

Nintendo

GAME BOY[®] color



®

CGB-A3HE-USA



™



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.



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The Select Screen

Controller part names and Select Screen Functions



A Button :	Enter Item Selection, Advance to next screen
B Button :	Cancel, Return to previous screen
Control Pad :	Menu Item Select
START :	Advance from Title Screen, Menu Screen and Event Select Screens. Pause when pressed during the events
SELECT :	Not used

The Select Screen

Insert the Game Pak correctly into the Game Boy and switch on the power. The Title Screen will appear. Press the A Button (or START) to advance to the Menu Screen.

◆ MENU Screen

Select from the following modes by pressing the Control Pad up/down, and enter by pressing the A Button (or START). [CHALLENGE MODE], [RANKING] and [OPTION].

◆ EVENT SELECT Screen

After selecting [CHALLENGE MODE] the EVENT SELECT Screen will be displayed. Select the desired event by pressing the Control Pad up/down, and enter by pressing the A Button (or START).

◆ COUNTRY SELECT Screen

Select your Nationality by pressing the Control Pad left/right, and enter your name (Maximum 3 characters). Select [YES] and press the A Button to advance to the next screen, or [NO] to correct your name or country setting.

◆ HOW TO PLAY Screen, RANKING Screen

Select [HOW TO PLAY] to display the event instructions and the current World Records for each event. Select [RANKING] to display the current rankings.

The Events

Win medals in [CHALLENGE MODE] to be able to compete in all 8 events. Only the first 4 events may be selected from the start.

◆ **SKI JUMPING/K=90 INDIVIDUAL P. 5**

◆ **SKI JUMPING/K=120 INDIVIDUAL P. 5**

Jump as far as you can from the ski jump. Points are given depending on the length of your jump and your jumping style.

◆ **ALPINE SKIING/DOWNHILL P. 6**

Make it to the end of the course as fast as you can without missing any of the flags.

◆ **SPEED SKATING/500m P.7**

Compete for the fastest time as you skate around the ice rink.

◆ **SNOWBOARD/HALFPIPE P.8**

Perform various tricks in the Halfpipe. Your score depends on the difficulty of the tricks and how well they are performed.

◆ **FREESTYLE SKIING/AERIALS P.9**

Use the jump to perform various twists and turns. Your score depends on the difficulty of the tricks and how well they are performed.

◆ **SNOWBOARD/GIANT SLALOM P.10**

Ski through all of the flag gates and make it to the end of the course as fast as you can.

◆ **BOBSLED/FOUR-MAN P.11**

Complete the four-man bobsled course in the fastest time, while avoiding the walls.

The Reset Button

Press START while pressing SELECT during an event to quit the event and return to the Menu Screen.

Challenge Mode and Championship Explanation

Challenge Mode



Select an event from among the first 4 available events and aim to win a medal. Once you have won a medal from all 4 events the next set of events will become available. Win medals in the **first 7** events to open up the final event.

◆ The 4 events available from the start are

1. SKI JUMPING/K90 INDIVIDUAL
2. ALPINE SKIING/DOWNHILL
3. SPEED SKATING/ 500m
4. SNOWBOARD/HALFPIPE

◆ Win a medal in the first 4 events to open up the next 2 events

5. SKI JUMPING/K120 INDIVIDUAL
6. FREESTYLE SKIING/AERIALS

◆ Win a medal in the first 6 events to open up the next event

7. SNOWBOARD/GIANT SLALOM

◆ Win a medal in the first 7 events to open up the final event

8. BOBSLED/FOUR-MAN

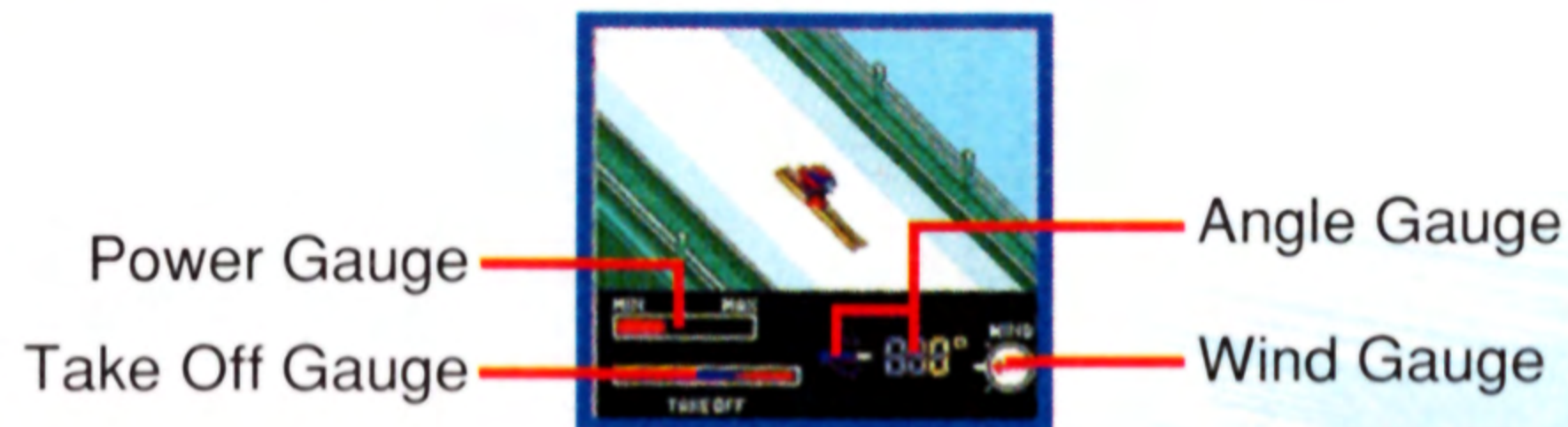
- Even if you win a Gold medal in all of the **first 4** events, you can still only access events **5 and 6**.

Championship

Compete for victory in all 8 events, displayed in a random order. Your points from all events are totalled to determine your ranking.



Screen Display



Control Buttons

- A + B Buttons..... Stop the Wind gauge. Start sliding down the jump. Press repeatedly to raise the Power gauge.
- Control Pad (up)..... Stop the Take off gauge.
- Control Pad (up/downs)..... Adjust the jumper's angle in mid air.

Control Method

Your score is calculated depending on your jump distance (K point) and your mid air technique (jump angle).



1. Press the A (or B) Button after [READY GO!!!] appears on-screen to stop the Wind gauge, which will affect your jump. Try to stop the gauge in a horizontal position. When you begin sliding down the jump, rapidly press the A and B Buttons consecutively to raise the Power gauge.

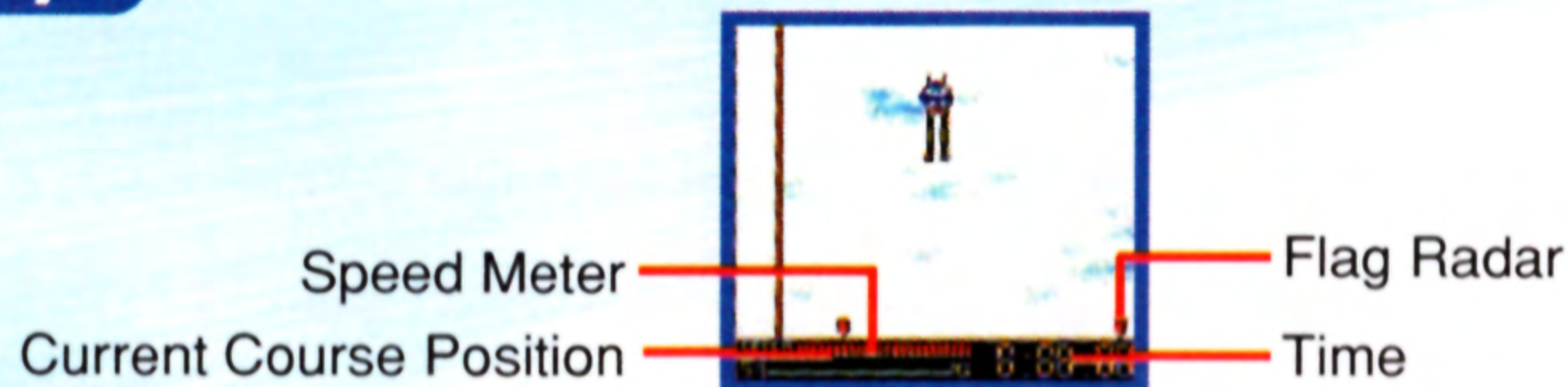


2. As you approach the take off point the Take Off Gauge will begin to rise - press the Control Pad up while the gauge is in the red section to stop the gauge and take off. If the gauge crosses this section you will be disqualified.



3. Try to maintain a horizontal position (0°) while in the air, by pressing the Control Pad up/down to adjust your angle. Your point total will be increased by keeping this angle as level as possible. Landing is automatic.

Screen Display



Control Buttons

- Control Pad (right) Turn to the right.
- Control Pad (left) Turn to the left.

Control Method

Speed down the course as fast as you can while skiing around all of the flags. The flags are spaced widely apart so you can go as fast as possible. You will be disqualified if you miss any flags.



1. You will start to ski down the course automatically after [READY GO!!] appears on-screen. Use the Flag Radar to confirm the position of any flags off the screen, and press the Control Pad (left/right) to change your direction.



2. Your speed will decrease if the angle of your turn is too wide. Aim directly for the bottom of the course to maximize your speed.



3. If you do not ski around a flag you will be disqualified.

Screen Display

Timing Meter Best Point
Course Data Time



Control Buttons

- Control Pad..... Stop left timing meter.
- A (B) Button..... Stop right timing meter.

Control Method

Compete for victory in one race. You will be fouled if you start the race before "GO!!" appears on screen.



1. Press the Control Pad (or A Button) after [READY 3,2,1 GO!!] appears on screen to start the Timing Meter. To skate, press the A Button when the meter reaches the right hand side, and the Control Pad when the meter reaches the left hand side.



2. The length of the Timing Meter represents your power. To get maximum speed and power press the Control Pad and A Button when the gauge is as close to the edge as possible.



3. Your skater will automatically change between inside and outside lanes.

Screen Display



Control Buttons

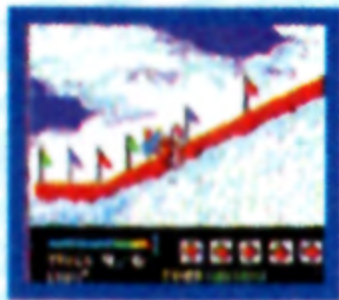
- A (B) Button Stop the Gauge, Select Trick.
- Control Pad Enter Trick command.

Control Method

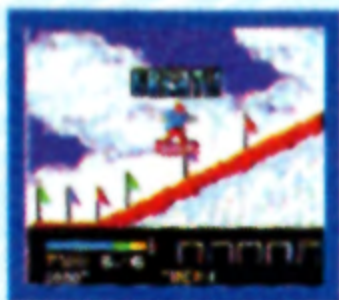
Attempt 6 jumps in the halfpipe and gain points by performing various tricks. Points are earned depending on the difficulty level of the trick and the command entry speed.



1. Press the A (or B) Button after [READY GO!!] appears on screen to start your slide down the halfpipe. As you approach the jumping point the gauge will begin to rise. Press the A Button as the gauge passes through the green, yellow or red sections to select the next trick. You will be disqualified if the gauge passes to the light blue colored section or reaches the end.

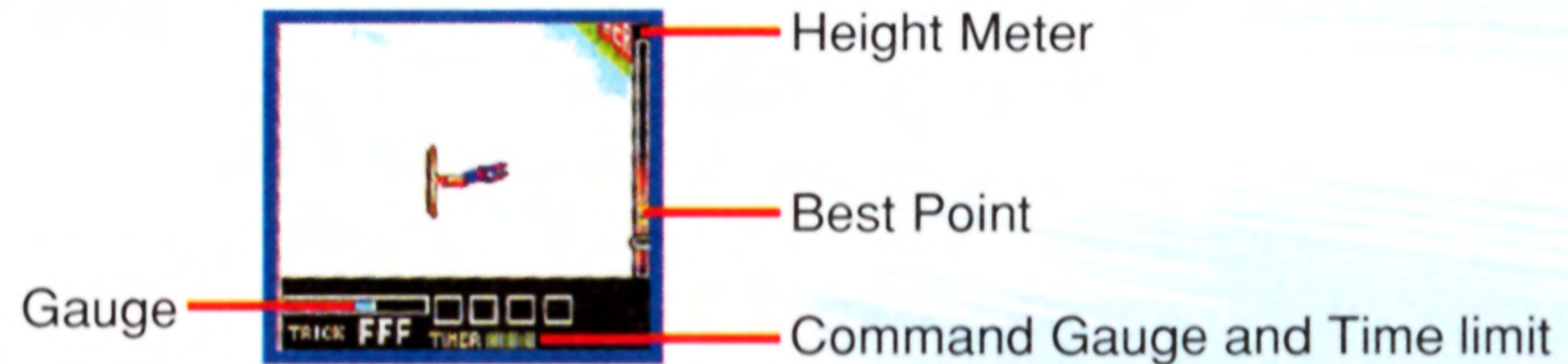


2. The type of trick selected and the difficulty level depend on the level of the gauge. The closer the gauge gets to the red area, the harder the tricks. Quickly enter your command before the time displayed in the Command gauge runs out.



3. Total points are calculated depending on points earned from each of your 6 jumps, the accuracy of your commands and the command entry speed (time remaining).

Screen Display



Control Buttons

- A + B Buttons Press repeatedly to raise the Gauge.Landing.
- Control Pad Enter Trick command.

Control Method

Attempt 2 jumps. Earn points by performing the displayed number of tricks in midair before you land. Points are calculated depending on the difficulty of the tricks and the command entry speed.



1. Press the A (or B) Button after [READY GO!!] appears on screen to start your slide down the slope. Press the A and B Buttons consecutively to increase the gauge. As you approach the jumping point the trick to be performed will be displayed in the Command gauge. The type of trick depends on the level of the gauge. If the gauge is in the light blue part, or exceeds the level, you will be disqualified.

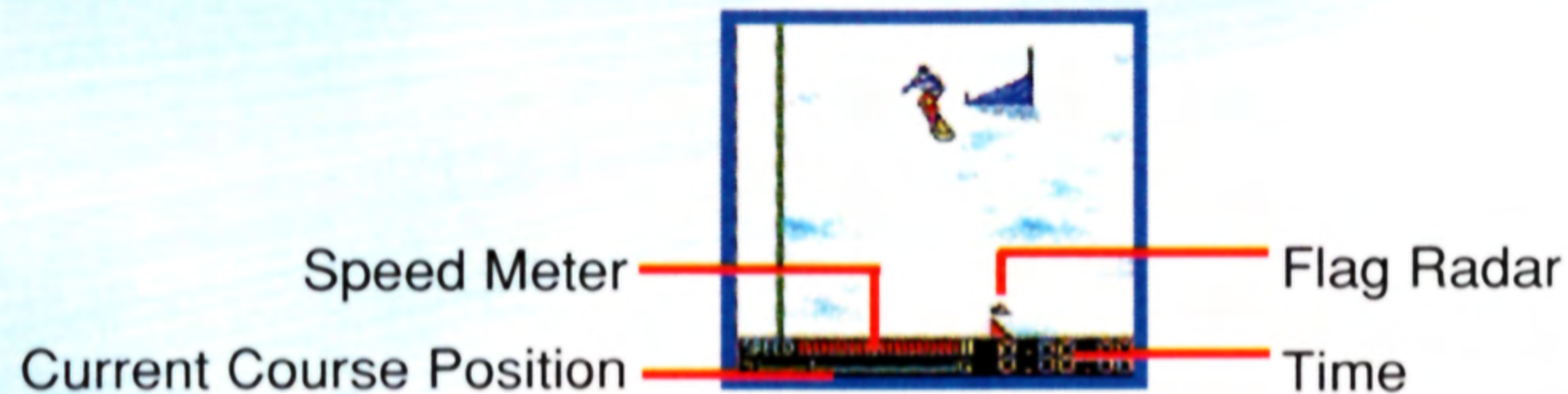


2. Quickly enter your command before the time runs out. The type of trick and the difficulty level depend on the level of the gauge.



3. Press the A (or B) Button as the Height meter reaches the best point to land successfully.

Screen Display



Control Buttons

- Control Pad (left) Turn to the left.
- Control Pad (right) Turn to the right.

Control Method

Speed down the course as fast as you can while skiing in-between all of the blue and red flags. You will be disqualified if you miss any flags.



1. You will start to ski down the course automatically after [READY GO!!] appears on-screen. Use the Flag Radar to confirm the position of any flags off the screen, and press the Control Pad (left/right) to change your direction.

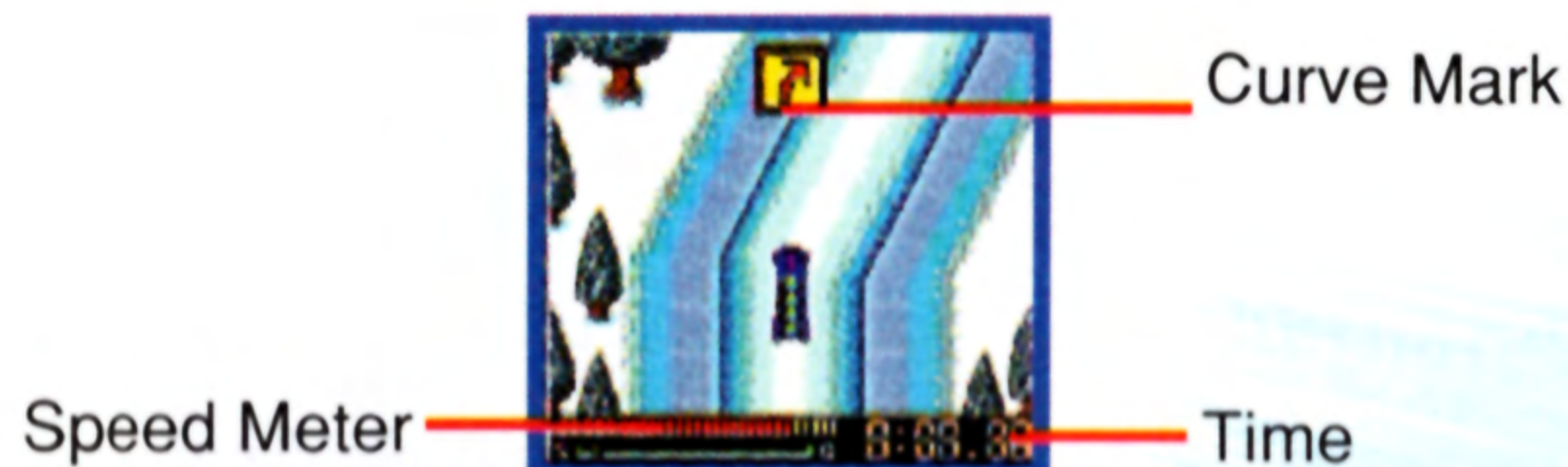


2. Pass in-between all of the flags. Your speed will decrease if the angle of your turn is too wide. Aim directly for the bottom of the course to maximize your speed.



3. If you do not pass between a set of flags you will be disqualified.

Screen Display



Control Buttons

- A+B Buttons Press repeatedly to raise the Power gauge before reaching the starting line.
- Control Pad Lean the bob sled.

Control Method

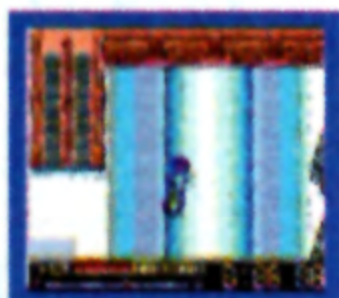
Slide down the course in the four-man bobsled as fast as you can, while avoiding the wall. The time taken to reach each checkpoint is displayed on-screen. You only get one try at this event, so be careful.



1. You will start to slide down the bobsled course automatically after [READY GO!!] appears on-screen. Press the A and B Buttons consecutively to increase the Power gauge before reaching the starting line. The bobsled team will board automatically.



2. Press the Control Pad left/right to lean the bobsled in the desired direction. After crossing each checkpoint the elapsed time between checkpoints will be displayed.



3. Be careful not to hit the wall at high speed as your bobsled could overturn, ending the race.

Event Records

The current records will be displayed after the completion of every event.
WR= World Record

◆ SKI JUMPING/K=90 K=120 INDIVIDUAL

SKI JUMPING K=90			
WR	JPN	343.0	
20.0	SUI	113.0	
20.0	FRA	119.0	
20.0	CAN	178.0	
20.0	JPN	291.0	

First try record

Second try record

Total record

◆ ALPINE SKIING/DOWNHILL

Rank	Flag	Country	Time
1	USA	0:49.23	
2	SUI	0:50.21	
3	FRA	0:51.01	
4	CAN	0:51.71	
5	JPN	0:53.13	

Record

◆ SPEED SKATING/500m

SPEED SKATING			
1		CHN	0:29.80 
2		RUS	0:30.19 
3		USA	0:30.42 
4		JPN	0:30.56
5		JPN	0:31.62 

Record

◆ SNOWBOARD/HALFPIPE

1	USA	47.3
J1	Switzerland	7.4
J4	Japan	8.0
J2	Spain	9.3
J5	Canada	9.5
J3	Italy	9.0
TOTAL		43.2

Total record

◆ FREESTYLE SKIING/AERIALS

AERIALS			
WR →	USA	268.03	
4.0	2.7	JUMP1	
4.6	2.7	106.88	
3.0	8.1	JUMP2	
4.7	4.35	93.45	
4.2			
13.5	TOTAL	200.25	

First try record

Second try record

Total record

◆ SNOWBOARD/GIANT SLALOM

GIANT SLALOM			
1	SUI	0:39.28	🏆
2	ITA	0:39.74	🥈
3	FRA	0:40.01	🥉
4	GER	0:40.52	
-	JPN	0:44.25	

Record

◆ BOBSLED/FOUR-MAN

BOBSLED			
1	GER	0:51.13	🏆
2	SUI	0:51.58	🥈
3	GBR	0:52.00	🥉
4	FRA	0:52.52	
-	JPN	0:53.40	

Record

The RESULT Screen

The RESULT screen will be displayed after a certain number of events. In [CHALLENGE MODE] the RESULT screen will be followed by the CONTINUE Screen.

- CONTINUE Retry the current event.
- EVENT SELECT Return to the EVENT SELECT Screen.
- MENU Return to the MENU Screen.
- For information on the Event Select Screen see P.2
- For information on the Menu Screen see P.2

The GAME OVER Screen

The GAME OVER screen will be displayed if you complete the [CHAMPIONSHIP] without receiving a medal.

Awards



(1) (2)

Rankings will be saved automatically. The top 5 rankings can be viewed by selecting [RANKING] from the MENU Screen. You can also view the number of medals received in [CHALLENGE MODE] (1), and the number of victories and crowns won in [CHAMPIONSHIP] (2), by selecting [AWARDS] from the MENU Screen.

- Any rankings below 5th are automatically deleted.
- For more information on RANKING see P.15

Ranking

View the top 5 player rankings.

- Any rankings below 5th are automatically deleted. [CHALLENGE MODE] records are displayed in light blue.

Option Mode

Press the Control Pad up/down to select from the following 3 items and press the A Button to enter.

● SOUND TEST BGM

Select the BGM using the Control Pad (left/right), and press the A Button to play, or the B Button to stop.

● DATA ALL CLEAR

Clear all RANKING data.

● EXIT

Return to the MENU Screen.

Caution: Once data has been cleared it cannot be recovered.

NOTE



A series of horizontal dashed lines for writing notes, spanning the width of the page.



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- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

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