

Nintendo

GAME BOY COLOR

DMG-AF4E-USA

INSTRUCTION BOOKLET

Hello Kitty's CUBE FRENZY™



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EVERYONE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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STORY

Hello Kitty® was having fun on vacation, when something strange happened! While enjoying herself at a beach resort, she fell asleep in the warm sunshine. When she woke up, she found herself surrounded by the smell of hibiscus flowers on an unfamiliar island. "What a beautiful place," thought Hello Kitty, "but where am I?" At first, Hello Kitty did not realize that Badtz-Maru™, the mischievous penguin, was playing a trick on her. Alone in this strange world, Hello Kitty began to panic!

"Oh no! What am I going to do?" she cried. Hello Kitty is normally very cheerful, but now she had tears in her eyes. "I must get home somehow," she said with determination. She quickly wiped away her tears and started looking for the way home. Will Hello Kitty be able to get back to her relaxing vacation? Only you will be able to determine Hello Kitty's fate...
GOOD LUCK!





Hello Kitty™

A cute little third grader born in a London suburb. She is known for her kindness and generosity.



Badtz-Maru™

A mischievous little penguin born in Oahu, Hawaii. You can always find this troublemaker with his two best friends...



Pandaba™

One of Badtz-Maru's best friends. She's a tough panda with a temper to match!



Hana-Maru™

A good and quiet little seal, who loves to play soccer. He's always tagging along for a little mischief making!

Hello Kitty's Personal Data I

Name: Hello Kitty

Birthday: November 1

Specialty: Baking Cookies

Birthplace: A suburb of London

Motto: You can never have too many friends.

Fun Fact: Hello Kitty has a twin sister named Mimi. She wears a yellow bow over her left ear.



GAME CONTROLS

+ Control
Pad

A Button

B Button

SELECT

START



Press START to start and pause the game.

Press ◀ or ▶ on the + Control Pad to move the falling blocks to the left or right.

Press ▼ on the + Control Pad to make the blocks fall more quickly.

Press the A Button to turn blocks clockwise.

Press the B Button to turn blocks counter-clockwise.

Press SELECT + the B Button to make Kitty move left.

Push it twice and she starts to run.

Push it once more and she stops running.

Press SELECT + the A Button to make Kitty move right.

Push it twice and she starts to run.

Push it once more and she stops running.

GAME DESCRIPTION

Game Features

This is a puzzle game. Move Hello Kitty by making cubes disappear or piling them up, so she can climb them to collect prizes. You can choose which area to go to after clearing each land which consists of three stages. The story will change depending on which land you choose.

Story Book Mode

You may select Story Book at the game start after you have finished a game or loaded a saved game.



Hello Kitty Personal Data 2

Hello Kitty is in the third grade and is known for her special ability to make friends everywhere she goes. Her favorite subjects are Math and Foreign languages. She is a very tiny girl, only weighing as much as three shiny apples!

**See Hello Kitty in various fashions.
There are 11 lands in total.**

Hello Kitty appears in different outfits in each area. When you finish the last area, you can play the extra mode with other Sanrio characters!





GETTING STARTED

Preparation

Insert the Game Pak into your Game Boy® System and turn it ON. At the title screen, press START to begin a game.

Choose your game mode

If you push START while the title screen is on, you can either choose to start playing by selecting Play or go to the options screen by selecting Options. If you have loaded a saved game, you may select Story Book to go to the interactive Hello Kitty Story Book. Select by pressing the A Button.

Selection of Game Options

Sound On/Off

Sets sound effects on or off. Default is on.

Music On/Off

Turns game music on or off. Default is on.

Difficulty

Choose between the easy, normal or hard levels of play. The harder the level you select, the less time Hello Kitty will have to complete each stage! Default is normal.

Control

Choose between two methods of controlling Hello Kitty. The default allows you to control Hello Kitty by using the SELECT + the A or B Button. The alternate control scheme allows control of Hello Kitty by using the SELECT + ◀ or ▶ on the + Control Pad.

Password

Choose this option to enter a password that will restore a game in progress.

To see the Story Book

When you finish an area, you will see the heading Story Book on the Game Start screen. When you choose this, you can see the story of the area you have finished. Press ► on the + Control Pad to advance to the next picture, or ▼ to scroll through the text in each picture caption.

Selection of the Game Mode

To start playing, you can choose your favorite game mode mode with the + Control Pad, then push the A or B Button. When starting from the beginning in this mode, choose New Game or if you want to start at the next stage, choose Continue.

NOTE: Pressing the SELECT button at any point during the game selection process will back up to the previous menu.

The 3 modes are:

1. Story Mode

You can choose which land to go to after clearing three stages in this mode. The story will be different depending on which land you choose.

2. Extra Mode

This mode will appear after you clear all the lands.

3. Free Play Mode

Playing this mode will allow you to play any of the lands you have already completed.

Choose your game level on the Map screen. You will see the lands open to you on the Area Selection screen. If there is more than one land available, move between lands with the + Control Pad and push the A Button to select the land you want. If you are playing in the Free Play Mode, press ◀ or ▶ on the + Control Pad to choose the stage.

RULES OF THE GAME

Explanation of the screen

Name of the land
you are in and the
Stage Number

Falling Cubes

Items

Hello Kitty

Disturbing
Characters



Extra Hello Kitty

Countdown timer

The next cube to fall

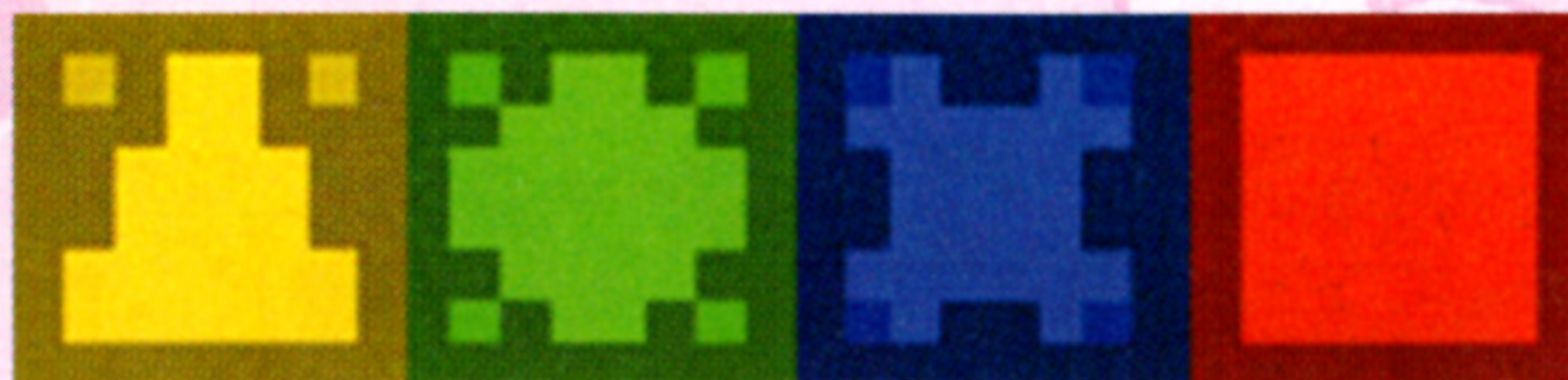
Cubes that stay

Cubes that disapear

Lining up cubes

When three cubes of the same color line up vertically or horizontally (not diagonally!), they will disappear. You can earn more time by making cubes disappear and if you do it in a chain reaction, you get even more time.

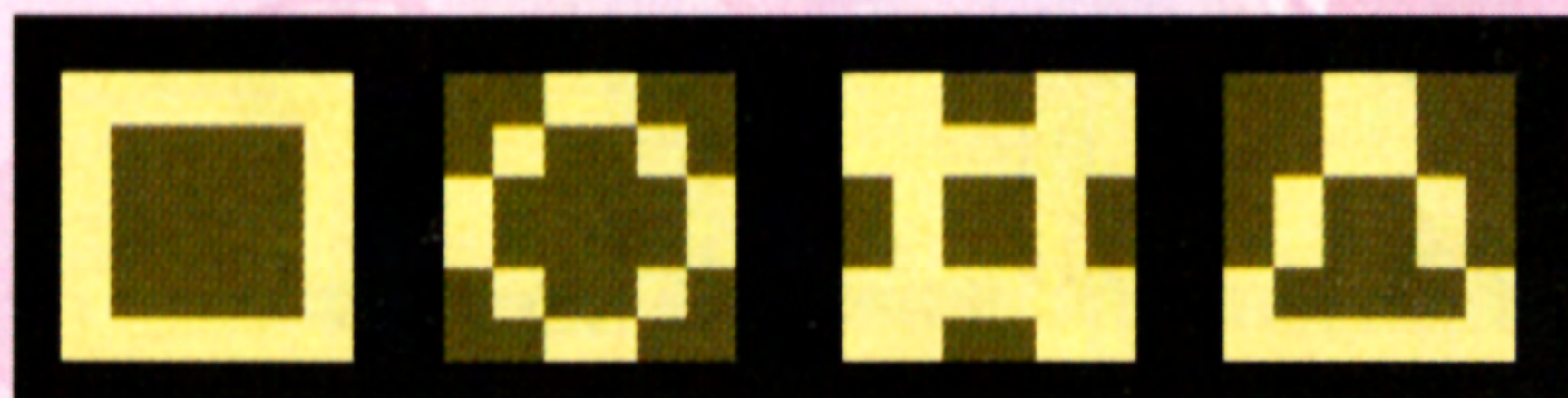
These are the game blocks:



Cubes that stay

Cubes made of bricks (or cubes that appear as pictured below in the Game Boy[®] or Game Boy[®] pocket systems) will not disappear even if you put three of them in a row. The cubes without a pattern and a matching color that are connected to them will disappear when lined up properly.

These are the blocks that stay:



Hello Kitty can get hurt

When a cube falls on her head quickly or when she falls more than four steps at a time, Hello Kitty gets hurt and cannot move for a little while. After running, she does get tired and will stand still for a moment to catch her breath.

The disturbing characters!



Badtz-Maru™

Whenever Hello Kitty gets an item or a cube falls on his head quickly, he gets upset and kicks the cube directly to his left or right. He's a troublemaker - watch out for his mischief!



Pandaba™

At regular intervals and when a cube falls on her head, she gets upset and turns four cubes 90 degrees, either on her right or left side.



Hana-Maru™

He just stays still in the same place and is mostly a nuisance.

Get the items!

Guide Hello Kitty to the items to clear the stage. The stage is cleared when she gets all the items on the screen.

Score indicator

The score is shown after you clear each stage. You can go on to the next stage by pushing the A or B Button.

Clearing a land

When you finish all three stages in each land, you have cleared that land and may proceed to the next. The Level Selection screen will be shown and you can choose the next land to go to by using the ◀ or ▶ on the + Control Pad.

Times up!

You will lose a Hello Kitty and have to restart the stage if you cannot get all the items and run out of time, the cubes are piled up to the top of the screen, or Hello Kitty falls off the bottom of the screen through a hole in the cubes. When there are no more Hello Kittys left, the game is over.

How to get a password

The Password screen will be shown each time you finish a land. Write the assigned 8 letter password down and enter it the next time you play Hello Kitty's Cube Frenzy™ to resume a game already in progress. A space at the back of the manual has been provided to record your passwords.

PUZZLE PRACTICE

Hello Kitty cannot go up more than one step at a time. If an item is set where she cannot reach it, maneuver the cubes to make a clear path for her. If you make cubes disappear, the cubes on top of those will fall. Be careful!

Hints & Tips

- When Hello Kitty is about to fall, push SELECT + the A or B Button in the opposite direction of her fall quickly. She will balance on the edge of the cube, without falling.
- With perfect timing, Hello Kitty can move onto the falling cubes! There is a stage where you need to master this technique in order to clear it!

- Even when Hello Kitty is falling several steps, she can get an item by touching it! When your time is almost up, you can get the last item by risking Hello Kitty! Even while the cubes are disappearing when your time is up, you can still clear the stage if she touches the item.

Hello Kitty Personal Data 3

Hello Kitty lives with her mother, father and twin sister, Mimi, in a London suburb. Hello Kitty and Mimi are very good girls, always doing their homework and helping around the house. On special days, their mother will bake them their favorite treat, apple pie, yum!



Passwords

The Password screen will be shown each time you finish a land. Write this password down in the area below and enter it the next time you play Hello Kitty's Cube Frenzy™ to resume a game already in progress.

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