

Nintendo

GAME BOY[®] COLOR

CGB-BBEE-USA

TROUBALLS[™]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CAPCOM®

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

©CAPCOM CO. LTD., 2001

©CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO. LTD. TROUBALLS is a trademark of CAPCOM CO. LTD. The ratings icon is a registered trademark of the Interactive Digital Software Association.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

© 1989, 1998 NINTENDO OF AMERICA INC.

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

CONTENTS

The Trouble with TROUBALLS! .	2
Starting Up	4
Controls	5
Main Menu	6
Game Screen	10
Playing the Game	12
Types of Games	14
Give Up?	14
Game Over	15
Credits	16

**REGISTER ONLINE AT
WWW.CAPCOM.COM**

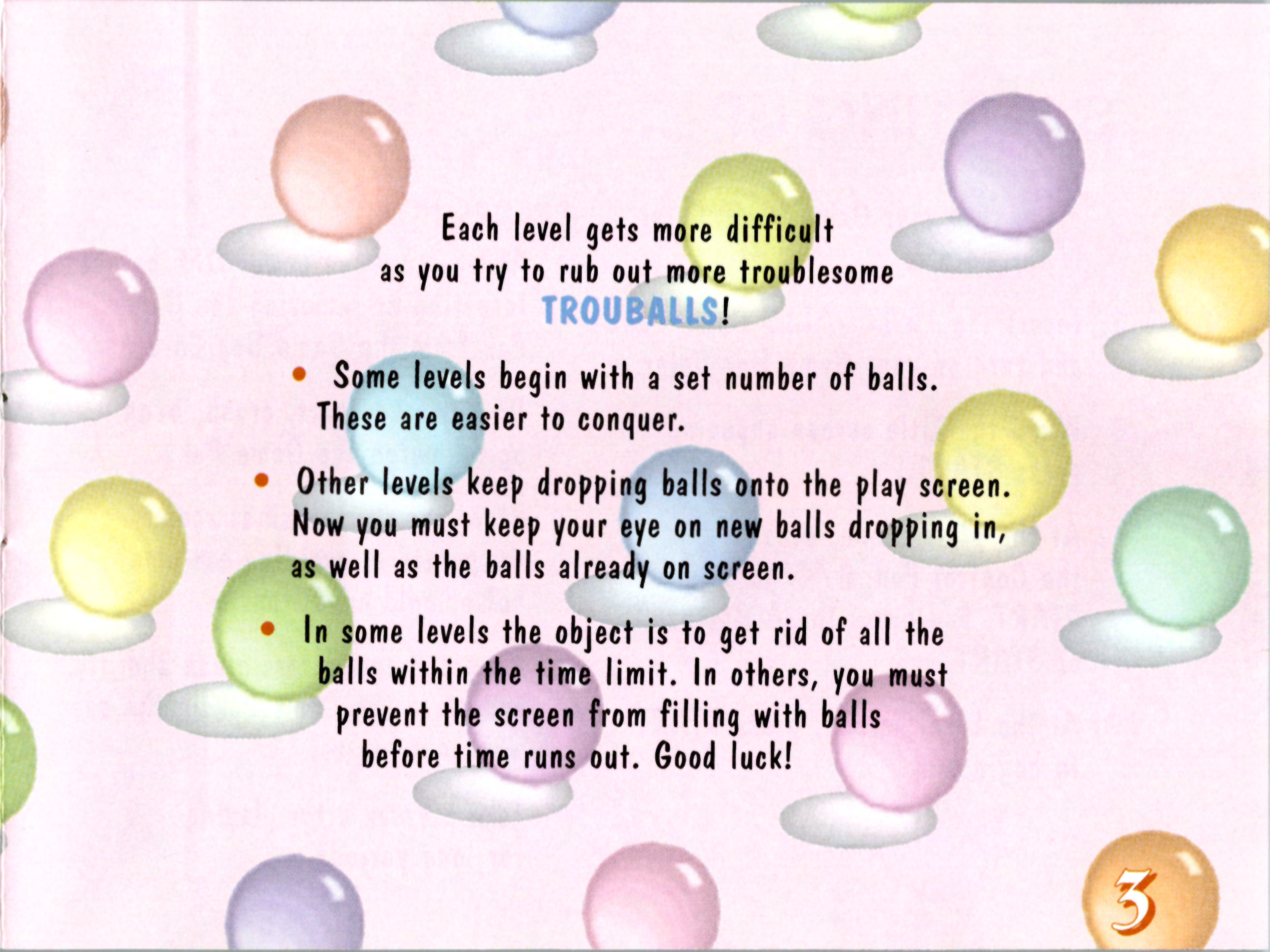
THE TROUBLE WITH TROUBALLS!

Sit back and prepare yourself
for a mind-numbing puzzle game that
will make you frantic in no time!

The object of **TROUBALLS** is to wipe out all
the balls you can within a limited amount of time.

To vaporize the balls, arrange same-colored balls
into groups of four or six balls each. Arrange
the balls by turning the gears behind them.

Move the gears to any set of balls, and turn
them clockwise or counterclockwise.

The background of the page is a light pink color, decorated with numerous colorful, glossy balls in shades of orange, yellow, green, blue, purple, and pink. Each ball has a soft shadow beneath it, giving it a three-dimensional appearance.

Each level gets more difficult
as you try to rub out more troublesome
TROUBALLS!

- Some levels begin with a set number of balls. These are easier to conquer.
- Other levels keep dropping balls onto the play screen. Now you must keep your eye on new balls dropping in, as well as the balls already on screen.
- In some levels the object is to get rid of all the balls within the time limit. In others, you must prevent the screen from filling with balls before time runs out. Good luck!

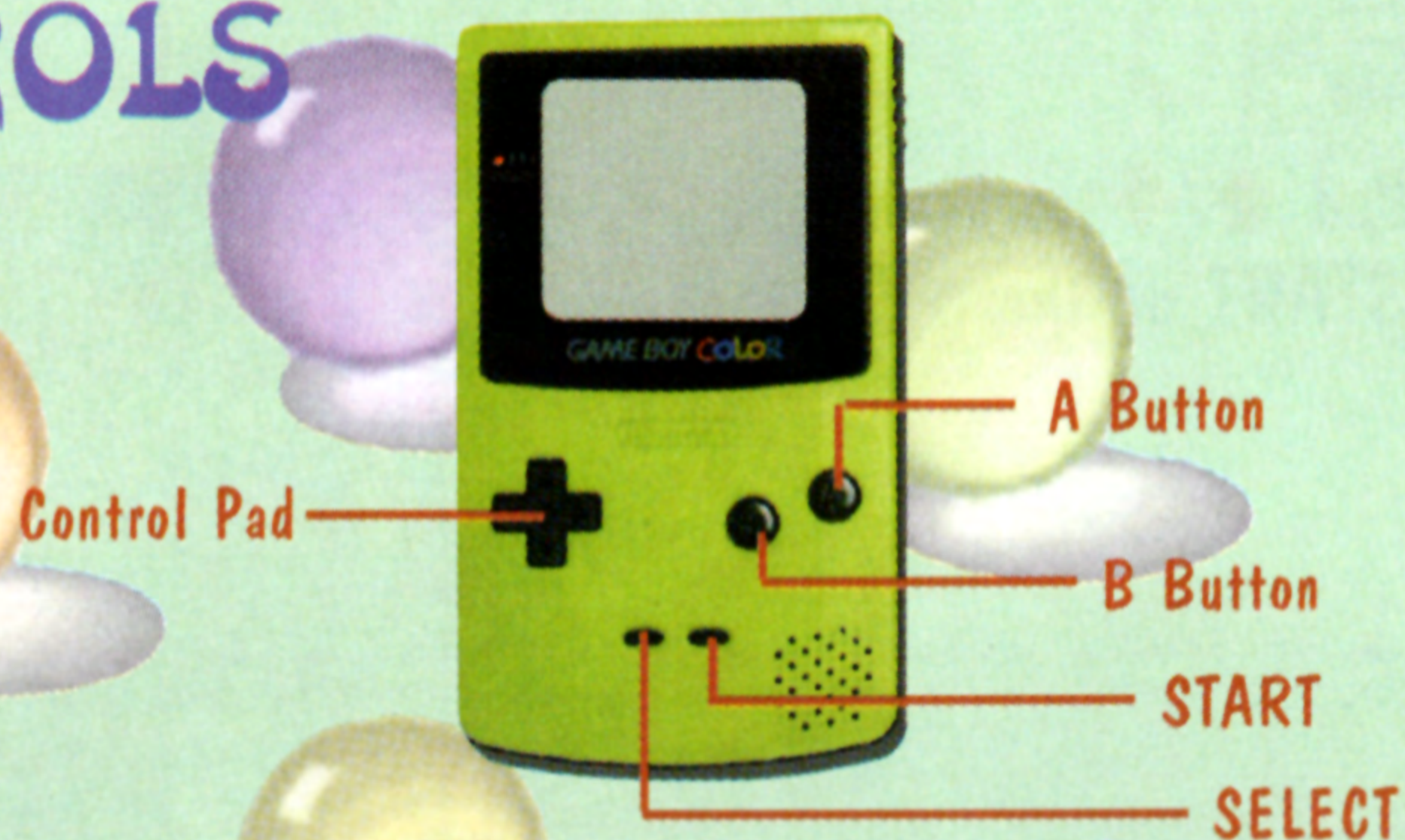
STARTING UP

1. Make sure your Game Boy® Color is turned off.
2. Insert the **TROUBALLS** Game Pak and turn on your Game Boy Color.
3. When the Title screen appears, press START.
4. At the Main Menu, press the Control Pad / to select START, and press the A Button or START.
5. At the Level screen, press START to begin play.

PRECAUTIONS

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods.

CONTROLS



CONTROL

Start game/Choose menu item

Highlight menu item

Confirm menu item

Move to gear

Rotate balls clockwise (to the right)

Rotate balls counterclockwise (to the left)

BUTTON

START

Control Pad

A Button

Control Pad

A Button

B Button

MAIN MENU

Press the Control Pad / to highlight an item and press START or the A Button to confirm.

START

Begin **TROUBALLS**.

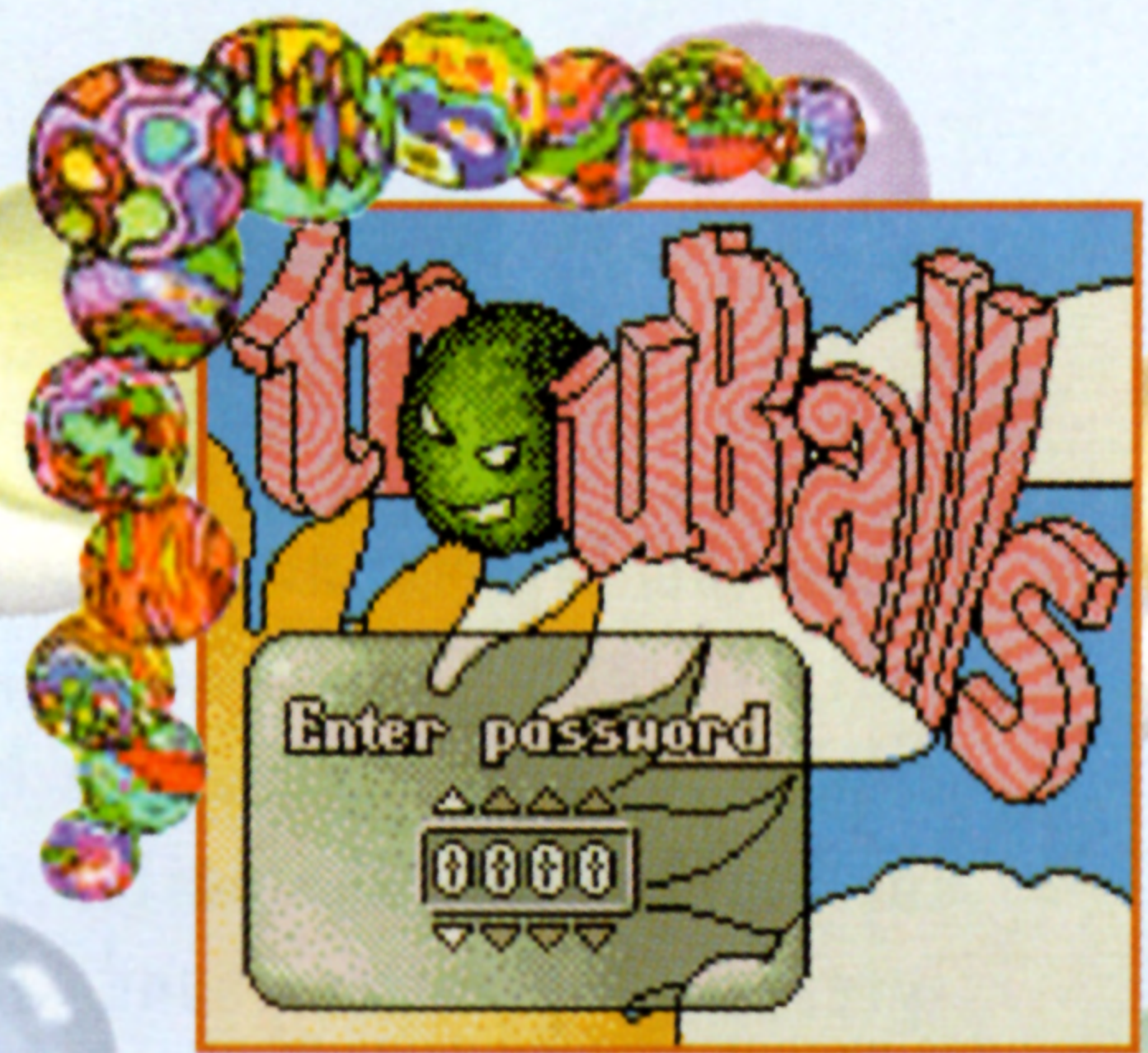
PASSWORD SCREEN

This allows you to use a password to begin the game at a higher level. As you play the game, you'll see a password at the beginning of each new level. Write it down on the next page. To begin the game at that level, select the **PASSWORD SCREEN** option from the Main Menu.



To enter a password on the Password screen:

1. Press the Control Pad / to scroll through the letters.
2. Press the Control Pad / to change character positions.
3. Press Start or the A Button to confirm and begin the game.



PASSWORDS

OPTIONS

TUTORIAL

Take the Tutorial and learn how to stay out of trouble in **TROUBALLS**.

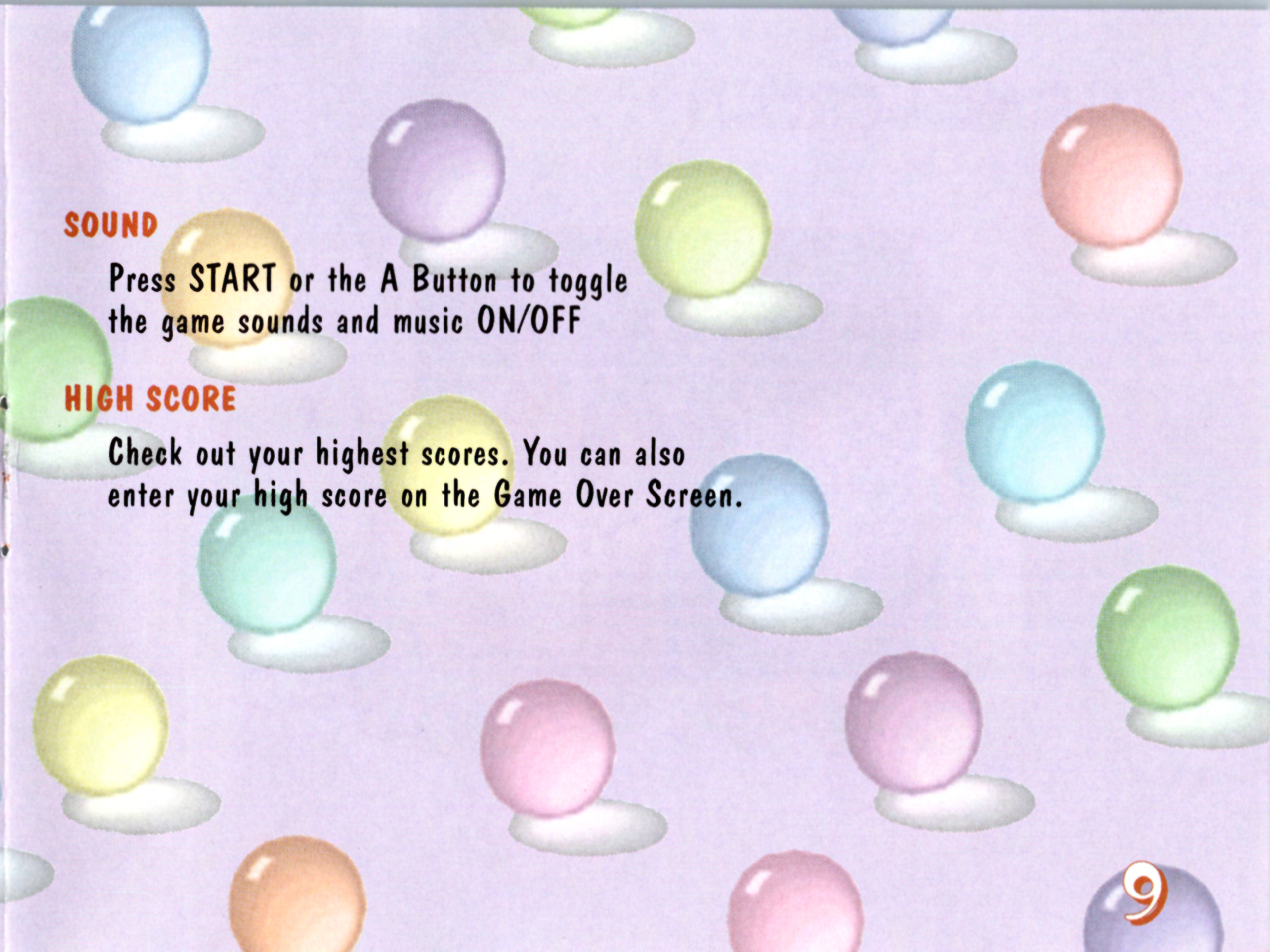
The Tutorial will show you how to play by highlighting the button you should press in a practice round of the game.

Read the instructions at the top of the screen, then press the highlighted button you see on the Game Boy Color picture at the right of the screen.

Continue pressing the buttons as they become highlighted.

Press **SELECT** to return to the Main Menu.



The background of the page is a light purple color, decorated with numerous colorful spheres. These spheres, in shades of blue, purple, yellow, orange, green, and pink, are scattered across the page. Each sphere has a white highlight on its upper left side and casts a soft, white shadow directly beneath it, giving them a three-dimensional appearance.

SOUND

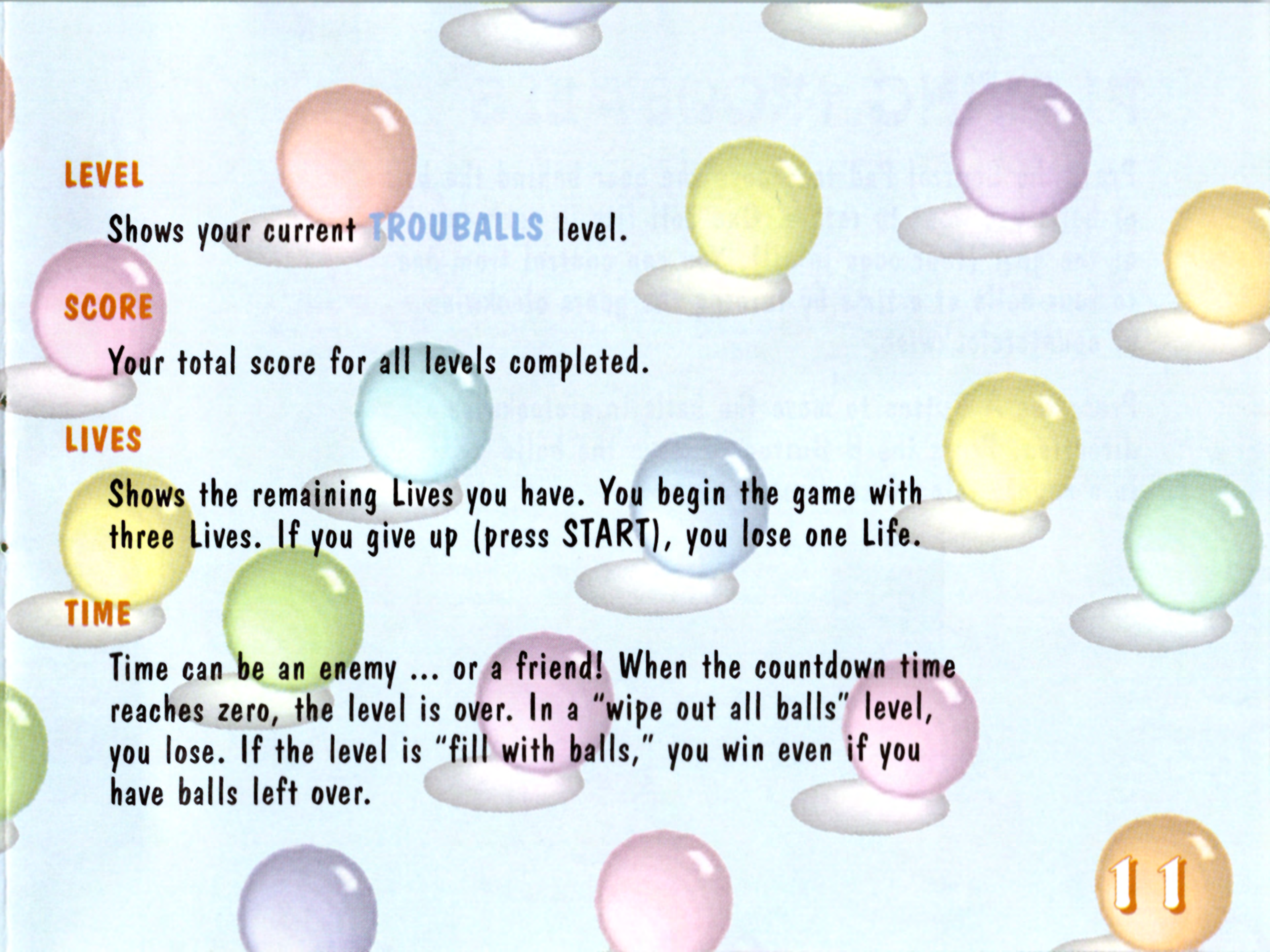
Press **START** or the **A Button** to toggle the game sounds and music **ON/OFF**

HIGH SCORE

Check out your highest scores. You can also enter your high score on the **Game Over Screen**.

GAME SCREEN





LEVEL

Shows your current **TROUBALLS** level.

SCORE

Your total score for all levels completed.

LIVES

Shows the remaining Lives you have. You begin the game with three Lives. If you give up (press **START**), you lose one Life.

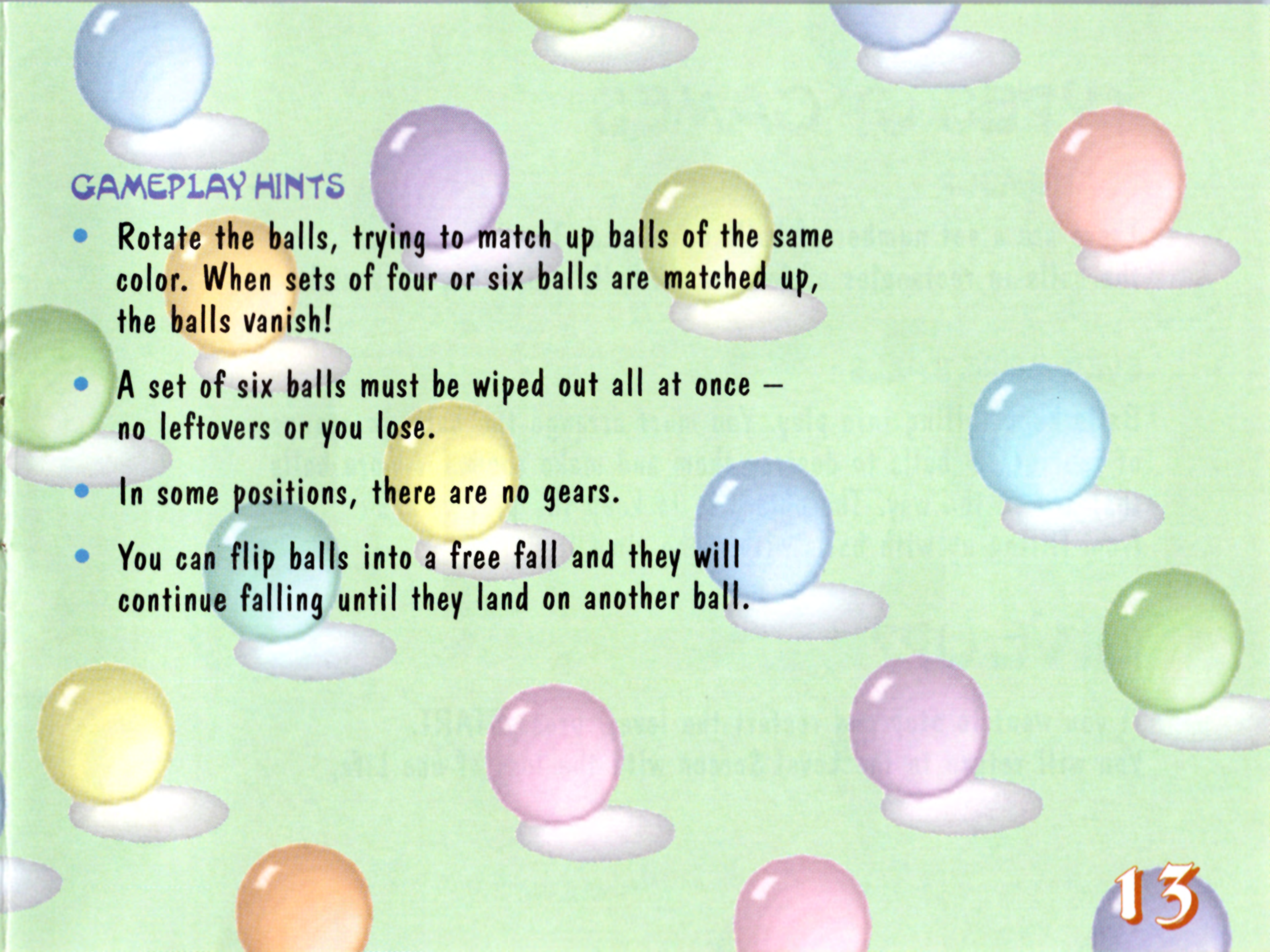
TIME

Time can be an enemy ... or a friend! When the countdown time reaches zero, the level is over. In a "wipe out all balls" level, you lose. If the level is "fill with balls," you win even if you have balls left over.

PLAYING TROUBALLS

Press the Control Pad to choose the gear behind the ball or balls you want to rotate. One ball fits in each cog of the gear (four cogs in all). You can control from one to four balls at a time by turning the gears clockwise or counterclockwise.

Press the A Button to move the balls in a clockwise direction. Press the B Button to move the balls in a counter-clockwise direction.

The background of the page is a light green field. Scattered across the field are numerous colorful balls, each with a soft white shadow beneath it. The balls come in various colors including blue, purple, yellow, orange, green, pink, and red. Some balls are partially cut off by the edges of the page.

GAMEPLAY HINTS

- Rotate the balls, trying to match up balls of the same color. When sets of four or six balls are matched up, the balls vanish!
- A set of six balls must be wiped out all at once — no leftovers or you lose.
- In some positions, there are no gears.
- You can flip balls into a free fall and they will continue falling until they land on another ball.

TYPES OF GAMES

SET NUMBER

There are a set number of balls on screen. To win, arrange the balls in rectangles of four or six balls until they all vanish.

EVER MORE BALLS

Balls keep falling into play. You must arrange the balls in groups of four or six balls to destroy them and make room for more balls that are on the way. The object is to keep the play screen from filling up with balls within the time limit.

GIVE UP?

If you want to stop and restart the level, press **START**.
You will return to the Level Screen with the loss of one Life.

GAME OVER

When the game is over, you can enter a three character name in the High Score Screen:

1. Press the Control Pad / to select the letter or number you want.
2. Press the Control Pad / to change the character position and enter the next letter
3. Press the A Button to return to the Main Menu.



CREDITS

Manual:

Hanshaw Ink & Image

Marketing:

Todd Thorson

Sean Mylett

Robert Johnson

Nate Williams

Creative Services:

Jennifer Deauville

Marion Clifford

Package Design:

Michi Morita

Jamie Gibson

Public Relations:

Melinda Mongelluzzo

Matt Atwood

Carrie Root

Special Thanks:

Bill Gardner

Robert Lindsey

Customer Service

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM

Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.



TROUBALLS



Capcom Entertainment, Inc.
475 Oakmead Parkway
Sunnyvale, CA 94086

capcom.com

PRINTED IN JAPAN