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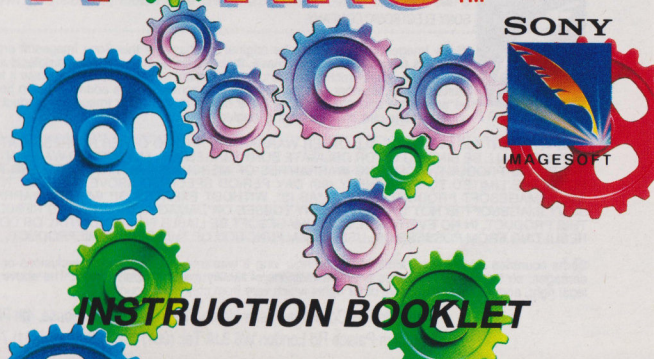
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Nintendo

GAME BOY™

GEAR WORKS™



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INSTRUCTION BOOKLET

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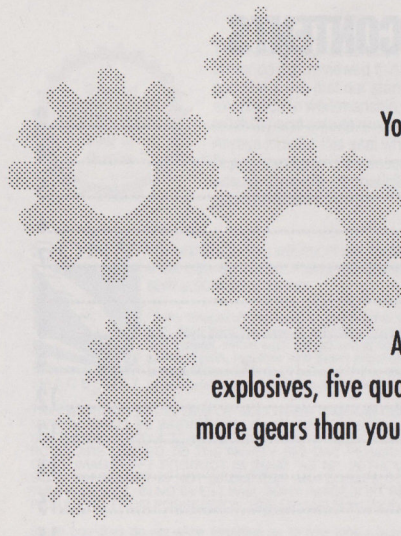
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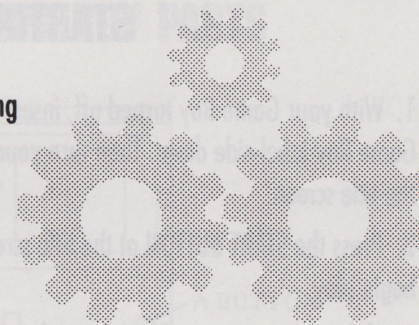
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INTRODUCTION

You are a master clocksmith on an almost impossible mission: To transform 12 Wonders of the World into monumental time pieces — sub-level by sub-level.

Armed with a tool box filled with live explosives, five quarts of oil, a high-powered rifle and more gears than you could ever need, it's up to you



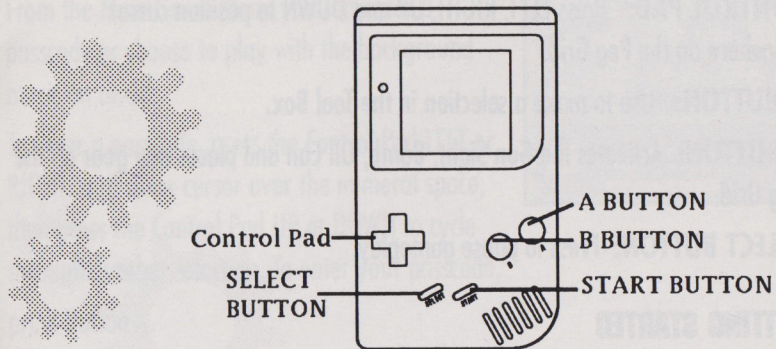
to build the inner mechanisms by linking together gears of every size and color, while struggling against time, temperature and pesky Poffins.

Grab your tools and pack your bags!
First stop: The Leaning Tower of Pisa.

STARTING UP

1. With your Game Boy turned off, insert the Gear Works cartridge into your Game Boy label-side down. Then turn your Game Boy on and wait until you see the title screen.
2. Press the **START BUTTON** at the title screen to begin play.
3. If the screen remains blank even though the Game Boy power switch is turned to the "on" position and the cartridge is inserted, adjust the contrast dial. Also, check the battery light to make sure your system is getting power.

NAMES OF GAME BOY PARTS



This manual refers to the following directions:

GAME CONTROLS SUMMARY

CONTROL PAD: Press LEFT, RIGHT, UP and DOWN to position cursor anywhere on the Peg Grid.

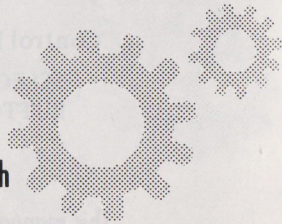
A BUTTON: Use to make a selection in the Tool Box.

B BUTTON: Activates the Gun Sight, Bomb, Oil Can and places any gear on the Peg Grid.

SELECT BUTTON: Press to pause gameplay.

GETTING STARTED

From the Title screens, press the Start Button to reach the Main Game Menu.

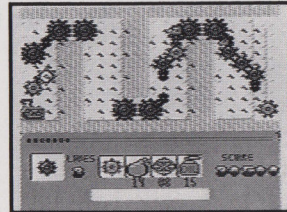


THE MAIN GAME MENU

From the Main Game Menu you can enter a passcode or choose to play with the background music on or off.

To enter a passcode, press the Control Pad LEFT or RIGHT to position cursor over the numeral space, then press the Control Pad UP or DOWN to cycle through number selection. To enter your passcode, press Button A.

To select whether you'd like to play with music on, or off, press the Control Pad LEFT or RIGHT. To enter selection and begin play, press the B Button.



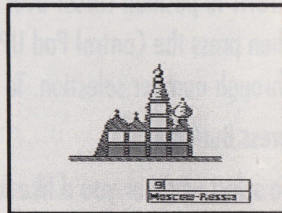


CUCKOO CLOCK

The Cuckoo Clock indicates which level the player is starting.

MONUMENT SCREEN

The Monument Screen appears at the beginning of each level to let you know which monument you are working on, and which sub-level you are currently at.



MAIN GAME SCREEN

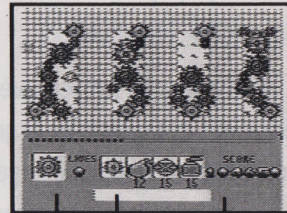
The following is a list of what appears on the Main Game Screen

1: PEG GRID

Body: This is where all the action takes place.

2: LIVES

This indicates how many lives you currently have. You begin the game with 3 lives. You will lose a life each time you fail to complete a level within the time limit, or if the temperature guage reaches the boiling point before you complete the gear chain.



3: SCORE

This displays your current score.

4: ENGINE TEMPERATURE

This displays the temperature of the engine powering the clock. Temperature increases as the number of gears linked increases. Rusty or jammed gears also raise the temperature. The gear chain must be completed before the temperature reaches maximum.

5: GEAR TYPE

Body: This enables you to position various gears on the Peg Grid.

6: GUN SIGHT

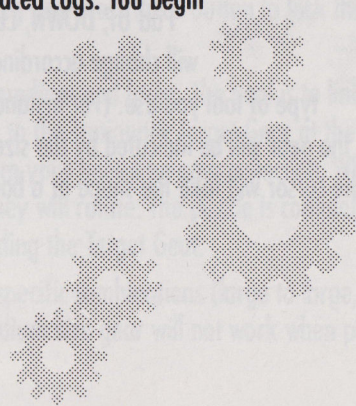
Use this for popping Poffins. You begin the game with five bullets.

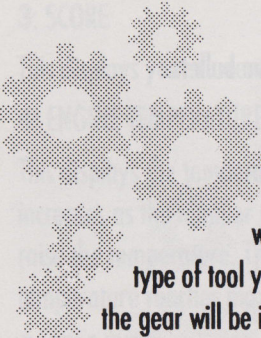
7: BOMB COUNT

Use this to destroy damaged or misplaced cogs. You begin the game with five bombs.

8: OIL COUNT

Use this to oil rusty gears. You begin the game with five quarts of oil.





USING THE CURSOR

You will use the cursor to lock gears in place and activate your tools. To use the cursor, move the Control Pad UP, DOWN, LEFT or RIGHT. The form of the cursor will change according to the size of the gear, and the type of tool you use. (For instance, when placing gears, the size of the gear will be indicated by the size of the cursor. When using a bomb, the cursor will take the shape of a bomb.)

WORKING THE GEARS

You have 12 different world monuments to create, beginning with a leaner in Italy, a sphinx in Egypt, and so on. To select a gear, highlight the Gear Icon, position the cursor over the desired peg and press the B Button to lock that gear in place.

Gears come in three sizes — small, medium and large. The goal is to link the rotating gear at the left of the screen to the stationary Target Gear at the right of the screen — with a little help from your unending gear collection. When gears are linked together properly, they will rotate. The puzzle is complete when all gears in the chain rotate — including the Target Gear.

Keep in mind, gears can only link in specific combinations (large to large, small to medium and small to large). A medium size gear will not work when placed beside another small sized gear.

TYPES OF GEARS

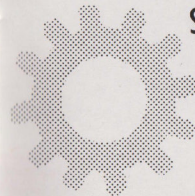
You have three types of gears to work with. Each has its own personality and can be recognized by its shade:

- Light:** Use in abundance! These gears will give you the smoothest connections.
- Medium:** Connect these together for more points. Watch the directional arrow! Connect two that are moving in opposite directions and your whole clock will freeze up.
- Dark:** Keep you oil can handy! An occasional drop will be necessary for these gears to continue moving freely.

POFFINS

Poffins are pesky gremlin-like creatures that torment you by rusting the gears or breaking off the mounting pegs. You can pop these Poffins using the Gun Sight, a Bomb, or by squashing them under a gear.

SCORING



Scores are tallied after each sub-level has been completed. You accumulate points for each working gear in place, and you lose points for each misplaced or non-working gear.

