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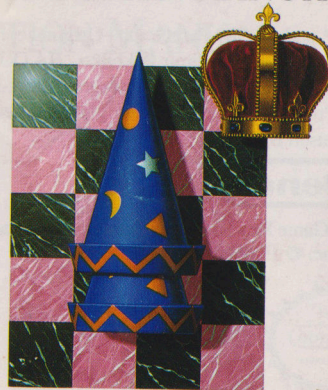
Nintendo

GAME BOY

HATRIS™

INSTRUCTION MANUAL

DMG-HT-USA



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Nintendo



HATRIS™

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HATRIS™ INSTRUCTION MANUAL

BULLET-PROOF
SOFTWARE

A MESSAGE FROM THE AUTHORS

Hello, everybody. How did you like *Tetris*? We feel that those of you who have played *Tetris* have gotten a glimpse of life in the Soviet Union through this unique, peaceful game.

But now, let's talk about our new game. *Hatris* is very simple and easy to understand, but it also challenges your judgement and skill. We love *Hatris*. As we worked on the game, it was easy to imagine the people of the world and their characteristic hats.

If you like this game too, we'll be glad to have even more friends in the U.S.

Enjoy and good luck!

Alexey Pajitnov
Vladimir Pokhilko

INTRODUCTION

Hatris is a puzzle game that can be enjoyed by both children and adults. Random pairs of hats drop into the playfield from a dispenser at the top of the screen. You try to stack the falling hats onto matching hats below. If you stack 5 hats of the same type, you score a bonus and that stack of hats disappears. Do this 20 times to advance to the next, more challenging Stage. The hats fall faster in each succeeding Stage, making it harder and harder to stack them properly. Complete 10 Stages, and you'll go on to a higher Shop. The higher the Shop level, the more hats that start on the screen. If the hats should pile up to the top of the playfield, you're out! But don't panic! If you can clear two stacks in the same turn (a *Hatris*), you earn a fireball that can burn up almost any type of hat. At the end of 10 Stages, a SALE will give you a chance to sell off unwanted hats. Or play head to head with a friend in the two-player game. You may start at any of 10 Stages and 6 Shops.

GETTING STARTED

Turn off your Game Boy and insert the Game Pak (as described in your owner's manual). Turn your Game Boy on. Use the Control Pad to select the options that you want:

At the Title Screen:

Select Number of Players

Use the Control Pad to select one or two players. Confirm your choice by pressing the A button.

ONE PLAYER GAME

At the Game Menu:

Select Shop: You can select Shop Levels 0 through 5, the higher the Shop Level, the more hats that start on the screen. Use the Control Pad to select the Shop Level and then press the A Button to confirm your selection.

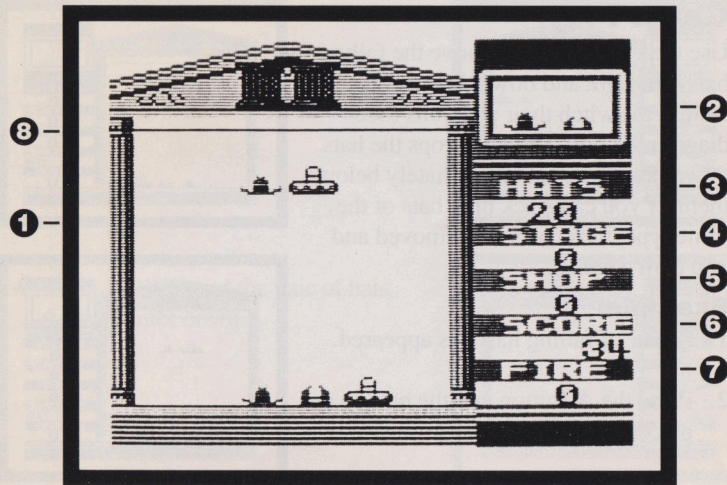
Select Stage: You can select from among Stages 0-9. Stage 0 is the easiest and Stage 9 the hardest. Use the Control Pad to choose a Stage, then press the A Button to confirm your choice. Pressing the B Button returns you to Shop selection.

Music On/Off: You can turn the music on or off before the game starts. Use UP/DOWN on the Control Pad to select On or Off, then press the A Button. Pressing the B Button returns you to Stage selection.

SCREEN LAYOUT

The screen has the following elements:

- ❶ The Playfield, where the action is.
- ❷ The next pair of hats to appear.
- ❸ HATS: Shows how many remaining stacks of 5 hats must be removed in order to clear the current Stage.
- ❹ The current Stage.
- ❺ The current Shop.
- ❻ Your score.
- ❼ FIRE shows how many fireballs you have.
- ❽ The Line. If a stack of hats touches it, the game is over.

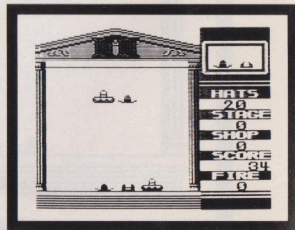
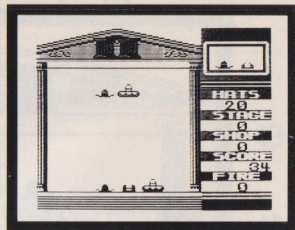


Game Play

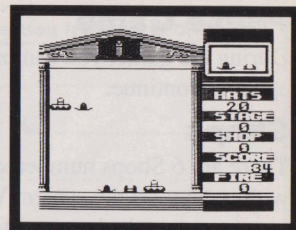
Use the Control Pad to move the falling hats left, right and down. Use the A Button to switch their positions (See diagram below). DOWN drops the hats down onto the stack immediately below them. If you can stack up 5 hats of the same type, those hats are removed and you earn a bonus.

Example:

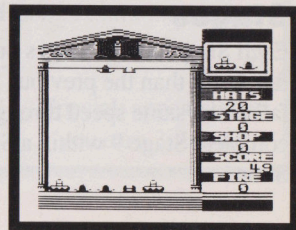
- 1 A pair of falling hats has appeared.
- 2 Press the A Button and the hats swap places.



- 3 Press LEFT and the hats move left over columns 1 and 2.



- 4 Push DOWN and the pair of hats falls straight down.



Pause Game

During the game, you can pause by pressing START. Press START again to continue.

Shops

There are 6 Shops numbered 0 to 5. At Shop Level 0, the game starts with no hats on the screen. With each succeeding Shop Level, more hats appear at the bottom of the playfield.

Stages

Each Shop has ten Stages numbered 0 to 9. In each Stage, the hats fall faster than the previous Stage, except for Shop 0. At Shop 0, hats fall at the same speed through all of the Stages. Each time you complete Stage 9 within a Shop, you start at Stage 0 of the next Shop.

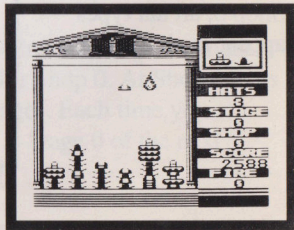
Hat Types

There are seven types of hats. In Shop 0, different hat types appear at various Stages, the higher the Stage, the more hat types that appear. After Shop 0, all hat types appear in all Stages.

Hat Type	Starting from Shop 0, Stage:
 Beanie	0
 Cowboy Hat	0
 Sombrero	0
 Top Hat	1
 Wizard Hat	3
 Crown	6
 Helmet	Special: appears after you earn 3 fireballs.

FIREBALLS

Every time you clear two stacks in the same turn (a Hatris), you'll gain a fireball. If you clear three stacks in a turn (a Super Hatris), you gain two fireballs. You may have up to two fireballs at a time. How many fireballs you have is indicated under "FIRE" on the lower right side of the screen. To use a fireball, press B. In the next turn, the fireball will drop into the playfield in place of a hat. Only one fireball may be used in a turn. A fireball will burn one type of hat from the top of a stack, however it will not burn crowns or helmets. If you have two fireballs and earn a third, you lose all of your fireballs and gain a helmet.

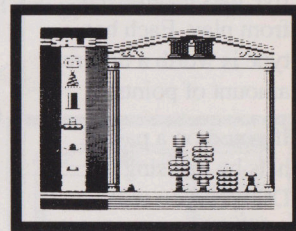


HELMETS

Helmets are a special kind of hat. One will appear when you have earned three fireballs. It is heavy, and will crush an entire stack of hats, except for crowns or other helmets.

SALE

When you complete a Stage, the Sale screen will appear. Use UP/DOWN on the Control Pad to select a type of hat or PASS. Confirm your selection by pressing A. If you select a hat, all of that type of hat are deleted from the current playfield. Each hat type may only be sold once per Shop. Sales do not affect hats that will appear later in the game. If you choose to PASS, no hats are deleted and you receive a bonus to your score.



SCORE

You receive points every time a stack of five hats is removed from play. Each hat type is worth a different amount of points:

If you drop a pair of hats by pressing DOWN, you will receive between 1 and 8 bonus points per hat, depending on how far the hats fall.

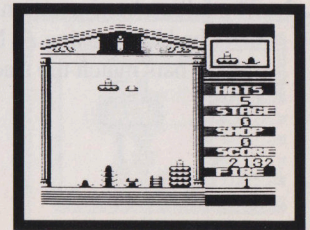
Hat Type	Points for each stack:	
	One Player	Two Players
 Beanie	50	50
 Cowboy Hat	80	80
 Sombrero	120	120
 Top Hat	150	150
 Wizard Hat	200	200
 Crown	300	1000
 Helmet	5000	1000

Hatris

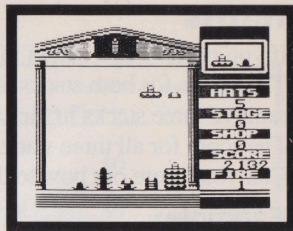
If you remove two stacks in the same turn, that is called a “Hatris”. The points for both stacks is doubled and you gain a fireball. If you remove three stacks in the same turn, that is called a “Super Hatris”. The score for all three stacks is tripled and you gain two fireballs. Can you figure out how to do this?

Example:

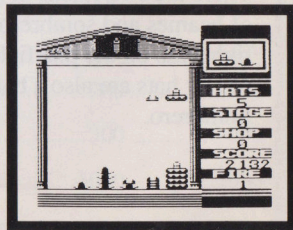
- 1 There are two stacks of 4 hats each of beanies and sombreros on the right side on the playfield. The falling hats are also a beanie and Sombrero.



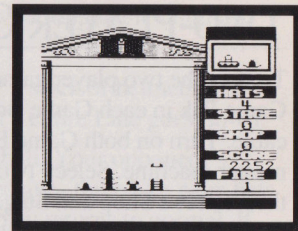
- 2 By pressing RIGHT, the hats are moved over the two stacks. Unfortunately, the falling hats don't match the stacks.



- 3 The falling hats' positions are switched by pressing A. Now the falling hats match the stacked hats' types.



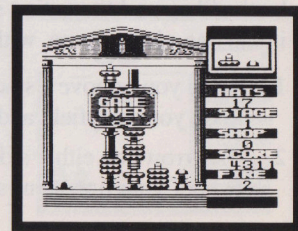
- 4 By pressing DOWN, the hats are dropped onto the two stacks, causing them to disappear. The player earns 50 points for the beany stack plus 120 points for the sombrero stack, equals 170 points, doubled for the Hatris is 340 points total.



Game Over

When hats become stacked higher than the Line at the top of the playfield, the game is over.

- 1 The stack of hats has reached the Line at the top of the playfield. The game is over!

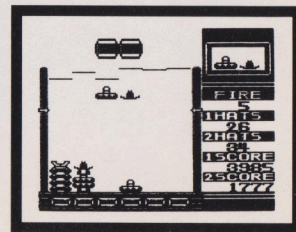


TWO-PLAYER GAME

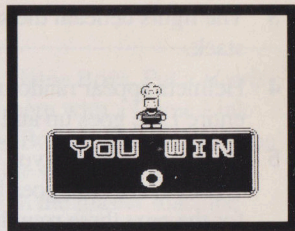
To play the two player game, turn off your Game Boys. Put a *Hatris* Game Pak in each Game Boy and connect them with a Game Link cable. Turn on both Game Boys. The Game Boy turned on first is the master machine. Select two-player at the title screen. Both players then select a Shop and Stage. The player with the master machine then selects the match; play one, three or five rounds. All rounds will be the Shop and Stage first selected. Basic game play is the same as in the one-player game, with these differences:

- 1 When you remove a stack of hats, the Line above the stack goes up on your playfield and drops on your opponent's playfield.
- 2 The arrows on either side of the playfield indicate the lowest level of your opponent's Line.

- 3 The lights beneath the stacks indicate your opponent's highest stack.
- 4 Helmets appear randomly. If you clear a stack of helmets, your entire Line goes up and your opponent's entire Line goes down.
- 5 If you get a Hatris, you will earn a fireball. Your opponent's NEXT HAT Box goes blank and he receives three like pairs hats for the next three rounds, after which play returns to normal. If you get a Super Hatris, you earn two fireballs and your opponent gets six like pairs of hats.
- 6 A player wins a round by clearing forty stacks or if one of the other player's stacks reaches the Line. The player who wins the most rounds wins the game.



On the win/lose screens, O means a win and X means a loss.



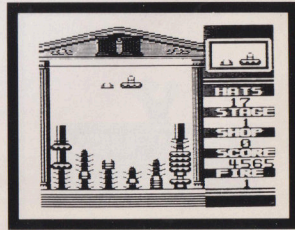
TOP 10 SCORES

At the end of the game, if your score is in the top 10, you can add up to 4 initials to the high score display. Press UP/DOWN to select the letter, press the A Button to advance to the next initial and press the B Button to return to the previous initial. High score initials are erased if the Game Boy is turned off.

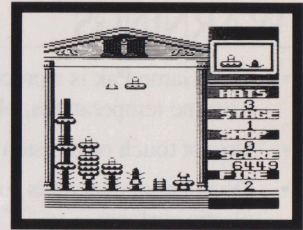
HIGH SCORE TECHNIQUES

The hats drop directly over the two center columns. If you stack the hats up on the far right and left sides as much as possible, you'll find it much easier to play than if the center is stacked high. You can also stack high on one side of the screen and keep the other side low. However, mismatched hats may appear in succession no matter how good your position is. You must also be ready to handle runs of bad luck.

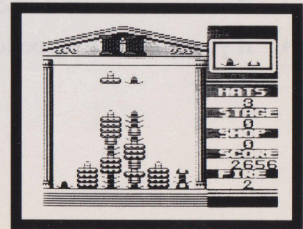
- 1 Piling hats high on the two outer columns gives you many options for placing hats.



- 2 It is also okay to pile hats higher toward one edge.



- 3 If hats are piled high in the center, then as the pair of hats falls, you will have to select one side or the other.



WARNINGS

- This Game Pak is a precision instrument. Do not expose to extreme temperatures, physical shock etc. Do not take it apart.
- Do not touch or moisten edge connectors.
- Do not apply solvents such as benzene, acetone, or alcohol to any plastic surfaces.
- Be sure to turn off the power before swapping Game Paks.
- If you play for long periods, take 10 to 15 minute breaks every 2 hours.