrabble® Junior : Controls

The game is played using the following controls:

GAME CONTROLS	ACTIONS
Control Pad Up	Move Tile Placing Highlight Up
Control Pad Down	Move Tile Placing Highlight Down
Control Pad Left	Move Tile Placing Highlight Left / Previous Menu Item
Control Pad Right	Move Tile Placing Highlight Right / Next Menu Item
A Button	Place Tile / Select Menu Option
B Button	Move Letter Highlight
L Button	Not Available
R Button	Not Available
START	End Of Turn Menu
Select	Not Available

Credits

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IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

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