

Nintendo

GAME BOY COLOR

CGB-BCVE-USA

mary-kateandashley

CRUSH COURSE™



HE DOESN'T
EVEN KNOW
I'M ALIVE...



BUT HE'S
SOOOOO
CUTE.

INSTRUCTION
BOOKLET

DUALSTAR
INTERACTIVE



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EVERYONE

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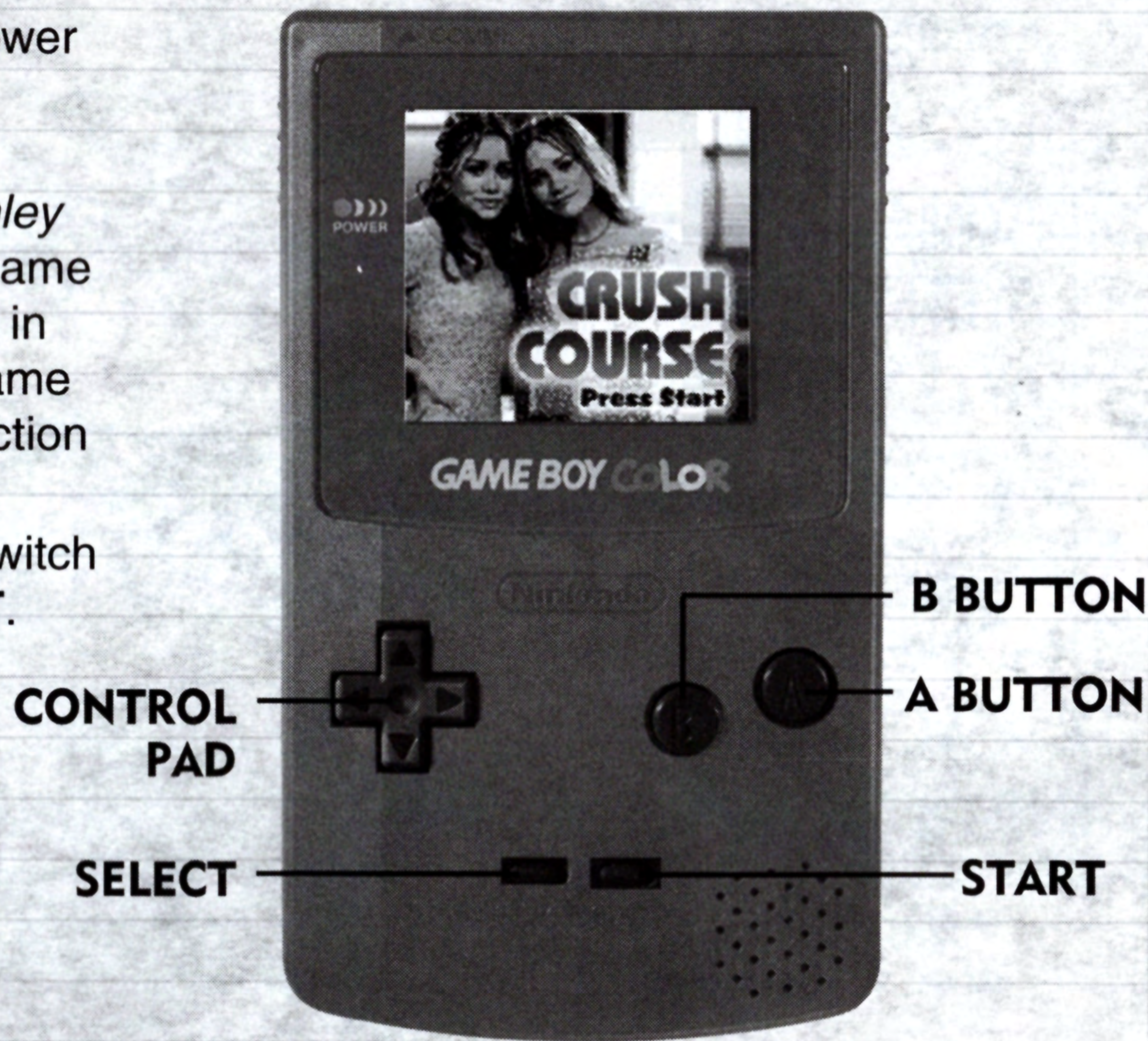
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LOADING:

1. Make sure the power switch is **OFF**.
2. Insert the *mary-kateandashley Crush Course™* Game Pak as described in your Nintendo Game Boy® Color instruction manual.
3. Turn the power switch on. Press **START**.



INTRODUCTION

Hi everybody! Thanks for joining us in this exciting new game. In Crush Course, you'll get the chance to win the hearts of the coolest guys in town. As you travel to school, spend time in the park and hang out in the mall, you and your friends get the chance to show the boys just how smart you are. Race each other around the 3 different boards, and compete in all the mini-games, collecting hearts as you go. The player who wins the race and the player with the most hearts gained each get the chance to add admirers to their collection. Best of all you have the chance to trade crushes with your friends. You can play against the game, or play with up to 3 friends. Hours of fun await you in Crush Course!



PLAYING CRUSH COURSE

MAIN MENU

START GAME Press the **A Button** to advance to the Player Setup menu.

PLAYER SET-UP

You can have up to 4 players in a game. They can be either human or computer controlled. You choose by selecting:

NEW PLAYER

For each brand new character you want to create. Once you select **NEW PLAYER**, the Picture Selection screen will appear, and you can choose a picture to represent your player. You will then advance to the Color Select screen. Each player must choose a color for their token. Once you have made your selections, go to **START GAME** to begin playing.



LOGIN PLAYER

For each existing character that you want to continue playing with, enter a unique password here.

CPU PLAYER

For each computer controlled character you want to play against. Once you have made all your choices, highlight **OK** and press the **A Button** and the fun begins!

START GAME

Begin playing *mary-kateandashley Crush Course*.



SELECT A BOARD

You can choose to play in the School, the Park or the Shopping Mall. At the start of the game the Mall is locked, and can only be accessed by players who have collected a certain number of crushes and hearts. Press the **Control Pad** to move the cursor and press the **A Button** to select a board.

OPTIONS

The following features in the game can be toggled in the options screen:

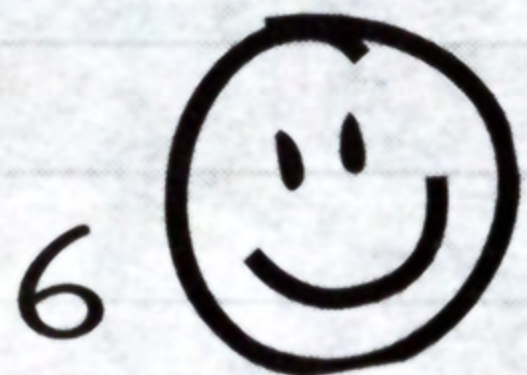
Music Turn music **ON** or **OFF**.

SFX Turn sound effects **ON** or **OFF**.

Laps Set the number of laps from 1-4.

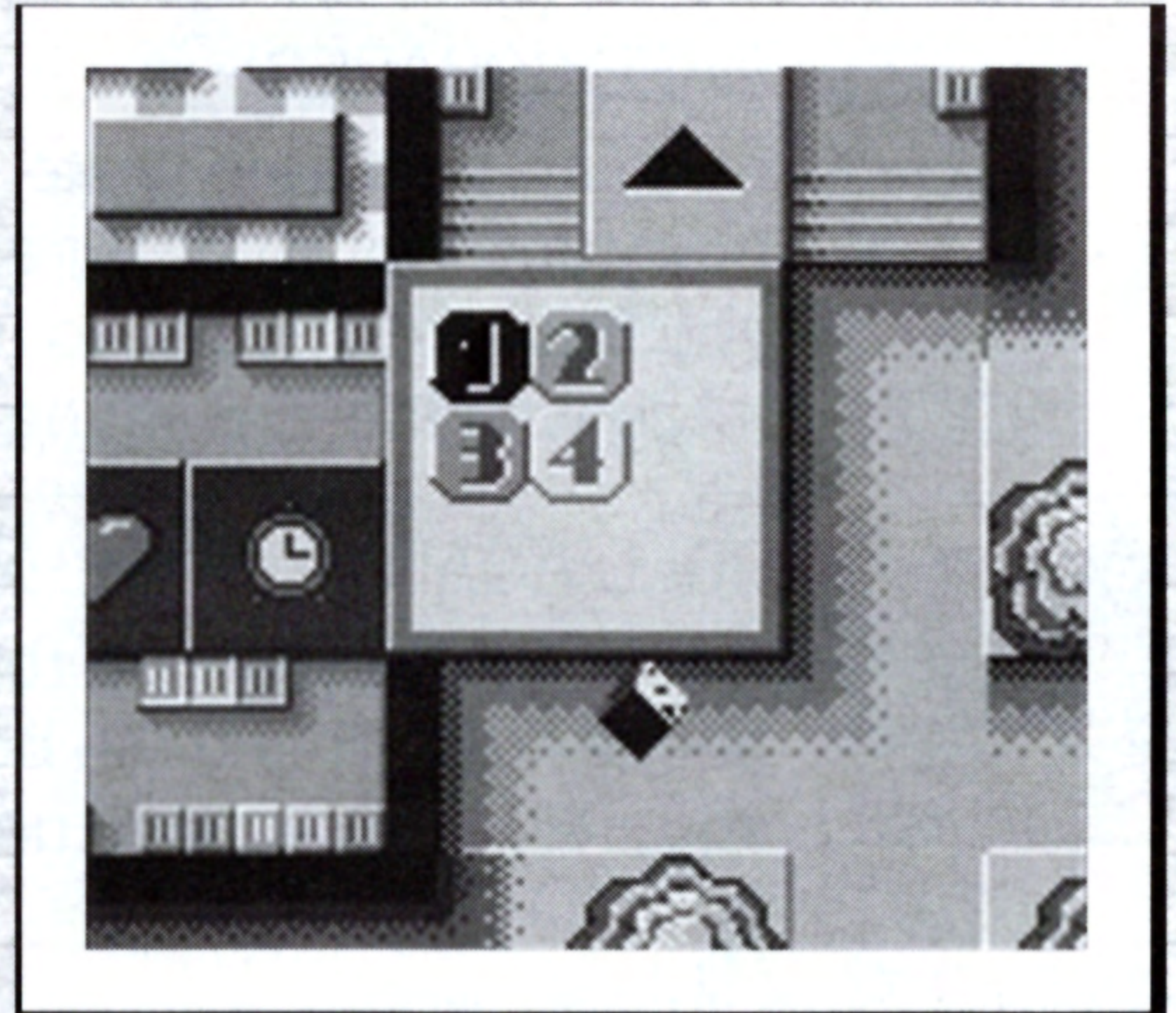
Mini-games Choose to play with mini-games **ON** or **OFF**.

Trading Turn the ability to trade **ON** or **OFF**. See page 14 for details on Trading.



PLAYING THE GAME

Each player begins on the Start square, and travels clockwise around the board. The aim of the game is to collect as many hearts as possible, and to try and win the race around the board. You win the race by being the first one to complete all the laps and return to the start square. The roll of the die at the start of your turn determines the number of squares you move. The die is rolled automatically when it is your turn. Players will be informed of who is next up, so you can pass the game to the next player. Press the **A Button** to begin your turn.



SQUARES ON THE BOARD

The board has different squares on it. Here's what happens when you land on them:



SAFE SQUARES

Landing on a safe white square means nothing will happen until your next turn. However – if another player lands on the same square and you have crushes in your collection, then you will get the chance to trade with them. See the ‘Trading’ section on page 14.



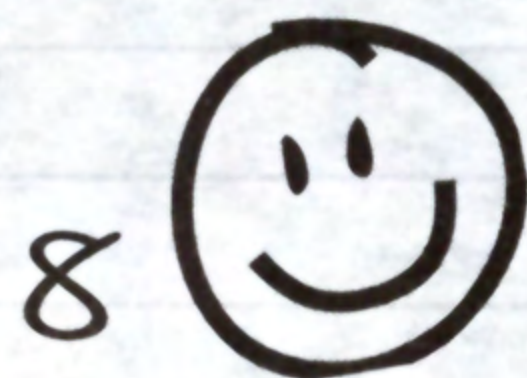
ROLL AGAIN

Arrow squares let you roll again, then move either forwards or backwards around the board. Each time you land on an arrow square, you will move until you land on a different square.



MINI-GAMES

Landing on a blue square will trigger a mini-game. Each has its own game for you to play. If you do well and set a high score on that square, anyone who lands on it after you must beat your score, or lose hearts to you. Anyone who sets a high score in a mini-game is rewarded with hearts.





CRUSH GAME

Landing on a red square triggers the Crush mini-game. You will see pictures of the boys available on the level, and see who has a crush on you. If you stop the moving heart on the right boy by pressing the **A Button** you will win hearts. If you stop on the wrong boy, you will lose hearts. Such is romance.



MISS A TURN

If you land on the sad looking face you will miss a turn.



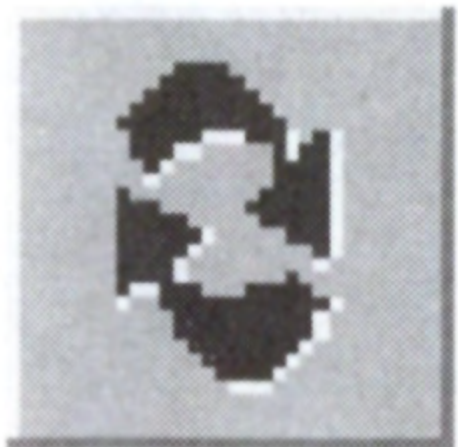
WARP

If you land on the star square you will warp to another place on the board. You will not trigger the new square you warp to.



RANDOM

If you land on the question mark you will win or lose hearts, warp to another place on the board, or miss a turn. You might also be asked a question. If you get the right answer you will win hearts.



SWAP

If you land on a double arrow, you will randomly swap places with another player.



SCHOOL

This level is set in your school. Race your friends through the corridors, the gym, classrooms and the cafeteria!

SCHOOL MINI-GAMES

LOCKER TREASURE HUNT

There are plenty of treasures hidden about in the locker room! Collect all the items by moving over them. Press the **A Button** to jump.

CAFETERIA TARGETS

The cafeteria is full of tasty treats, if you can just get hold of them! Your aim in this mini-game is to move your cursor over the food items as they appear.

SCOOTER RACE

It's not everyday you get to ride a scooter in gym class! Today, there's a special obstacle course in the gym, and your job is to complete the fastest route and get to the finish line in the least time.

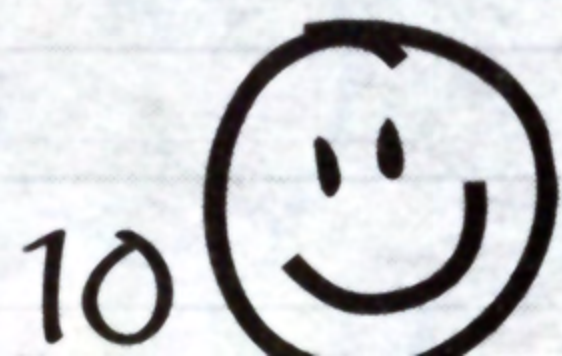


TABLE MAZE

What a confusing maze of tables! You have to find your way through to the exit in the fastest time possible to get the highest score.

PARK

This level is set in your park. Race your friends through the play areas, across the river, through the maze and past the fountain!

PARK MINI-GAMES

PARK TREASURE HUNT

Once again you're jumping about trying to collect all the items you find. This time you're in a lovely park! Press the **A Button** to jump.

FISHING TARGETS

There are plenty of fish in the pond. When you see air bubbles or fish, move your cursor over them to try to catch them and score points.



BUTTERFLY COLLECTING

It's always fun to chase and catch butterflies, but watch out for the bushes, fountains and other obstacles!

BOAT RACE

A boat race in the park brings out your competitive spirit. There are many routes to the finish line. Which is the fastest?

RIVER RAMPAGE

Zoom down the river in your motorboat, collecting as many stars as you can before the clock runs out.

HEDGE MAZE

Try to find your way through the maze of hedges to the fountain in the middle of the park in the best time. Avoid hitting walls and dead ends, as they will take time away.

MALL

The final level is set in your shopping mall. Race your friends through the parking lot, around the escalators to the shops, through the cinema and past the restaurants!



MALL MINI-GAMES

ESCALATOR ACTION

It's up, down and all around as you try to collect all the treasures you can find. Press the **A Button** to jump.

SALE SHOPPING TARGET

Move your cursor over items to buy them. See how many items you can buy before time runs out.

CLOTHING STORE

Collect as many shopping items as you can in the shortest time possible. The store is crammed with items, so you'll be pretty busy.

CAR PARKING

Drive around the parking lot trying to find the fastest route to the last parking space. Oh, and avoid obstacles and crashing into other peoples cars.

MOVIE MAZE

Finding your way to your seat in the Cineplex is like navigating a maze.



TRADING

When two or more players land on safe squares and they have crushes in their collection, they can trade with each other. To trade, you first decide to trade, choose the crush you wish to trade, and then make an offer. The player who receives the trade needs to accept the trade, choose a crush from her collection to swap, and then make the trade. Both players must enter the password for their characters. Each will then be notified of the changes to her collection. If a player declines the trade or enters the wrong password, the trade will fail – so remember to always keep your password carefully written down.

PASSWORDS

The game finishes when a player reaches the start square after completing the final lap. Once this happens players are shown a results screen which tells them what position they finished the race in, how many hearts they collected and which new boys or areas of the game they have unlocked. On this results screen is each player's password, which records all their details – including the number of games played. This password is up to 14 characters long, and needs to be written down and safely stored.

When you wish to play that character again, you enter the password in the login before a new game.

FOR HINTS & TIPS GO TO:



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DUALSTAR INTERACTIVE CREDITS FOR CRUSH COURSE

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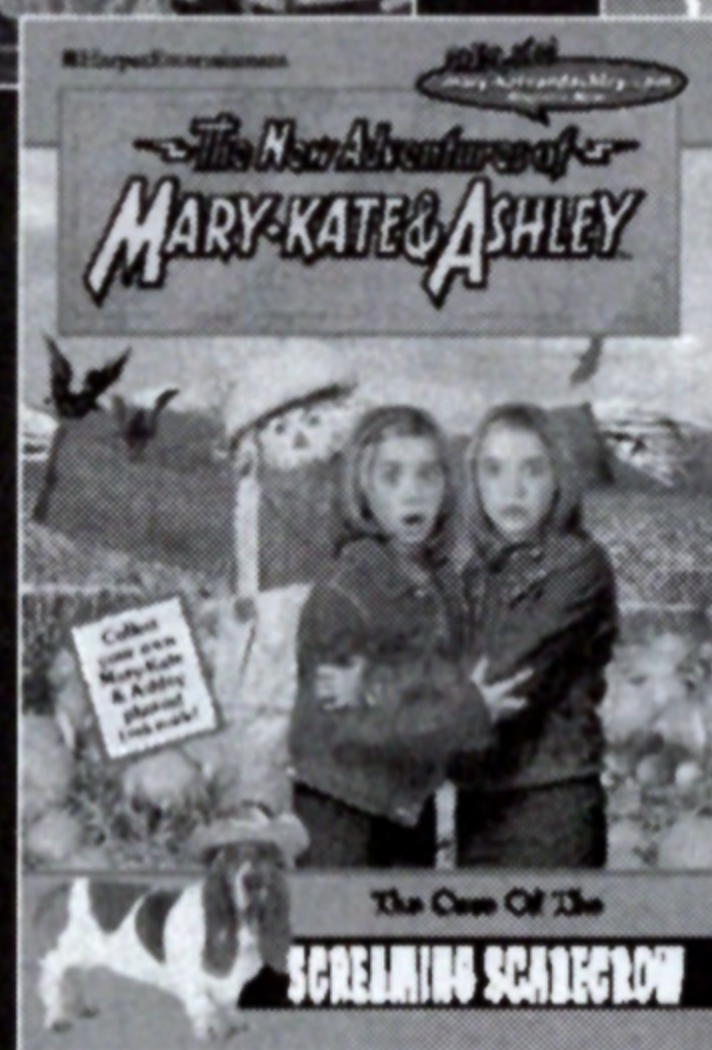
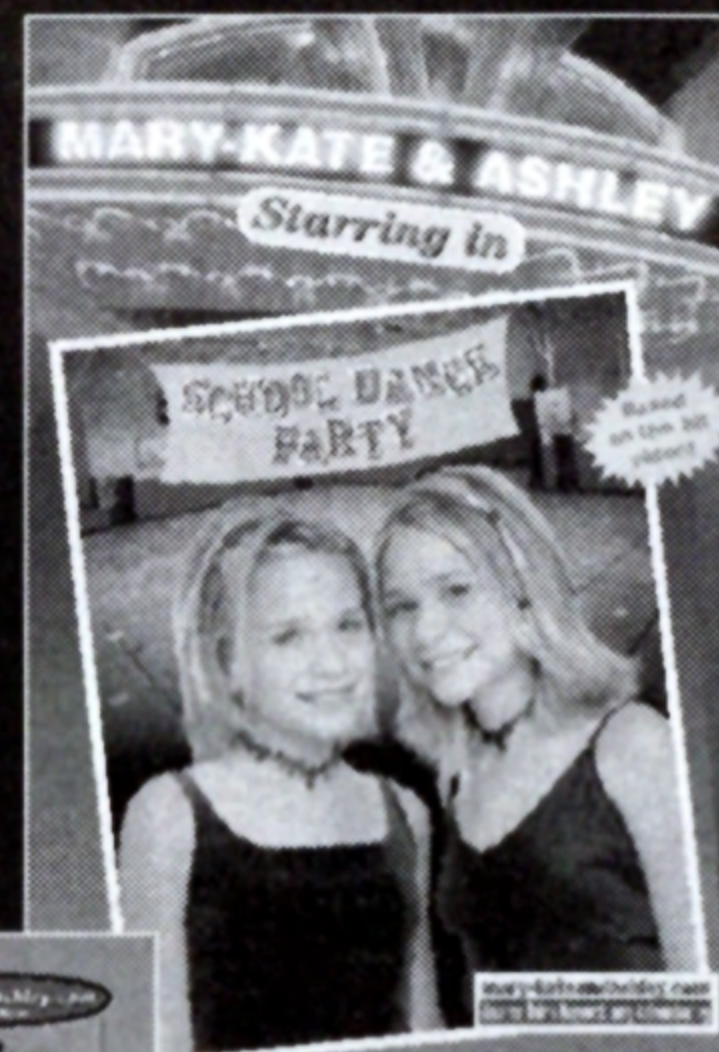
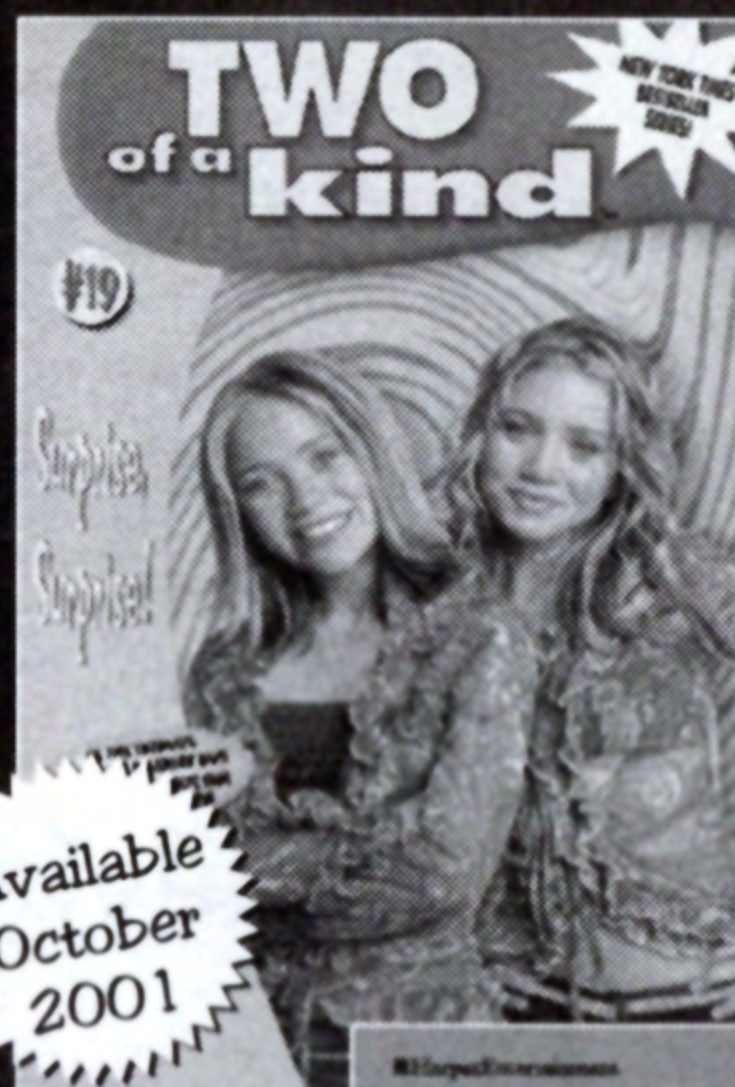
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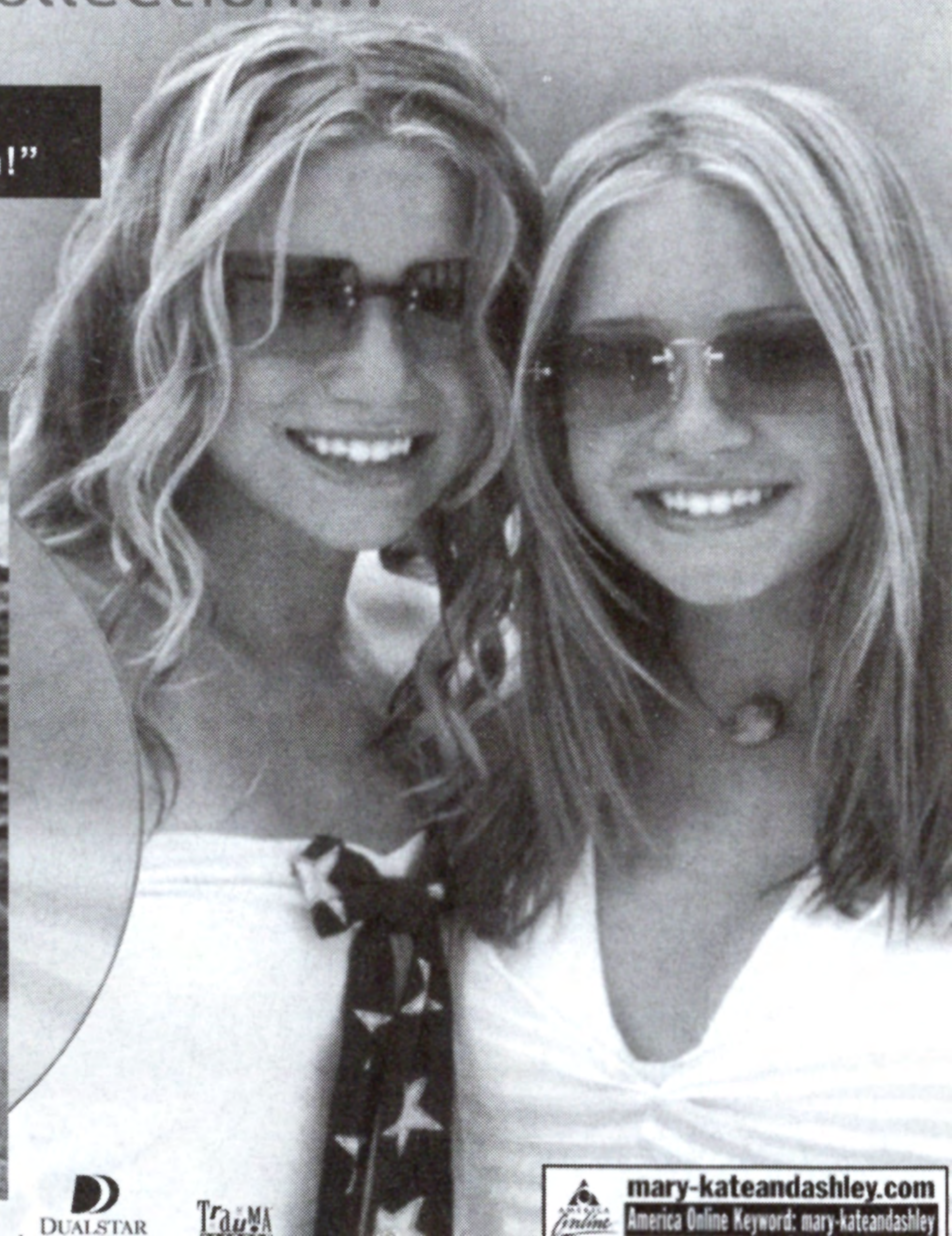
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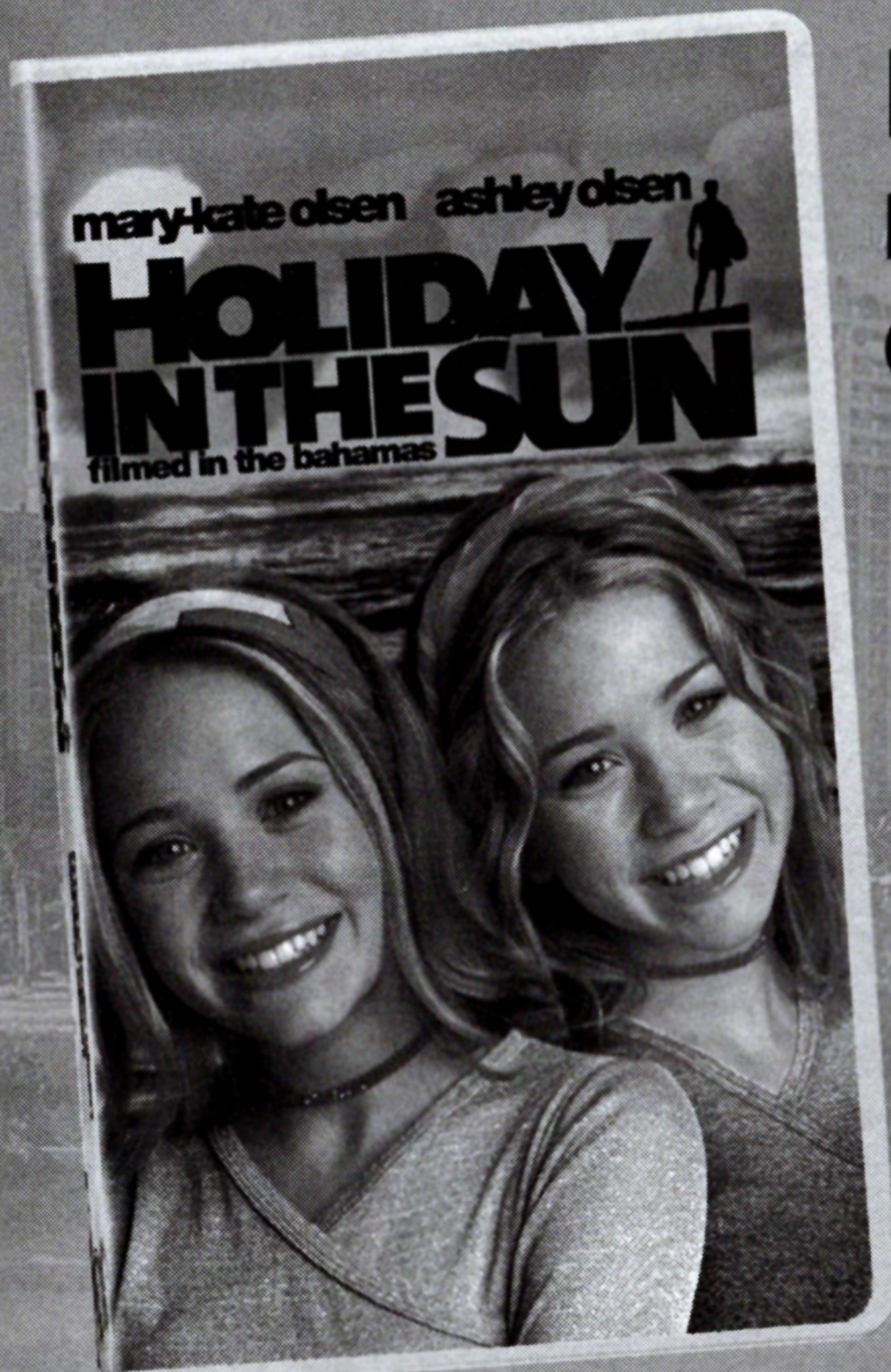


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