

FCI 
Not Just Kid Stuff

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Game Hotline (212) 702-0435, 9:30am—5:30pm
Eastern Standard Time

Printed in Japan

Nintendo

GAME BOY

Panel Action

BINGO

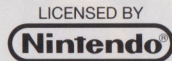
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FCI 

OFFICIAL

GAME LINK
GAME PAK





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Panel Action BINGO

Panel Action BINGO is a video version of the classic BINGO board game, designed so that anyone can enjoy it. It's an addictive race, it's you against the computer or another player. Each level is more challenging than the last and speed is essential.

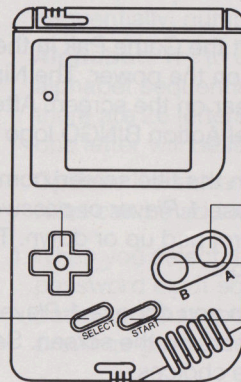
Names and Operation of Controller Parts:

Control Pad:

Moves your character around the board

Select Button:

Do not use



A Button:

Claims a panel

B Button:

Do not use

Start Button:

Pause function.
Press when you want to stop for awhile in the middle of a game. When you want to resume the game, press again, and it continues where you left off.

Starting a Game

The One Player Game



1. Insert the Game Pak in the Game Boy and turn on the power. The Nintendo logo will appear on the screen. After a moment the Panel Action BINGO logo will appear.
2. When the title screen comes on, you can choose *1 Player* or *password* by moving the control pad up or down. Then push the start button.
3. When you choose *1 Player*, the menu appears on the screen. Select one out of the three choices.



Number: Try to cover panels on the board sequentially, numbered from 1 to 25

Alphabet: Try to cover panels of the alphabet sequentially from A to Z. Since there are 26 letters in the alphabet, at least one letter will be left off each time.

Option: For advanced players, up to four rules can be added. (see page 11).

4. When you select the password mode, the password input screen comes on. Enter the password that you wrote down during the previous game.

The password is displayed when the game is over.

How to Take a Panel



When the game starts, the 25-panel board and the bird and cat characters are displayed. The bird is your character, and the cat is your opponent.

The 25-number or alphabet panels are positioned on the screen. When you choose the number board the panels are set up in a random order from 1 to 25. When you choose the alphabet board the panels are set up in a random order with letters from A to Z. To claim a panel, move your character, the bird, to that panel and push button A. If the panel you cover is in the right order your marker will indicate that you have claimed that panel.

When you have claimed five panels in a row with your marker horizontally, vertically or diagonally, you have BINGO. Whoever gets BINGO first is the winner. If no one gets BINGO after

covering all 25-panels then whoever claimed the most panels is the winner. If you win, you go on to the next round.

Note: Although there are 26 letters in the alphabet, there are only 25 squares on the panel. So when you choose the alphabet, there will always be at least one letter left out.

Appearance of Special Characters

As you play, special characters will appear on some of the screens. These special characters only affect the player's character, and not that of the opponent.



Black Hole

In the shape of an eddy. If you fall into this black hole, you will lose unconditionally.



Star

In the shape of a star. Your character cannot land or pass through here.

Proceeding to the Next Round

There are 60 levels to Panel Action BINGO each with 3 rounds plus a bonus round for a total of 180 regular rounds and 60 bonus rounds. Thus, a total of 240 screens exist.

In rounds 1 through 3, the rounds get more difficult due to the number of special character changes. Round 4 is a bonus game, where you can earn extra points.

In the more advanced levels, the opponent gets stronger, and the game gets more difficult. From the 31st level, the game goes into reverse mode, with the numbers going from 25 to 1, and the letters from Z to A. Once you get through the 60 levels, you will have completed all 240 rounds and the ending screen will come on.

Second Chance

When you lose, you can continue to play the same round up to 3 times. Also, if you win double (getting BINGO in 2 or more directions at the same time), you will receive an extra life. When you start a round, the number of birds indicates how many lives you have.

Option Rule

If you select the Option mode when you begin, you may add the following rules:



Second 3: If you stay in one panel for more than 3 seconds you are sent to another place at random.

Ice Stage: Your character moves to the edge of the panel as if it were sliding on ice. To stop it, you must push the control pad in the opposite direction.

Hide: Some of the 25-panels are not displayed. Until one of the characters claim one of these panels, there is no way to know what numbers or letters they are.

Break D: The numbers or letters are all hidden, and can only be seen when the A button is pushed.

Playing with 2 Players

If you connect 2 Game Boys with a Game Link Cable, you can enjoy 2-Player competition Panel Action BINGO. This exciting competition game is completely different from traditional BINGO.



Starting a Game

To play competition BINGO, you will need the following:

Game Boy units	2
Panel Action BINGO Game Pak	2
Game Link	1

Connect two Game Boys with a Game Link cable before turning them on as illustrated above. Turn on after checking that the Game Pak has been inserted properly.



Warning: If the connection isn't done properly or the Game Link cable is unplugged and plugged back in during the game, it will not work. If both units do not display *2 Player* when the power is turned on, turn off both units and start again from the beginning.

Make sure that both Game Boy units are displaying the title screen. The player who selects the *2 Player* mode makes the selection of *number* or *alphabet*.

If you choose anything other than *2 Player* from the title screen, it will be a 1 Player game.

How to Play

The game starts for both players at the same time. Whoever gets BINGO first, wins. The difference between competitive Panel Action BINGO and single-player Panel Action BINGO is that here each player can put his character on the same panel at the same time. Whoever pushes the A button first gets that panel.

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	WCW [™] The Main Event	
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