GAME BOY ADVANCE

AGB-BUIE-USA

UNO FREE FALL™



INSTRUCTION BOOKLET

DSI GAMES

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

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ®

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

EVERYONE ®
E
CONTENT RATED BY ESRB

MATTEL ®

DESTINATION SOFTWARE, INC

DSI GAMES

BLACK LANTERN STUDIOS, INC.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

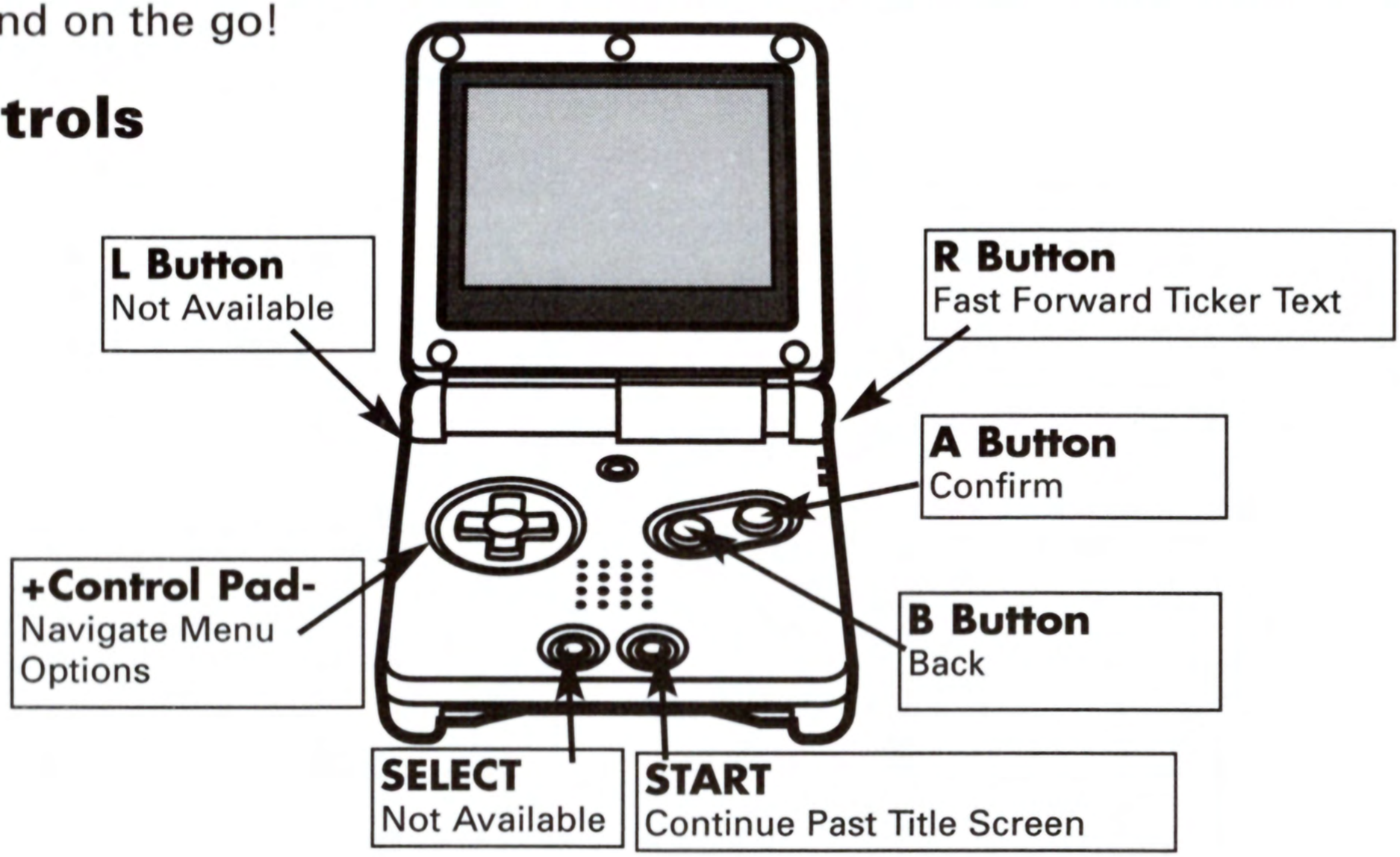
CONTENTS

Introduction	4	In-game Options	8
Menu Controls	4	Game Controls	9
Starting the Game	5	How to Play	10
Player Personalization	5	Matching	10
Main Menu	5	Special Cards	11
Classic Game Setup	6	Scoring	13
Special Modes Menu	6	Special Modes	14
VS. AI Modes Menu	7	VS. AI Modes	15
Theme Menu	8	Credits	17
Pause Screen	8		

Introduction

UNO Freefall™ is an exciting falling-block style puzzle game based on the classic card game UNO®. Block-like UNO® cards fall from above and must be matched in groups of three using UNO® matching rules. Over time rows of cards will appear from the bottom and add more cards that need to be cleared. Keep playing and the cards will fall faster. Watch out! The rows will come up more often too. Tons of extra modes, including timed modes and versus modes, keep UNO Freefall™ a blast to play at home and on the go!

Menu Controls



Starting the Game

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

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

Player Personalization

After the Title Screen, you can enter a name of up to six letters and choose an icon to represent yourself in the game.

Main Menu

After choosing your player name and icon, you are presented with the Main Menu where you can select one of the following options:

Classic Game – play a standard game.

Special Modes – try unique twists on the standard game play.

Vs. AI Modes – face off against challenging computer opponents.

Options – adjust sound and music volumes or view the game's credits.

Help – view the controls and read how to play.

Classic Game Setup

Before starting a Classic Game, you must select what level to start on. Choose wisely -- the higher the level, the faster the blocks fall and the rows will rise!

Special Modes Menu

This menu allows you to choose one of three Special Modes. Each mode features a special goal and requires you to play the game in a new way. The following Special Modes are available:

Flippy Mode– When a match is made, any adjacent cards that are left over get flipped.

Perfect Match Mode – Place each card in the correct spot to match them all!

Timed Mode – Race against the clock to earn a target score!

Vs. AI Modes Menu

This menu allows you to choose one of three Vs. AI Modes. In each of these modes, you'll compete against computer-controlled opponents. The following Vs. AI Modes are available:

Classic Mode – Stay in the game longer than your opponents!

High Score Mode – Be the first to reach a pre-determined high score!

Timed Mode – Have the highest score when time runs out!

Theme Menu

Before your game starts, you must choose a background to view and a music track to listen to while you play. There are animated and non-animated backgrounds to choose from and there are music tracks in a number of different styles.

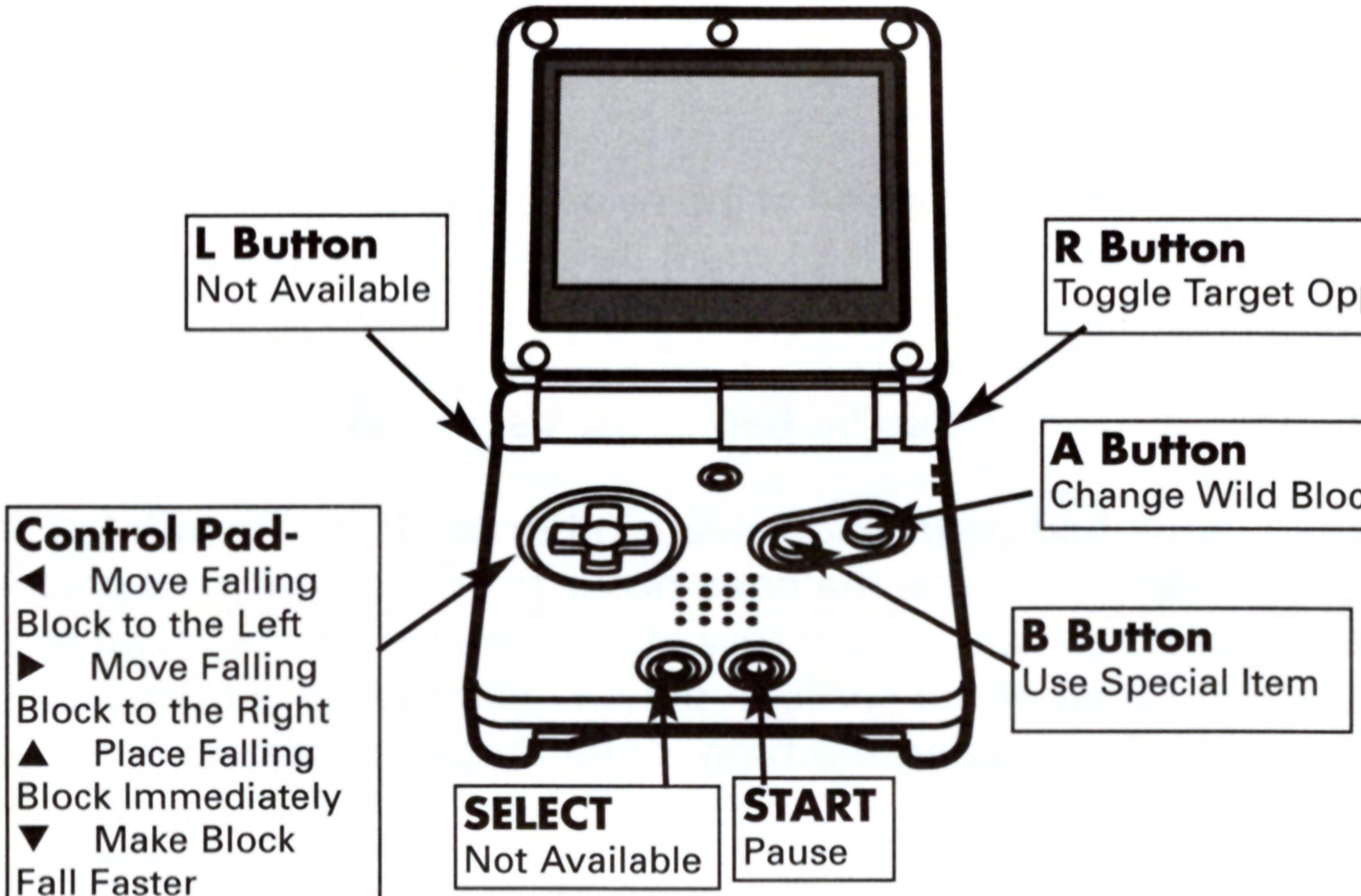
Pause Screen

The pause screen can be viewed by pressing START during a game. It allows you to access the in-game options screen or quit the game.

In-game Options

This screen is accessed from the Pause screen and allows you to adjust sound and music volumes, change the current background, and change the current music track. You can also choose whether to play with Immediate Drop (where pressing the Control Pad Up will instantly drop the current card).

Game Controls



How to Play

Object: To win, make matches and score points – but don't let the blocks stack to the top!

Three like cards, such as three reds, three skips or a combination of two reds and two skips (where one of the cards is a red skip) must be adjacent to match. Cards above matches fall into place, often creating match combos! When a Skip, Reverse, Draw Two cards, or Wild Draw Four are matched, their special ability is triggered. Skip, Reverse, and Draw Two cards can also be banked in Vs. matches.

If any of the matched cards had been underneath other cards, those will fall and can create matches as well. When several matches occur from a single card placement, it is called a cascade. At set intervals, a new row of non-matching cards will appear on the bottom row pushing up all of the cards in play. This means the board is always accumulating more cards and making it a bigger challenge to stay ahead!

Matching

Matching is very simple; two like colors or values must be adjacent to create a match. However, matching only occurs in sets of three. Each adjacent card must

match to form a triplet match. Matches can be horizontal lines of three, vertical lines of three, or "L" shaped.

Special Cards

The following Special Cards are available: Skip, Reverse, Draw Two, Wild, and Wild Draw Four. Each of these has at least one special effect depending on which card it is and whether this is a standard match or versus match.

In a standard game, special cards have the following effect:

Skip: Freezes the row timer for 1 second.

Reverse: Adds 1 second back to the row timer.

Draw Two: Uncovers two random facedown cards.

Wild: Can be changed to any of the four colors.

Wild Draw Four: Can be changed to any of the four colors and uncovers four random facedown cards.

When any of these cards (except the Wild card) are cleared in a versus game, they will be "banked" and appear on the left side of the screen. These special cards have various different effects in a versus game and up to three can be stored at a time. These special effects are triggered manually.

Skip: Freezes an opponent's controls for 1.5 seconds.

Reverse: Reverses an opponent's controls for 1.5 seconds.

Draw Two: Drops two extra cards onto an opponent's playing field.

Wild Draw Four: Drops four extra cards onto an opponent's playing field.

Scoring

Scoring is entirely based on matches and cascades.

Scoring Rates for Matches

Card Type	Score	Card Type	Score
0-9	10	Reverse	20
Draw Two	20	Wild	50
Skip	20	Wild Draw Four	50

Combo Score Modifiers- A combo occurs when more than three cardsmatch at once.

Combo Size	Score Modifier
4 Cards	x2
5 Cards	x4
6 Cards	x6
7 Cards	x8
8 Cards	x10
9 Cards	x12
10 Cards+	x15

Special Modes

These modes each offer a unique twist on standard UNO Freefall™ game play. You'll need to come up with new strategies to do well in these modes.

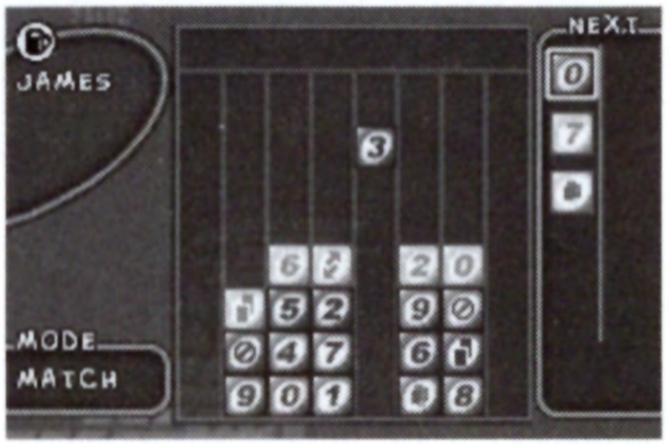
Flippy Mode

In Flippy Mode, the game plays exactly like Classic Mode with one exception – every time a match is made, any remaining adjacent cards are flipped over. It does not matter if these cards were face up or facedown beforehand. Strategic placement is necessary or the entire field will fill up with facedown cards.



Perfect Match Mode

In Perfect Match mode, the game starts with cards on the playing field and the cards that will fall are pre-determined. Your challenge is to figure out where you must place each card in order to match them all. There are ten different stages each with a unique puzzle for you to solve.



Timed Mode



In Timed Mode, you race against the clock to earn a target score. Once you've reached that score, you win the stage and move on to the next stage. There are ten Timed Mode levels. If you run out of time or a stack rises above the top, the game ends and you must try again!

Vs. AI Modes

In the Vs. AI Modes, you must compete against 3 computer-controlled players. Playing against opponents brings its own twists and challenges – when special cards are matched, they are added to your inventory and you can use them against your opponents!

Classic Mode

Classic Mode is a survival-style competition. This is a standard game and the card's falling speed increases as time goes on. Try to match as many special cards as you can to use against your opponents, but be careful – if your cards stack up to the top, you lose. Be the last player standing to win!

High Score Mode

Score big to get more points than your opponents. Choose a score and then race your opponents to be the first to reach that many points. If your cards stack up to the top, you lose points. Don't forget to use your specials to help give yourself a fighting chance!

Timed Mode

Timed Mode is a race against the clock and the other players. Use specials and get plenty of combos to increase your score, but don't let your cards stack up to the top – you'll lose points if you do. The winner is the player with the highest score when the time runs out!

CREDITS

Developed by:

BLACK LANTERN STUDIOS, INC.

President and CEO

Richard Woods

VP of Business Development

Derek McDaniel

VP of Operations

Devin Clasby

Finance Director

Teresa Gloe

Art Director

Matt Raithel

Development Director

David Wilcox

Producer

Andrew P. Bilyk

Lead Programmer

Kyle Rayburn

Lead Artist

Chris Moore

Game Designers

Nikki Graham

Doug Hill

Additional Programming

Andrew P. Bilyk

Zach Allen

Tim Stephens

Tools Programmer

David Wilcox

Artists

Andy Goodwin

Gary Bedell

Andrew Dour

Music Composed by

Chad Seiter

Jared Hudson

Orchestrator

Jake Kaufman

Music Engineer

Jake Kaufman

Lead Tester

Wes Bowen

Published by:

DESTINATION SOFTWARE INC

VP of Development

Paul Tresise

European Development Manager

Aeron Guy

Producer

James Davis

MATTEL

Director, Games and Interactive

Patricia Masai

Producer

Chip Bumgardner

Brand Manager

Joy Mann

ECI - QA

Managing Director

Rupert Young

Managers

Sharad Chaturvedi

Rajesh GS

Lead Testers

Jeffin Raj Paul

Debdeul Baul

Test Team

Krunal Kore

Rajiv Mayanak

Shashank Ambre

Kaushik Raul

Salvador Fernandes

Vishal Karkera

Dylan Coelho

Sajjan Choudhary

UNO and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2006 Mattel, Inc. All Rights Reserved.
Exclusively licensed to Destination Software Inc. All Rights Reserved.
Developed by Black Lantern Studios, Inc. and its logo are trademarks and/or registered trademarks of Black Lantern Studios, Inc. All other trademarks, logos and copyrights are property of their respective owners.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded Is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

NOTES

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA