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Battle Unit Zeoth™, **Fortified Zone™**, **In Your Face™**,
from Jaleco for the Nintendo® Game Boy®.

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(708) 480-1811

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Nintendo®

GAME BOY®



INSTRUCTION
MANUAL

DMG-WZ-USA

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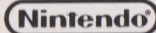
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P R E C A U T I O N S

ADVISORY

READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

CONTENTS

Introduction	3	Challenge Play	10
How to Use the Controller	4	Timed Play	13
Selecting the Game	5	WordZap	15
WordHai	6	How to Play	18
Object of the Game	6	Options	20
How to Play	8	Two Player Options	21
Options	9	About the Dictionary	22

INTRODUCTION

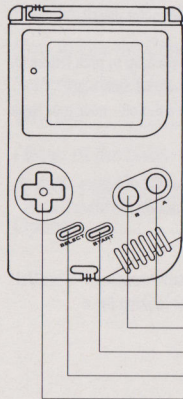
WordHai™ and WordZap™ - two exciting, original word-puzzle games that are impossible to put down!

WordHai: Rearrange a jumble of letters into a list of common words. Simple? Not so fast...you have to pick letters at the ends of rows first and build the words in order. Since every letter has to be used, think-ahead tactics are essential! Last word in your list is SNFX? Sorry; back up and try again. There is at least one solution - take your time to puzzle it out, or challenge a group of friends to see who can solve it fastest!

WordZap: A head-to-head battle against a friend or the computer finding words among a handful of letters. Both of you find the same word and ZAP!, it's gone from both of your lists! First to get seven words not on the other's list is the winner! A fast and furious competition!

New puzzles every game! Built-in 10,000+ word dictionary! Multiple difficulty levels and game variations! WordHai and WordZap mean endless fun for everybody - from kids building their vocabulary to adults looking for a mindboggling challenge!

HOW TO USE THE CONTROLLER



Control Pad: Push to set options on Game Select and Option Screens and to move the Flashing Square around the Letter Tray and Word Tray.

SELECT Button: Push to bring up Option Screens during or at the end of a round.

START Button: Push to start a game or a new round, or to erase a row in the Word Tray.

A Button: Push to select the letter under the Flashing Square and to continue on to the next screen. Push to end a word of fewer than five letters (WordZap) Also used to switch between the players' lists at the end of a WordZap round.

B Button: Push to move the last letter selected back from the word tray to the letter tray.

A Button

B Button

Start Button

Select Button

Control Pad

SELECTING THE GAME

Insert the Game Pak into the Game Boy unit in the direction indicated and turn on the power. (If you are going to play WordZap against another player, insert a **WordZap** Game Pak into both Game Boy units, connect the Game Link TM cable, then turn both units on.) The Nintendo® title screen will appear followed by the **WordZap** title screen.

Press START and the Game Select screen will appear with the seven game options:

WORDHAI Challenge Play • Free Play • Timed Turns

WORDZAP Any Letter, Solo • Next Letter • Any Letter, 2 Player • Next Letter

Using the CONTROL PAD, move the arrow next to the game option you wish to play. Press START to begin. The games and their options are described in detail on the following pages.

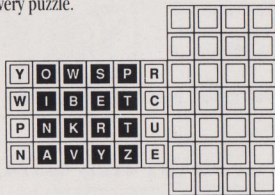
Note: Selecting a WORDZAP TWO PLAYER game requires two Game Boy units, each with a **WordZap** Game Pak, connected with a Game Link TM cable. Otherwise pressing START will have no effect.

WORDHAI GENERAL RULES

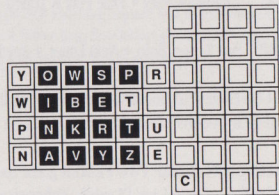
(these rules apply for all three variations of WordHai)

OBJECT OF THE GAME

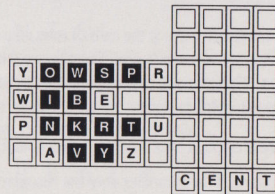
Unscramble a jumble of letters to spell a list of words. The letters are arranged in rows, and each letter must be used once (and only once). You must build the words in order, one letter at a time, and you may select only those letters at the left or right end of a row. Selecting a letter frees the one next to it to be chosen. (See illustrations.) If you get stuck, you can erase words, putting letters back so you can try different words. There is at least one solution for every puzzle.



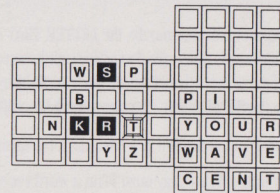
1. At the start of the puzzle, only the letters at the end of the rows - Y, R, W, C, P, U, N and E - can be chosen.



2. After C has been chosen, T becomes one end of the second row. Now Y, R, W, T, P, U, N and E can be picked.



3. The word "CENT" has been completed. The letters Y, R, W, E, P, U, A and Z are now at the ends of rows and can be chosen.



LETTER TRAY: Arranged to hold 21, 24 or 25 letters, depending on the length of words to be spelled.

WORD TRAY: Arranged for 7 three-letter words, 6 four-letter words or 5 five-letter words.

LIGHT BACKGROUND: Letters that can be chosen next.

DARK BACKGROUND: Letters that cannot be chosen yet.

FLASHING SQUARE: Shows the letter you have chosen.

H O W T O P L A Y

At the beginning of each puzzle, the LETTER TRAY is full. Letters you can select (ones at the ends of rows) have a light background. The ones that cannot yet be used have a dark background. Use the Control Pad to move the Flashing Square over the letter you wish to choose, then press Button A. The letter will move into the first empty square in the WORD TRAY. Squares in the Word Tray fill from bottom to top, left to right.

If the letter is not at the end of a row (dark background) or if the square is empty, a buzz is heard. Select a valid letter.

Each row in the Word Tray must form a word recognized by the dictionary. If the computer does not recognize the word, it will not let you place the final letter in the row.

You must use each square in the Word Tray. For example, if the tray is arranged for five-letter words, each word you spell must be five letters long.

Press Button B to move the last letter selected from the word tray to the letter tray. **Press START** to take back **ALL** the letters in a row.

When the last letter in the Letter Tray completes an accepted word in the Word Tray, you have successfully solved the puzzle!

W O R D H A I O P T I O N S

(These options are common to all three versions of WordHai)

H I N T S

When playing with HINTS on, you can get help when stumped for the next word. Move the Flashing Square over the HINT box at the bottom of the Letter Tray and press Button A. If possible, the computer will suggest a word that could be spelled from the available letters. Repeatedly pressing Button A will suggest other words, as many as the computer can create from those letters.

P L U R A L S

When playing with PLURALS on, words that can be made plural simply by adding an S are allowed in both their singular and plural forms. For example, when spelling four-letter words, both CARD and HATS would be allowed. With PLURALS off, only CARD would be allowed — more of a challenge!

M U S I C

You can select either of two different themes, or you can opt for no music. If you choose no music, you will still hear sound effects and introductory music before each round of play.

WORDHAI GAMES

(Challenge Play Free Play, Timed Turns)

CHALLENGE PLAY

Play a series of rounds, made up of four puzzles each. As you solve each puzzle, part of a picture is revealed. Solve all four puzzles and the entire picture is revealed and animated, indicating that you successfully completed that round. Continue to the next round - harder than the one before.

If HINTS are on, you can select the Hint box four times per round, then HINTS will automatically be turned off until the next round. (Each time you select Hint you can press Button A repeatedly to get ALL the suggestions the computer has - it counts as just one use.)

If you can't solve a puzzle, you can give up. A new puzzle will appear. The game is over when you have to give up more than three times.

TO PLAY: After selecting CHALLENGE PLAY on the Game Select Screen, an Options Screen appears. Choose the beginning difficulty of the game from 1 (easiest) to 3 (hardest). As the game progresses, it will get harder from there. The other options - HINTS, PLURALS and MUSIC - have already been described on page XX. Use the Control Pad to move the arrows next to the options you want, then press START to begin the game.

After successfully completing a puzzle, press START to display the picture or piece of the picture. Press START again to start the next puzzle.

During any puzzle, you may press SELECT. This displays an Option Screen with four choices:

CONTINUE: Go back to the puzzle.

RESET BOARD: Start the current puzzle over.

GIVE UP: Show solution to current puzzle and start a new one. May only be used three times.

GAME SELECT: End the game. Return to Game Select Screen.

Using the Control Pad, move the arrow next to the option you want, then press START.

FREE PLAY

Choose the difficulty level you want, then solve puzzle after puzzle without any score keeping or timers.

TO PLAY: After selecting FREE PLAY on the Game Select Screen, an Options Screen appears. First, you can choose to build words of three, four or five letters (# OF LETTERS). Second, you can choose how difficult the words are that

are used to build the puzzle, from 1, the easiest, to 3, the hardest (VOCABULARY). (Note: this option does not limit YOU on your choice of words. While it does determine how hard the words are in the computer's solution, there may be another solution with harder or with easier words.) The other options - HINTS, PLURALS and MUSIC - have been described on page XX.

During any puzzle, you may press SELECT. This displays an Option Screen of six choices:

CONTINUE: Go back to the puzzle.

RESET BOARD: Start the current puzzle over.

SHUFFLE: Start the current puzzle over with the Letter Tray re-scrambled.

SOLVE: Show the computer's solution.

NEW ROUND: Start a new puzzle.

GAME SELECT: End the game. Return to Game Select Screen.

Using the Control Pad, move the arrow next to the option you want, then press START.

T I M E D T U R N S

Any number of players try to solve the same puzzle, one at a time. After a player solves the puzzle or gives up, he or she hands the Game Boy unit to the next player. The best (fastest) time so far is displayed. Player with the best time wins.

TO PLAY: After selecting TIMED TURNS on the Game Select Screen, an Options Screen appears. These options (# OF LETTERS, VOCABULARY, HINTS, PLURALS and MUSIC) are the same as for FREE PLAY.

A counter on the screen shows the elapsed time as a player works the puzzle.

During the puzzle, the player may press SELECT. This displays an Options Screen with four choices:

CONTINUE: Go back to the puzzle.

RESET BOARD: Start the current puzzle over.

GIVE UP: Quit (ready to let next player try).

GAME SELECT: End the game. Return to Game Select Screen.

Using the Control Pad, the player moves the arrow next to the option wanted, then presses START.

After solving the puzzle or giving up, the player presses START and an Options Screen with three choices appears:

NEXT PLAYER: Reset the puzzle and timer for the next player.

NEW ROUND: Start with a new puzzle (Player 1 is up).

GAME SELECT: End the game. Return to Game Select Screen.

Using the Control Pad, the player moves the arrow next to the option wanted, then presses A.

W O R D Z A P

ANY LETTER and NEXT LETTER Variations
(these rules apply to both Solo and 2-Player versions)

O B J E C T O F T H E G A M E

Race your opponent (the computer or a friend) spelling words from a given jumble of letters. Both spell the same word and ZAP!, it's erased from both of your lists. First to spell seven words not on the opponent's list is the winner!

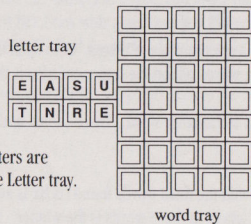
Each letter can be used at most once per word, but can be used again for another word. Three-, four- and five-letter words can be used.

If 30 seconds elapse without either player finding a word, the player with the most words found so far is awarded the round. If the number of words is tied, the player who used the most letters in those words is the winner. If the number of letters is the same, the round is declared a tie.

Any number of rounds can be played. The score is displayed on screen.

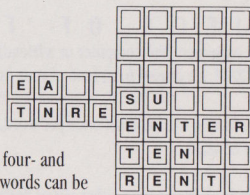
ANY LETTER

Eight letters are given which can be used in any order (see illustration).



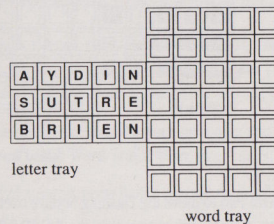
1. Eight letters are given in the Letter tray.

2. Three-, four- and five-letter words can be spelled. As a word is being spelled, the letters disappear from the Letter Tray. They reappear when the word is complete and accepted.

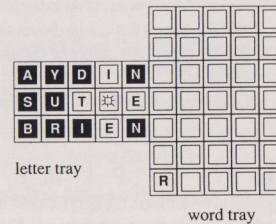


NEXT LETTER

Fifteen letters are given in the Letter Tray. Any letter may be selected to start a word, but each following letter used to spell the word must be next to (above or below, left or right) an empty square (see illustration). Letters that can be selected next have a light background. Letters that can not be selected yet have a dark background.



1. Fifteen letters are given in the Letter Tray. Any one may be used first.



2. Three-, four- and five-letter words can be spelled. As a word is being spelled, the letters disappear from the Letter Tray. The next letter chosen must be next to an empty square; in this example, I, T, E, E, can be picked next. Letters reappear in the Letter Tray once a word is completed and accepted.

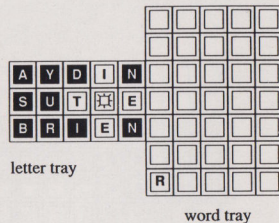
LETTER TRAY: Arranged to hold 8 or 15 letters, depending on whether playing Any Letter or Next Letter.

WORD TRAY: Arranged for 7 words of up to five letters each.

LIGHT BACKGROUND: Letters that can be chosen next.

DARK BACKGROUND: Letters that cannot be chosen yet (Next Letter version only).

FLASHING SQUARE: Shows the letter you have chosen.



HOW TO PLAY

At the beginning of each round, the **LETTER TRAY** is full. Use the Control Pad to move the Flashing Square over the letter you wish to choose, then press Button A. The letter will move into the first empty square in the **WORD TRAY**. The squares in the Word Tray fill from bottom to top, left to right.

If the letter has a dark background (Next Letter version only) or if the square is empty, a buzz is heard. Select a valid letter.

Each row in the Word Tray must spell a three-, four- or five-letter word. If the word you are spelling has only three or four letters, press Button B to show you are finished. If the computer does not recognize the word, it will not let you go on to the next row. Take back letters and try a new word.

To take back a letter, move the flashing square over the last letter placed in the Word Tray and press Button A. The letter returns to its original position in the Letter Tray. Letters must be removed from the Word Tray one at a time in the reverse order they were placed there. Press **START** to take back ALL the letters in a row.

You will hear a buzz whenever your opponent completes a word. If your opponent has more words finished than you, rows of YOUR Word Tray will become shaded to indicate how high up your opponent has gone.

At the end of a round, press Button A to see the words your opponent used. Press Button A repeatedly to go back and forth.

Press **START** to begin a new round (when playing with two players, BOTH players press **START**).

Press **SELECT** to display an Options Screen with two choices: **NEW ROUND:** Begin a new round and **GAME SELECT:** End the game. Return to Game Select Screen.

Using the Control Pad, move the arrow next to the option you want, then press **START**. (When playing with two players, only the **CONTROLLING PLAYER** can select the Options Screen. See page 21.)

WORDZAP SOLO OPTIONS

(applies to both versions of WordZap when playing alone)

An Options Screen appears after you have selected the game. Use the control Pad to point the arrows at the options you want, then press START to begin the first round.

D I F F I C U L T Y

Determines the initial speed of the computer player from slowest (1) to fastest (5). As you compete, the computer will adjust its speed to match yours so that you are always challenged but never overwhelmed. Every time you improve enough that the computer has to speed up to compete, it will display your rank. There are 10 levels; the bottom five are: 1. WORD NERD CLASS B 2. WORD NERD CLASS A 3. WORD MASTER 4. WORD HERO 5. WORD ACE (Can you find what the top five are?)

V O C A B U L A R Y

Select from easy (1), medium (2) or hard (3) letter combinations from which to spell words.

P L U R A L S

When playing with PLURALS on, words that can be made plural simply by adding an S are allowed in both their singular and plural forms. For example, BIRD and BIRDS would be allowed as two separate words. With PLURALS off, only BIRD would be allowed — more of a challenge!

M U S I C

You can select either of two different themes, or you can opt for no music. If you choose no music, you will still hear sound effects and introductory music before each round of play.

WORDZAP TWO PLAYER OPTION

(applies to both versions of WordZap when playing against a friend)

After connecting the Game Boy units with the Video-Link cable and turning both units on, both players must select the same game on the game select screen (either "WordZap Any Letter — 2 Player" or "WordZap Next Letter — 2 Player"). The player that selects the game first is the CONTROLLING PLAYER and sets the VOCABULARY and PLURALS options. Both players can set the HANDICAP and MUSIC options.

Each player uses the Direction Pad to point the arrows to the options he or she wants, then presses START. When both players have pressed START, the first round begins.

H A N D I C A P

Gives player a head start of one, two or three words for each round. For example, a new player may choose a handicap of two words when competing against a better player, who would choose a handicap of zero. In every round, the better player would have to spell seven words while the new player would have to spell only five.

V O C A B U L A R Y

Select from easy (1), medium (2) or hard (3) letter combinations from which to spell words. Set by the CONTROLLING PLAYER only.

PLURALS

When playing with PLURALS on, words that can be made plural simply by adding an S are allowed in both their singular and plural forms. Set by the CONTROLLING PLAYER only.

MUSIC

Each player can select either of two different themes, or opt for no music. If choosing no music, sound effects and introductory music before each round of play will still be heard.

ABOUT THE DICTIONARY

WordHai has a built-in dictionary of over 10,000 three-, four- and five-letter words. The words are arranged by difficulty. When playing on an easy level, the computer will use simpler words, but will still allow you to use hard ones. Also, there are words that the computer will allow you to use, but will never use itself — such as obscure and slang words.

When playing with PLURALS off, the computer will reject any word that can be formed by adding an S to a noun, EVEN IF THE WORD HAS ANOTHER, NON-PLURAL MEANING. For example, DOES will be rejected since one of its meanings is the plural of DOE. For your reference, the words used in this game represent several major American dictionaries. If you cannot find the word in your dictionary, please consult another one.

Please observe the following precautions with your new Jaleco game.

- If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 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.
- Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- Do not wipe this equipment with volatile solvents such as thinner, benzene, or alcohol.
- Store the Game Pak in its protective case when not in use.

1. The first part of the report deals with the general situation of the country and the position of the various groups. It is a very interesting and informative study of the country and its people. The author has done a great deal of research and has written a very well informed and interesting book. The book is well written and is a very good read. It is a very good book for anyone who is interested in the country and its people. The book is a very good read and is a very good book for anyone who is interested in the country and its people.

2. The second part of the report deals with the economic situation of the country and the position of the various groups. It is a very interesting and informative study of the country and its people. The author has done a great deal of research and has written a very well informed and interesting book. The book is well written and is a very good read. It is a very good book for anyone who is interested in the country and its people.

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10. The tenth part of the report deals with the future of the country and the position of the various groups. It is a very interesting and informative study of the country and its people. The author has done a great deal of research and has written a very well informed and interesting book. The book is well written and is a very good read. It is a very good book for anyone who is interested in the country and its people.