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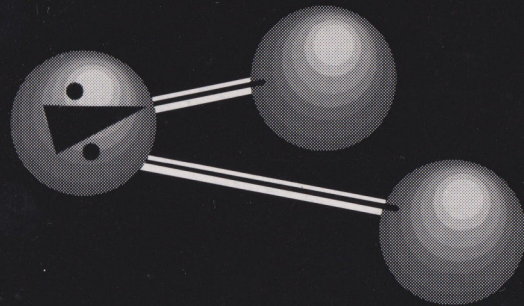
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Nintendo

GAME BOY™

DMG-GH-USA

T H E G A M E O F
HARMONY™



Instruction Booklet

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HARMONY™



WHY HARMONY?

Webster's Collegiate Dictionary sums up the experience of *The Game of Harmony* as well as anything:

har-mo-ny \ 'har-m -ne\ n 1: musically concordant, tuneful 2: pleasing or congruent arrangement of parts 3: internal calm: TRANQUILITY

But why a game like *The Game of Harmony*?

Simple answer: We just got weary of coming home to software "entertainment" that drives us nuts with tension. Zap this, blow up that — enough already. How about a challenge that demands total relaxation for optimal performance? A game that's more like a meditation than a rabid exercise in intergalactic gunplay?

Who knows? *The Game of Harmony* just might usher in a whole New Age in software entertainment. Happy harmonizing.

Thank you for purchasing the Nintendo® GAME BOY™ Harmony Game Pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for future reference.

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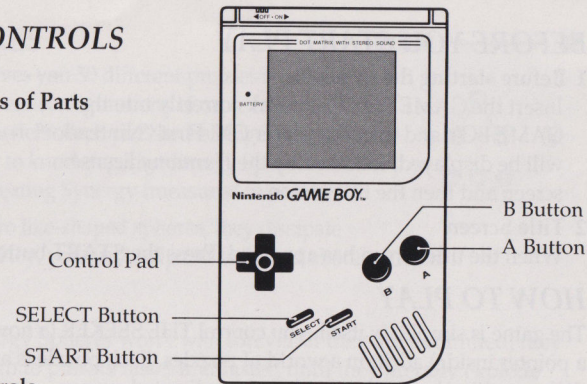
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Cautions During Use

- 1 If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2 This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3 Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4 Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5 Store the Game Pak in its protective case when not in use.

USING THE CONTROLS

Names and Functions of Parts



How to Use the Controls



- ↶ Rotate Seeker counter-clockwise
- ↷ Rotate Seeker clockwise

A Button — Propel Seeker forward
B Button — Flips Seeker 180°

BEFORE YOU START PLAY

1 Before starting the game

Insert the GAME BOY Game Pak correctly into the GAME BOY and turn the power ON. First "Nintendo" will be displayed, followed by the *Harmony* license screen and then the title screen.

2 Title Screen

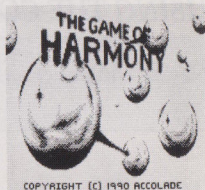
When the title screen has appeared, Press the **START** button to begin playing.

HOW TO PLAY

The game is simplicity itself. you control THE SEEKER (a hovering sphericule with a pointer inside) adrift in a world of puzzles. Each puzzle is a configuration of different orbs that pulsate with raw, undirected energy.

Your goal: Push together all matching-shaped pairs of spheres before they explode with tension. This "harmonizes" the configuration and lets you move on to the next puzzle. There are 50 configurations, 50 unique "problems" to be solved.

Here are your secrets to success: Strategic thinking, quick reflexes, total addiction.

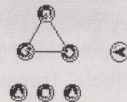


ENERGY SPHERES

The *Game of Harmony* gives you 50 different puzzles to solve. Each one features different configurations of orbs, called Energy Spheres, and barriers. Each puzzle challenges you to use your mobile Seeker to knock together Energy Spheres of the same shape, thus creating Synergy (measured in points).

Whenever you unify two like-shaped spheres, they dissipate into a state of synergy. Hey, you can't help but feel good about yourself.

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PULSE TIME

But of course, raw Energy Spheres won't wait forever. If they are not united, they grow tense — and begin to pulsate faster and faster, until they literally explode with tension.

This "pulse time" is your time limit for each level, because when all spheres have exploded, the round is over.

Spheres explode anywhere from 10 to 30 seconds after they appear. "Pulse time" is always the same for all spheres within a given level, but is different from level to level.

PODS

Whenever two different-shaped Energy Spheres collide, they generate a Pod of yet a third shape. For about 3 seconds, that pod will sit there. During this time, you can “gobble” (run over) it with your Seeker, make it disappear, and gain energy.

After 3 seconds, however, it will grow into another Energy Sphere. Obviously, if you let too many of these pods generate, your puzzle will begin to take somewhat unharmonious characteristics.

LIVES & ENERGY

You start *The Game of Harmony* with four lives. The number of lives you have left is marked on the upper right of the game screen.

The Energy Bar runs across the top of the game screen. Every time you consume a pod, you gain energy. Every time an Energy Sphere explodes, you lose energy. If you let your energy level dwindle to nothing, you lose a life.

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SCORING

Every time you “synergize” (knock together) Energy Spheres of the same shape, you are awarded points. The amount of points is either 200, 250, or 300 points depending on the level you are playing. Your score is shown in the upper left of the game screen.

You can also get Bonus Points. Every time you “harmonize” a level — that is, make all spheres disappear — without creating any new pods you earn an extra 1500 Bonus Points. If you harmonize a level, including any newly-created pods, you get 1000 Bonus Points. If there is only one sphere or one pair of spheres left, you earn 500 Bonus Points. More than one pair of spheres left earns you zero (0) Bonus Points.

Oh, did we mention Bonus Lives? After every 20,000 points, you earn an additional life. Sort of a new slant on reincarnation.

TOP SCORE

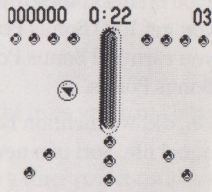
The names (up to 13 letters) and the score of the top 7 can be registered. However, they disappear from memory when the power is turned OFF.

To set your name, select the letters of the alphabet using the **↑** and **↓** sides of the **+** Control Pad, and the **A** button. (If the **B** button is pressed, the display will erase to the previous character.) After you have input up to 13 letters, you can restart the game by pressing the **START** button.

BONUS LEVELS

Level 4 and every fourth level thereafter (Levels 8, 12, 16, etc) are designated bonus levels. In them, you can gain extra points, but cannot lose any of the points/energy you already have.

Each bonus level presents an arrangement of Pods that can be gobbled for points. Each bonus level is different, with different instructions. READ THE ON-SCREEN INSTRUCTIONS FOR THESE LEVELS CAREFULLY.



The Random Bonus Pod

OK, you're in a configuration, seeking away, surrounded by spheres, when suddenly a random pod appears. Out of nowhere. Just sitting there. What is it?

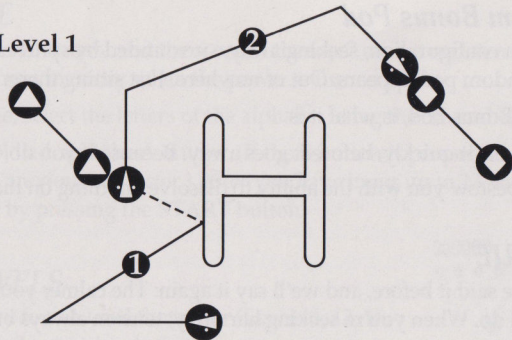
It's a Random Bonus Pod, is what it is.

Gobble (run over) it quickly, before it goes away. Because if you do, *The Game of Harmony* will bestow you with the ability to dissolve anything on that level.

TECHNIQUE

- 1 **Relax.** We've said it before, and we'll say it again: The calmer you stay, the better you'll do. When you're seeking harmony, tension always breeds bad performance.
- 2 **Seek the "elegant" solution.** Each configuration can be harmonized in an infinite variety of ways. However, there is an optimal pattern for every level. See the example on the next page.

Level 1



-  Seeker
-  Diamond Sphere
-  Triangle Sphere
-  Bounce
-  Move Forward

- 1 Move the Seeker so that it bounces off the wall and strikes the first triangle sphere. The triangle will collide and synergize.
- 2 Move the Seeker so that it strikes the first diamond sphere. The two will bump and dissolve.

OTHER OPERATIONS

1 Pause

Press the START button during the game to pause. Press again to restart the game from the moment it was stopped.

2 Resetting

Press the A, B, SELECT and START buttons simultaneously during the game to reset and return to the *Harmony* license screen. The top score will not be erased.

ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your NES when you call. We'll do everything we can to solve your problem or answer your question. Or write to us at:

Accolade

Attn: Customer Service

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San Jose, CA 95128

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After the 90-day period, defective media may be replaced in the United States for \$10 (plus 7.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

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