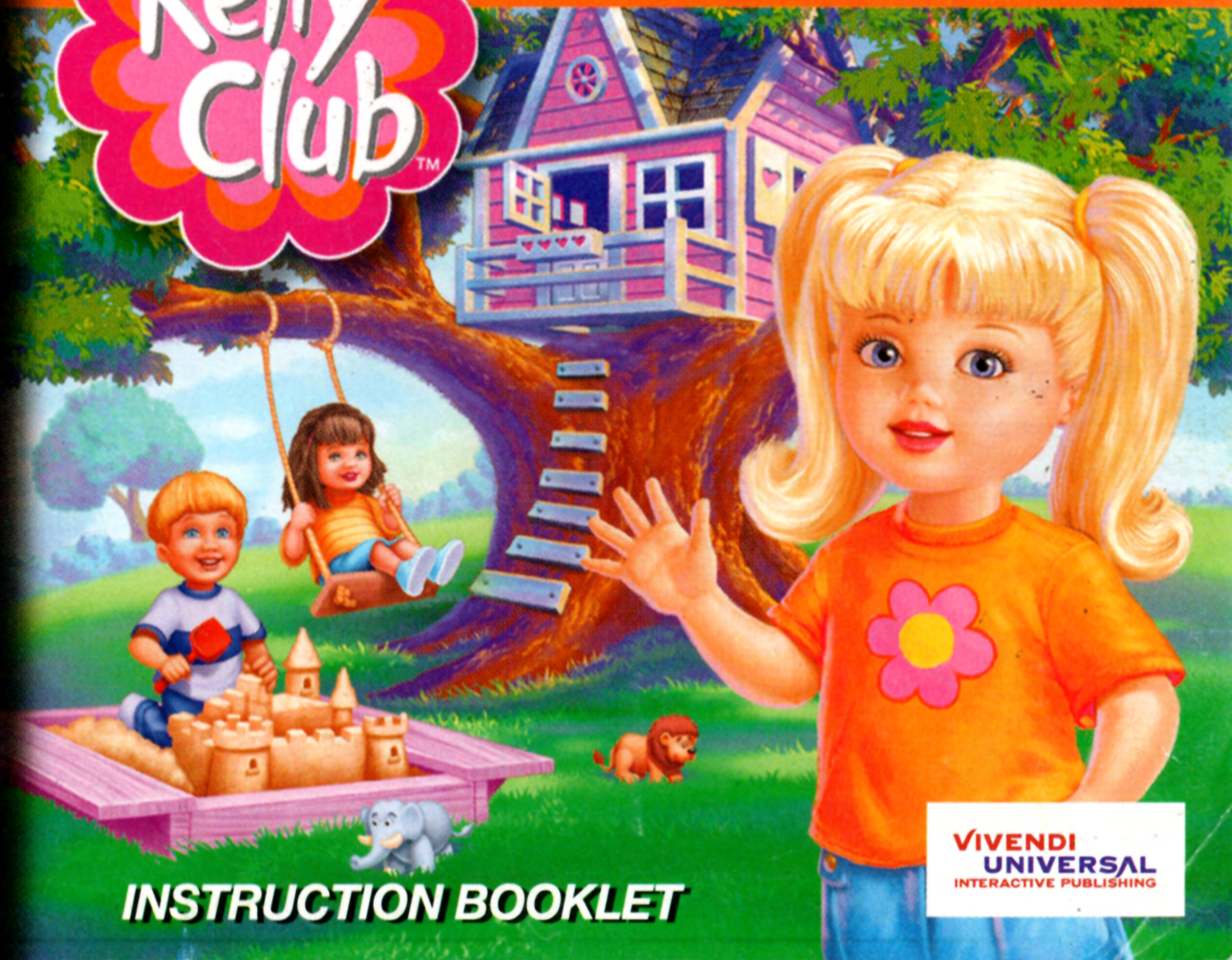


Nintendo
GAME BOY COLOR

**Kelly
Club**

CBG-BKIE-USA
Clubhouse Fun™



INSTRUCTION BOOKLET

**VIVENDI
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INTERACTIVE PUBLISHING

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Kelly Club™: Clubhouse Fun™

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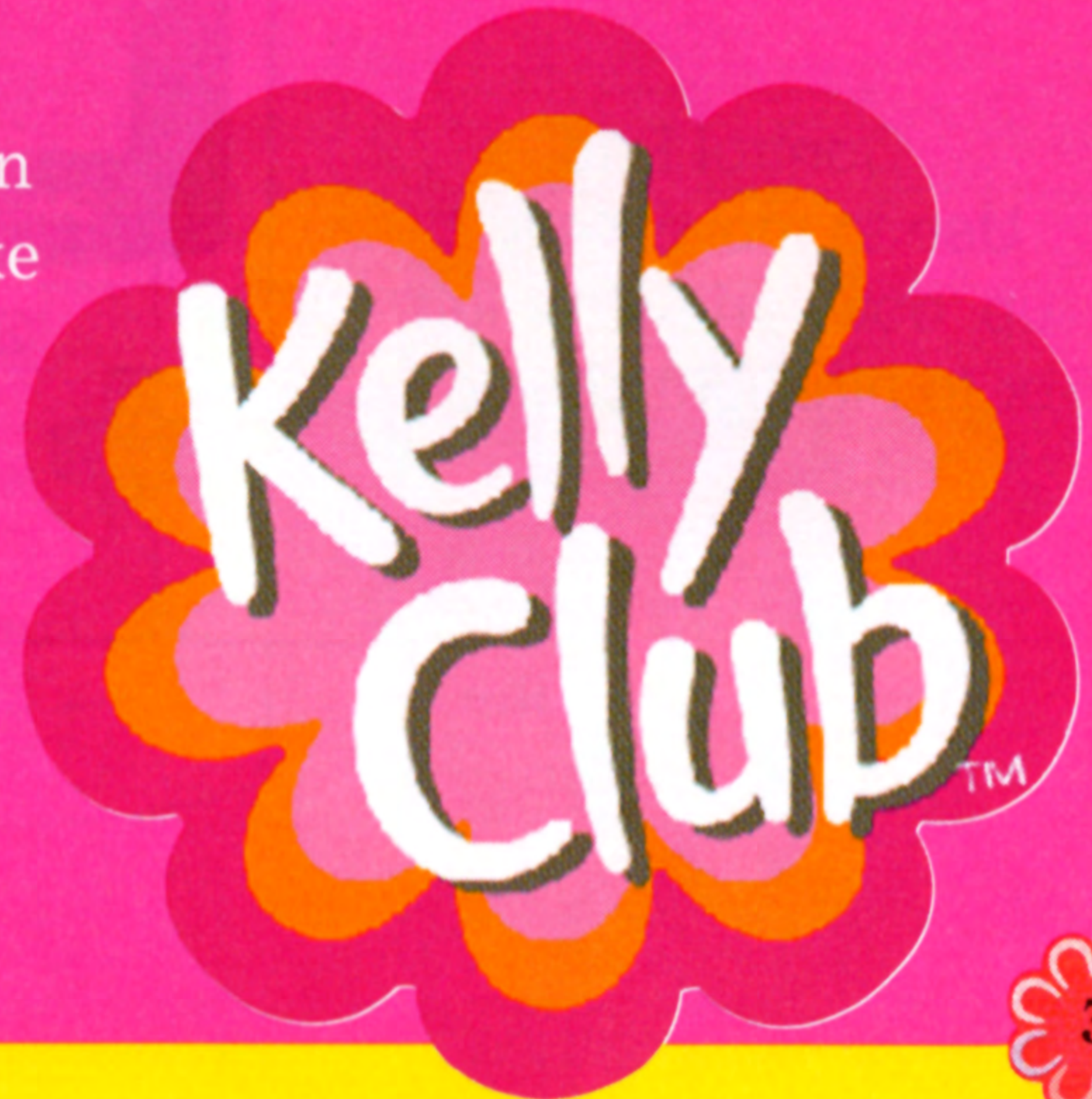
Introduction—It's Showtime!

Discover the secrets of Kelly Club™: Clubhouse Fun™ for Game Boy® Color! Kelly™ dreams of being a magician and amazing her friends with surprising new magic tricks. Join Kelly™ at the clubhouse and play three fun-filled levels of games and activities. You'll meet the Kelly Club™ friends, gather tools for the magic show, and win keys to secret areas with magical surprises! Complete each level so that you and Kelly™ can put on an unbelievable magic show!



Getting Started

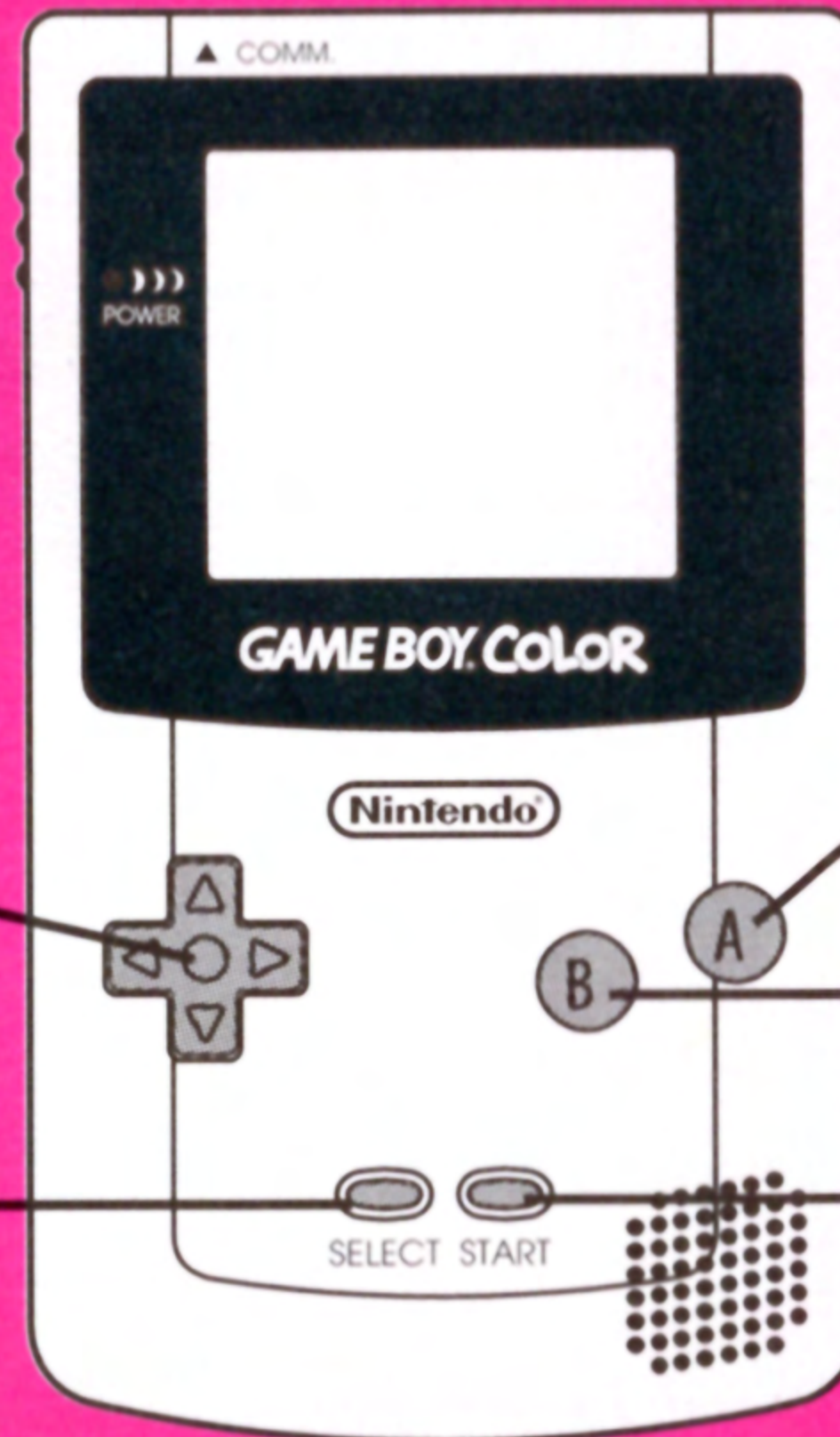
- ❁ Be sure the Game Boy® Color power switch is OFF.
- ❁ Insert Kelly Club™: Clubhouse Fun™ game pak into the Game Boy® Color system.
- ❁ Turn power switch ON.
- ❁ When the Kelly Club™ title screen appears, press Start; this will take you to the Main Menu.



Game Boy® Controls

Control Pad.
Use to move Kelly™
up, down, right, or left,
or to highlight choices.

Select.
Press to go to the
Status Screen.



A Button.
Press to select
an activity.

B Button.
Uses are described
in later sections.

Start.
Press to pause
an activity.

Main Menu

When the Kelly Club™ title screen appears, press **Start** to let the fun begin! Use the **Control Pad** ▲▼ to highlight one of the three choices. Press the **A Button** to make your selection.

New Game: Explore the clubhouse and find all the hidden surprises.

Continue: Return to a saved game by entering a password.

Free Play: Play any of the eight activities as many times as you like, or practice your magic skills at the Magic Show Preview.



Playing a New Game

From the Main Menu press the **A Button** to select **New Game**. Continue pressing the **A Button** to move through the introduction. Your adventure with Kelly™ will begin in the grass yard outside the clubhouse. Melody™, a friend of Kelly™ who is wearing the wizard's hat, will start you on your exploration of the clubhouse and gardens!

Complete all eight activities so you and Kelly™ can move on to the next level.

Level 1: Meet the Kelly Club™ Friends—As you play each of the eight activities the first time, you will meet the Kelly Club™ friends. Throughout the game they will take you and Kelly™ on fun adventures and help the two of you get ready for the big magic show!



Level 2: Tools for the Magic Show—In this round the activities will be a little more challenging, but the Kelly Club™ friends will reward you with special magic tools, such as a magic wand, scarves, a dove and more, that you can use later to amaze your magic show audience!

Level 3: Magic Show Tickets—Be sure to visit all the Kelly Club™ friends at least one more time. After completing each activity, you will receive a special key that will unlock a secret area of the clubhouse. In each secret area you'll find the magic show ticket for one of the Kelly Club™ friends. Be sure to collect all the tickets so that every one of the Kelly Club™ friends can attend the show!

Meet the Kelly Club™ Friends



Melody™—You'll find Melody™ at the base of the clubhouse tree. Guide Kelly™ over to her, and she'll tell you what you and Kelly™ need to do next.



Nikki™—Walk over to the white bunny sitting in the grass. Nikki™ will let you borrow her bunny for the magic show, but you'll have to catch it first!



Nia™—Find the butterfly resting on the old tree stump. After you help the caterpillars turn into butterflies, Nia™ will give you some juggling balls for one of your tricks.



Diedre™—To find Diedre™, walk over to the blue sandbox on the grass. If you help Kelly™ find her mischievous kittens, Diedre™ will give you magic dust for the show!



Tommy™—Walk over to the toy castle in the clubhouse. After you jump gates and collect scarves with the unicorn, Tommy™ will give you a scarf for the magic show.



Jenny™—Find the table with the sparkling blue snow globe. After you guide Kelly™ and her sled down the snowy slopes, you'll meet Jenny™. The snowman's top hat she gives you may be the perfect place to hide a rabbit!



Kayla™—Find the potted tree in the clubhouse. If you catch the falling forest fairies, Kayla™ will present you with a magnificent dove.



Maria™—Find Maria™ in the clubhouse loft after you finish tossing all the red balls through the moving hoop. She'll let you use the hoop for the magic show!



Liana™—Look through the telescope to find the Little Dipper. If you catch the shooting stars, Liana™ will entrust you with her magic wand.

Status and Password Screens

As you walk around the clubhouse, you can view your current password and see how many magic tools and tickets you've collected. Press **Select** to go to the Status Screen. Use the **Control Pad** ▲ ▼ and then press the **A Button** to make your selection.



- ❁ **Password**—Be sure to write down the four-digit password if you'd like to save your game and return to the level another time.
- ❁ **Continue**—Returns you to your game.
- ❁ **Magic Tools**—Shows you the tools you have collected. Keep searching until you find all eight magic tools! Press the **A** or **B Button** to return to the Status Screen.
- ❁ **Magic Show Tickets**—Use the **Control Pad** ◀ ▶ to see whose tickets you have collected for the magic show. Press the **A** or **B Button** to return to the Status Screen.
- ❁ **Quit Game**—Takes you back to the Main Menu.

Entering a Password

- ❁ Use the **Control Pad** ▲▼,◀ ▶ to highlight a letter, then press the **A Button** to choose that letter.
- ❁ To erase a mistake, use the **B Button** to delete one letter at a time.
- ❁ When your password matches an existing password, you will be transported back to that saved location.

Activities

For each activity there are three difficulty levels: Easy, Medium and Hard. You must complete all the activities in the first level (Easy) before you can advance to the harder levels. In the corner of the screen is a timer so you can see how quickly you completed the activity. Also in the corner is a counter that tells you how many more objects you need to find to win the game.



Outside the Clubhouse

Bunny Trail—Use the **Control Pad** ▲▼, ◀ ▶ to help the mother rabbit round up her babies. After the mother rabbit hops over to a baby bunny, the bunny will follow her around the trail. Find all the bunnies, but be careful not to hop onto a dandelion. If you do, the bunnies will stop to eat it, and then you'll have to find them all over again!



Butterfly Magic—Turn the caterpillars into butterflies. As the caterpillars crawl along the branch, use the **Control Pad** ◀ ▶ to position the yellow arrow directly beneath a caterpillar. Press the **A Button** to spin a cocoon. When the cocoon turns purple, use the **B Button** to hatch it, and then watch the butterfly fly away. Press the **B Button** again to discard the old cocoon and make room for a new one.



Royal Hide-and-Seek—Find the hiding kittens. There are kittens hiding in all the tall baskets; you might even see them peeking out from behind the mummies! Use the **Control Pad** ▲▼, ◀ ▶ to move Kelly™ around the Egyptian pyramid as you help her find the kitties. When you find a kitten, press the **A Button** to return it to Diedre™.



Inside the Clubhouse

Unicorn Jump—Help the unicorn jump over the gates and collect the scarves. The unicorn will jump over the gates when you press the **A Button**. Use the **B Button** to collect the scarves as the unicorn trots by.



Snowball Run—Dodge the trees and knock over the snowmen. As Kelly™ sleds down the slope, help her knock over the snowmen by tossing snowballs at them. Use the **A Button** to toss snowballs to the right and the **B Button** to toss them to the left. To make the sled go faster or slower, use the **Control Pad** ▲▼. To steer around the obstacles, use the **Control Pad** ◀ ▶.



Fairy-Tale Forest—Catch the fairies with the feather. Use the **Control Pad** ▲▼, ◀▶, to move the white feather around the screen and scoop up the falling fairies. Watch out for the bird flying in the forest—it's searching for feathers to build its nest, and will steal your feather if you're not careful!



In the Clubhouse Loft

Circus Toss—Toss the ball through the moving hoop. You've got to have good timing for this one! Help the seal toss the red ball through the hoop by pressing the **A Button** at just the right time. Use the **Control Pad** ◀▶ to move the seal from side to side.



Stargazers—Catch the falling stars. Using the **Control Pad** ▲▼, ◀▶, move the Little Dipper around the night sky and catch the shooting stars. Keep one eye on the constellation that develops in the top left corner of the screen—it changes as you catch each star. Don't forget to make a wish!

Magic Show



Magic Show Preview—Since good magicians always guard their secrets, Kelly™ will need your help in figuring out these magic tricks. Once you and Kelly™ have collected all the magic tools, walk Kelly™ over to Melody™ and press the **A Button** to test your magic skills. You can also get to the Magic Show Preview through the Free Play Mode. Can the two of you break the magic code?

- ❁ Use the **Control Pad** ◀ ▶ to choose one of the four magic tricks. Press the **A Button** to make your selection.
- ❁ There are three magic tools at the bottom of the screen—a wand, magic dust, and a hat.
- ❁ Choose the right tools and put them in the special magical order if you want to see the trick!
- ❁ Using the **Control Pad** ◀ ▶ and the **A Button**, choose two magic tools. Your selections will appear in the white boxes at the top of the screen.
- ❁ If you put both tools in the right place, the magic trick will appear. If you get one tool in the right spot, that box will turn green. Keep trying!
- ❁ To exit the Magic Show, press Select and then the **A Button**.



The Magic Show—After you and Kelly™ collect all the tickets for the magic show from the Kelly Club™ friends, you can perform the magic tricks in front of an audience! But be sure to practice your tricks first at the Magic Show Preview.

- ❁ Now, instead of two magic tools, you will have four tools to put in the right order: a wand, magic dust, a hat, and a star.
- ❁ If you accidentally select the wrong tool, you can delete your last choice by pressing the **B Button**.
- ❁ Watch what happens when you figure out the trick! Remember the sequence if you want to amaze your friends again later.
- ❁ Figure out all the tricks so you and Kelly™ can become real magicians!



Free Play

Play any of the activities you like from the Free Play activity menu. At the Main Menu screen, scroll down to Free Play and press the **A Button**. This will take you to the Activity Screen. You can play the activities as many times as you want!



- ❁ Use the **Control Pad** ▲▼, ◀ ▶ , to highlight the activity you'd like to play, then press the **A Button**.
- ❁ There are 3 difficulty levels for each activity—Easy, Medium and Hard. Use the **Control Pad** ▲▼ and press the **A Button** to choose how challenging you want to make the game.
- ❁ After you play an activity, your best game times will appear on the next screen. Keep trying to improve your time! Press the **A Button** to return to the Activity Screen.

- ❁ To put on a rehearsal for the magic show, choose the top hat and magic wand in the center activity square.
- ❁ To return to the Main Menu, press the **B Button**.

Hidden Area Hints

After you've found all the Kelly Club™ friends and the tools you need for the magic show, you can start collecting keys for the hidden areas of the clubhouse. They're very well hidden, so look everywhere! Each key will open up a new area of the clubhouse for you to explore. Press the **A Button** to enter, and again to exit these secret areas.

When you're in the hidden areas, don't forget to pick up the tickets for the magic show so that all the Kelly Club™ friends can watch you perform your tricks!

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