NTR-ABEE-USA

BATTLESHIP
THE CLASSIC NAVAL COMBAT GAME

BRAND

4 GAME PACK!

Connect Four
BRAND

SORRY!
BRAND

POP-O-MATIC
TROUBLE
GAME

DSI GAMES

INSTRUCTION BOOKLET

EmuMovies

PRINTED IN USA

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV–E

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

Official Nintendo Seal ®

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

CONTENTS

STARTING THE GAME

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Card when the system is already on might result in damage to the Game Card.

MAIN MENU

From this menu, you may select which game you wish to play. By pressing the Control Pad Up and Down, you may highlight the game that you wish to play. Pressing the A Button starts the selected game. Quitting any of the games returns you to this menu.

BATTLESHIP
THE CLASSIC NAVAL COMBAT GAME

OBJECT OF THE GAME

Be the first to sink all 5 of your opponent's ships.

Prepare for Battle

Place your fleet of 5 ships on your ocean grid. Your opponent does the same. Place each ship in any horizontal or vertical position.

How to Play

You and your opponent will alternate turns, making one shot per turn to try and hit each other's ships.

Call your Shot!

On your turn, pick a target on your target grid.

It's a Hit!

If you targeted a location that is occupied by a ship on your opponent's ocean grid, your shot is a hit! If the 'ALERTS' are turned on in the game options, then the player is rewarded with confirmation of which vessel is hit. Your successful attack history is recorded on the target grid in red.

It's a Miss!

If you targeted a location that is not occupied by a ship on your opponent's ocean grid, your shot is a miss! Your unsuccessful attack history is recorded on the target grid in white.

Sinking a Ship

Once all the target locations of any one ship are hit, it has been sunk.

Winning the Game

If you're the first player to sink your opponent's entire fleet of 5 ships, you win the game!

HOW TO PLAY SALVO

The SALVO variation of this game is recommended for more experienced players who have become familiar with the 'Standard' game. Use the same rules as in the 'Standard' game of BATTLESHIP™ except:

On your turn, make 5 different shots.

Whenever any one of your ships have been sunk, you lose one shot when you fire the next salvo. The more ships sunk, the less shots you get.

GAME MENU

When starting a BATTLESHIP™ game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a BATTLESHIP™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a BATTLESHIP™ game where the player can play against other human players. They can either join a game already in progress or host a game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Load Saved Game

This allows the player to load a previously saved BATTLESHIP™ game.

Exit to Main Menu

This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME

The Single Player game menu allows you to change a number of game options. These are:

- **Difficulty**
- **Game**
- **Fleet**
- **Alerts**

It also allows you to either start a new game, or return to the previous menu.

Difficulty

Using this option, the player can change the difficulty level of the Single Player game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The difficulty levels are Easy, Normal and Hard.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Standard and Salvo.

Fleet

Using this option, the player can change the way that their fleet of ships are placed. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types

are Manual and Auto. Selecting Auto causes your fleet of ships to be placed on the game grid at random positions by the computer, whereas manual allows the player to choose the positions of the fleet.

Alerts
When this option is on, you are informed what type of ship you hit. When this option is turned off, no information is given about the type of ship that has been hit.

Start
Selecting this option and pressing the A Button begins the game using the selected options.

Back
The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME
Multiplayer Game mode allows the player to compete against a selection of their friends and Computer controlled players via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.

The bottom screen contains menu options that allow the player to select Host Game, Join Game, and Back.

Host Game
This begins a Multiplayer game in which another player may join.

Pressing the B Button while waiting for other players returns the player to the Multiplayer menu.

Join Game
Selecting this option allows the player to join in any available games. Using the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.

Back
Selecting this returns the player to the previous menu.

PAUSE
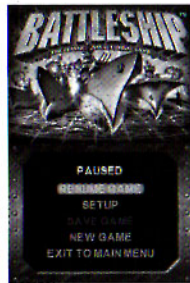By pressing START within the game, the player is taken to the pause menu.

Resume Game
Returns the player to the point at which the player left the game.

Setup
From the Setup Menu, you can change the following options:
- **Music On/Off**
- **SFX (Sound Effects) On/Off**

Save Game

The Save Game option allows the player to save their current position in a game, allowing the player to continue the game at a later date.
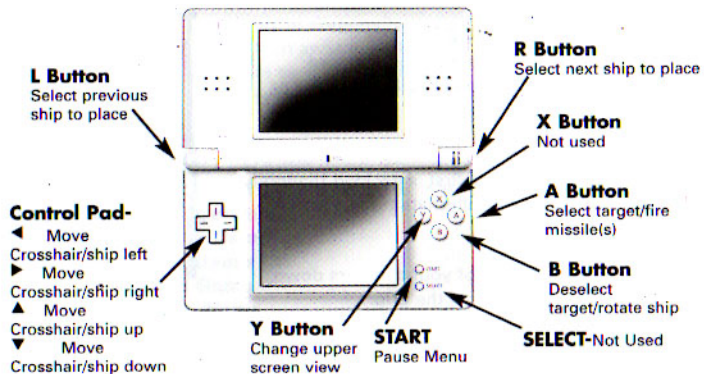
New Game

This enables a player to quit their current game and start a new one.

Choose your Admiral

Before starting a game, you must choose which Admiral you would like to represent you.

GAME CONTROLS

L Button
Select previous ship to place

R Button
Select next ship to place

X Button
Not used

A Button
Select target/fire missile(s)

B Button
Deselect target/rotate ship

SELECT-Not Used

Control Pad-
◄   Move Crosshair/ship left
►   Move Crosshair/ship right
▲   Move Crosshair/ship up
▼   Move Crosshair/ship down

Y Button
Change upper screen view

START
Pause Menu

Connect Four-

The rules are simple: Try to build a row of four checkers while keeping your opponent from doing the same. Sounds easy, but it's not! The vertical strategy creates a unique challenge: you must think in a whole new way to block your opponent's moves!

OBJECT OF THE GAME

Be the first player to get four of your colored checkers in a row either horizontally, vertically or diagonally.

How to Play

1. The player to take a turn first is decided randomly by the game. Players will alternate turns after playing a checker.

2. On your turn, drop one of your checkers down ANY of the slots in the top of the grid.

3. Play alternates until one player gets FOUR checkers of his or her color in a row. The four in a row can be horizontal, vertical or diagonal.

How to Win

If you're the first player to get four of your checkers in a row, you win the game!

Rule Variations

• *CLASSIC* – The rules are described above.
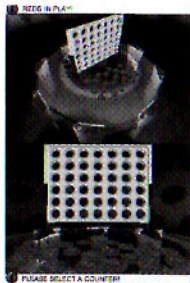
• *TIMED* – The rules are described above except for one twist. Each player has only a short amount of time to play his or her move.

• *FOURS* – A completely different twist! This is a single player game. The player removes a checker from the board to successfully create a row of four checkers, horizontally, vertically or diagonally. Points and a time bonus are then awarded. Play continues until either there are no more moves to make or alternatively the timer reaches zero.

GAME MENU

When starting a CONNECT FOUR™ game, you must first choose the type of game that you wish to play from the following options.

• **Single Player Game**
• **Multiplayer Game**
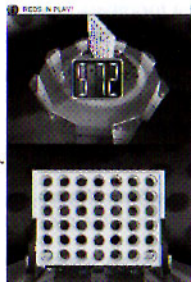• **Load Saved Game**
• **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a CONNECT FOUR™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a CONNECT FOUR™ game where the player can play against other human players. They can either join a game already in progress or host a

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game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Load Saved Game
This allows the player to load a previously saved CONNECT FOUR™ game.

Exit to Main Menu
This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME
The Single Player game menu allows you to change a number of game options.
These are:
* **Game**
* **Difficulty**

It also allows you to either start a new game or return to the previous menu.

Game
Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Classic and Quick.

Difficulty
Using this option, the player can change the difficulty level of the Single Player

game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The difficulty levels are Easy, Normal and Hard.

Start
Selecting this option and pressing the A Button begins the game using the selected options.

Back
The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME
Multiplayer Game mode allows the player to compete against another friend via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.

Multiplayer Game Menu
The bottom screen contains menu options that allow the player to select Host Game, Join Game, and Back.

Host Game
This begins a Multiplayer game with the player hosting a game that other players may join.

Pressing the B Button while waiting for other players returns the player to the Multiplayer menu.

Join Game

Selecting this option allows the player to join in any of up to three available games. Pressing the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.

Back

Selecting this returns the player to the previous menu, Host Game Options.

PAUSE

Pressing START takes the player to the game pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options.

- **Music On/Off**
- **SFX (Sound Effects) On/Off**

Save Game

The Save Game option allows the player to save their current position in a game, allowing the player to continue the game at a later date.
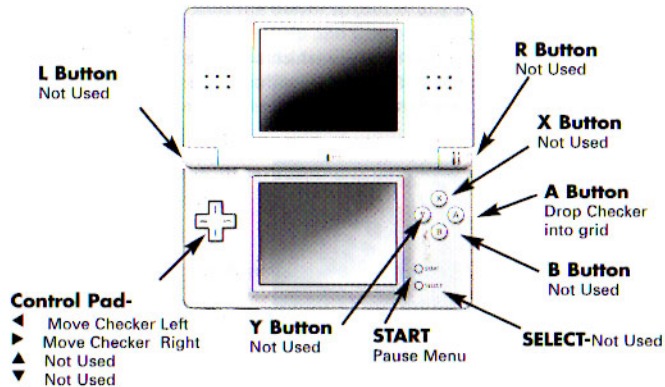
New Game

This enables a player to quit their current game and start a new one.

Choose your Color

Before starting a game, you must choose which color checker you would like to represent you. You can select the color by either using the Control Pad or by using the stylus on the Touch Screen. You are then automatically taken into the game.

GAME CONTROLS

L Button
Not Used

R Button
Not Used

X Button
Not Used

A Button
Drop Checker
into grid

B Button
Not Used

Control Pad-
◄   Move Checker Left
►   Move Checker Right
▲   Not Used
▼   Not Used

Y Button
Not Used

START
Pause Menu

SELECT-Not Used

SORRY!™

OBJECT OF THE GAME

To be the first player to get all four of your pawns
from your color START to your color HOME.

Game Play

Note: If it's your first turn and you do not draw a card
that lets you start a pawn out, you forfeit (skip) your
turn. Once a card has been taken from the Draw pile
(to be viewed), it is then placed face up on the
Discard pile.

To start a pawn

To move a pawn from your START out onto the track, you must draw either a 1
or a 2. If it is a 2, do as it says, then draw again and move if possible. You may
not start a pawn out with any other cards!

Jumping and Bumping

You may jump over you own or player's pawn that's in your way, counting it
out as a one space. BUT... if you land on a space that's already occupied by an
opponent's pawn, BUMP that pawn back to its own color START space.

Moving Backwards

4 and 10 cards move you backwards. If you have successfully moved a pawn
backwards at least two spaces beyond your own START space, you may, on a
subsequent turn, move into your own SAFETY ZONE without moving all the
way around the board.
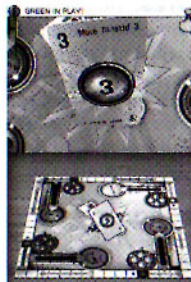
NOTES:

Two pawns of the same color may never occupy the same space. If your only possible move would make you land on a space already occupied by another of your pawns, you forfeit your turn. But if at any time you can move, you must move, even if it's to your disadvantage.
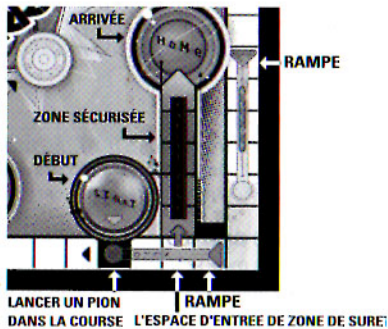
Winning

If you get all four of your pawns HOME first, you win!

THE BOARD

HOME: You must bring all four of your pawns into HOME by exact count! Once HOME, you cannot move that pawn again for the rest of the game.

SLIDE: Regardless which card sent you there, any time you land by exact count on the triangle at the beginning of a SLIDE that is not your own color, you will slide ahead to the end and BUMP any pawns in your way –including your own!- back to their START spaces. If you land on a SLIDE of your own color, you won't slide.

SAFETY ZONE: Only you may enter your own color SAFETY ZONE. All the other rules apply. No pawn may enter its SAFETY ZONE by a backward move;

ARRIVÉE
HOME
RAMPE
ZONE SÉCURISÉE
DÉBUT
START
LANCER UN PION DANS LA COURSE
RAMPE
L'ESPACE D'ENTREE DE ZONE DE SURE

however, a pawn may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

START A PAWN HERE: If you've drawn a 1 card, take a pawn from START and put it into the corresponding entry circle space, your turn ends. If you draw a 2 card, move a pawn out AND draw again! You may not have two pawns on an entry circle at the same time. If another player's pawn is on your entry circle, BUMP it back to its own START.

THE CARDS

1	Either start a pawn out or move one pawn forwards 1 space.
2	Either start a pawn out or move one pawn forward 2 spaces. Whichever you do –or even if you couldn't move- DRAW AGAIN and move accordingly.
3	Move one pawn forwards 3 spaces.
4	Move one pawn backwards 4 spaces.
5	Move one pawn forwards 5 spaces.
7	Either move one pawn forward 7 spaces – OR split the forward move between any two pawns. Notes: You may not use 7 to start a pawn. If you use part of the 7 to get a pawn HOME, you must be able to use the balance of the move for another pawn.
8	Move one pawn forward 8 spaces.
10	Either move one pawn forward 10 spaces – OR move one pawn backwards 1 space.
11	Move one pawn forward 11 spaces – OR switch any one of your pawns with one of any opponent's. Notes: You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces. You may only use 10 for pawns in play on the open track –

not at START, HOME or in a SAFETY ZONE. If your switch landed you in a triangle at the beginning of another player's slide, slide to the end!

12   Move one pawn forward 12 spaces.

SORRY!™ Take one pawn from your START, place it on any space that is occupied by any opponent, and bump that opponent's pawn back to its START. If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit your move.
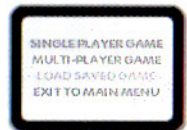
Rule Variations

Classic – Rules as above.

Quick – Rules as above, except for one twist. Any card allows a player to move any pawn from START into the circle entry space.

GAME MENU

When starting a SORRY!™ game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a SORRY!™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a SORRY!™ game where the player can play against other human players. They can either join a game already in progress or host a game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Load Saved Game

This allows the player to load a previously saved SORRY!™ game.

Exit to Main Menu

This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME

The Single Player Game menu allows you to change a number of game options.

These are:

- **Game**
- **Players**

It also allows you to either start a new game or return to the previous menu.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Classic and Quick.

Players

Using this option, the player can change the number of computer players in the game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option.

Start

Selecting this option and pressing the A Button begins the game using the selected options.

Back

The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME

Multiplayer game mode allows the player to compete against a selection of their friends and via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.
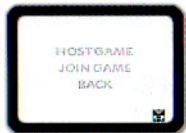
The bottom screen contains menu options that allow the player to select Host Game, Join Game and Back.

Host Game

This begins a Multiplayer game with the Nintendo DS™ system hosting a game that other players may join. Pressing the B Button while waiting for other players returns the player to the Multiplayer menu.

Join Game

Selecting this option allows the player to join in any of up to three available games. Pressing the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.

Back

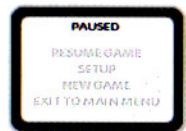Selecting this returns the player to the previous menu, Host Game Options.

PAUSE

Pressing START within the game brings the player to the game pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options.

- **Music On/Off**
- **SFX (Sound Effects) On/Off**

Save Game
The Save Game option allows the player to save their current position in a game allowing the player to continue the game at a later date.
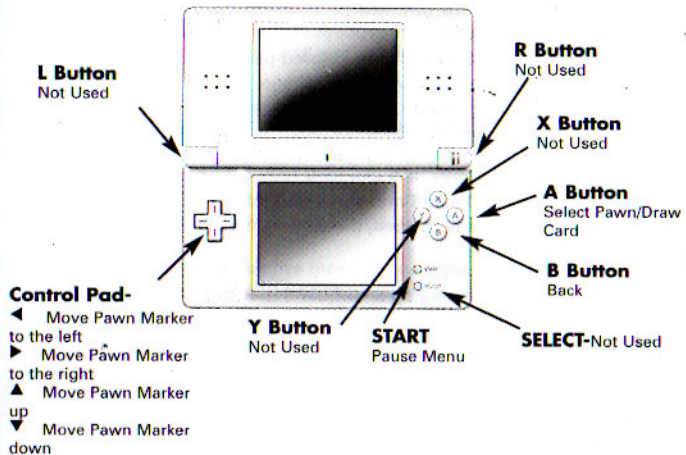
New Game
This enables a player to quit their current game and start a new one.

Choose your Color
Before starting a game, you must choose which color pawn you would like to represent you. You can select the color by either using the Control Pad or by using the stylus on the Touch Screen.

GAME CONTROLS

L Button
Not Used

R Button
Not Used

X Button
Not Used

A Button
Select Pawn/Draw Card

B Button
Back

Control Pad-
◄ Move Pawn Marker to the left
► Move Pawn Marker to the right
▲ Move Pawn Marker up
▼ Move Pawn Marker down

Y Button
Not Used

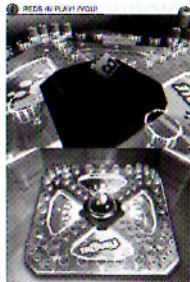**START**
Pause Menu

SELECT-Not Used

OBJECT OF THE GAME

Be the first player to move all 4 of your colored pegs around the game board and into your FINISH line. During the game, try to send your opponents' pegs back to their HOME.

How to Play

A turn consists of one pop and a move (if possible). Important: If the number 6 is popped, the player gets an additional pop and move.

1. On your first turn, you must pop a number 6 to move one of your pegs out of HOME and into START on the playing track. You pop only once. If you do not pop a 6 on your first turn, you cannot move any of your pegs and must wait until your next turn to try again.

2. Once you pop a 6, move one of your pegs into START. Pop again (remember, you have a free turn for popping a 6) and move the peg in START on the playing track the number of spaces shown on the die.

3. Your pegs always move clockwise around the playing track. It counts each space whether it is empty or full.

[PEGS IN PLAY! (YOU)]

[PEGS IN PLAY! (YOU)]

4. When you pop a 6, you can either move a new peg out to START, or move a peg already in the playing track. Then pop again. If you pop any other number, move one of your pegs already in the playing track.

5. If your peg lands on a space that already has an opponent's peg in it, the opponent's peg returns to its HOME and must start all over again. Your peg now occupies that space.

6. If another player's peg is in your START space when you roll a 6 and want to move a peg out of HOME, that player's peg is sent back to HOME and you move your peg into START. If your own peg is in your START space when you pop a 6, you cannot bring a new peg out. You must use the 6 to move a peg already in the playing track. You cannot land on your own pegs.

7. The Finish Line: When a peg has moved once around the game board, it enters its matching color FINISH line. A peg cannot go round the game board more than once. A peg can only enter FINISH if the exact number required to get into one of the FINISH spaces is popped. Pegs in FINISH are safe from other players' pegs, because no other player can move into another player's FINISH line. Pegs can move within the FINISH area only in the direction of the arrows and by the exact count of the die.

Be a Winner! The first player to move all 4 pegs of his or her color once around the game board and into FINISH is the winner.

Rule Variations

Classic – Rules as above.
Quick – Rules as above, except for one twist. Any popped number allows a player to move any peg from START on to the playing track.

GAME MENU

When starting a TROUBLE™ game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a TROUBLE™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a TROUBLE™ game where the player can play against other human players. They can either join a game already in progress or host a game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.

Load Saved Game

This allows the player to load a previously saved TROUBLE™ game.

Exit to Main Menu

This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME

The Single Player Game menu allows you to change a number of game options.

These are:
- **Game**
- **Players**

It also allows you to either start a new game or return to the previous menu.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Classic and Quick.

Players

Using this option, the player can change the number of computer players in the game. By highlighting the option, pressing the A Button or using the Control Pad Left and Right changes this option.

Start

Selecting this option and pressing the A Button begins the game using the selected options.

Back

The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME

Multiplayer Game mode allows the player to compete against a selection of their friends via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Multiplayer Game Menu

The bottom screen contains menu options that allow the player to select Host Game, Join Game, and Back.

Host Game

This begins a Multiplayer game in which other players may join.

Join Game

Selecting this option allows the player to join in any of the available games. Using the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.
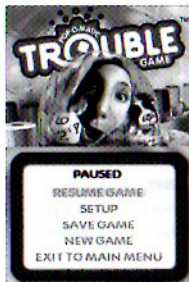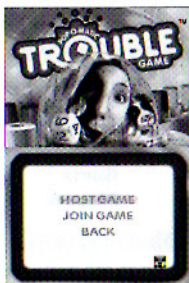
Back

Selecting this returns the player to the previous menu, Host Game Options.

PAUSE

By pressing START, the player is taken to the game pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options.
*   **Music On/Off**
*   **SFX (Sound Effects) On/Off**

Save Game

The Save Game option allows the player to save their current position in a game, allowing the player to continue the game at a later date.

New Game

This enables a player to quit their current game and start a new one.
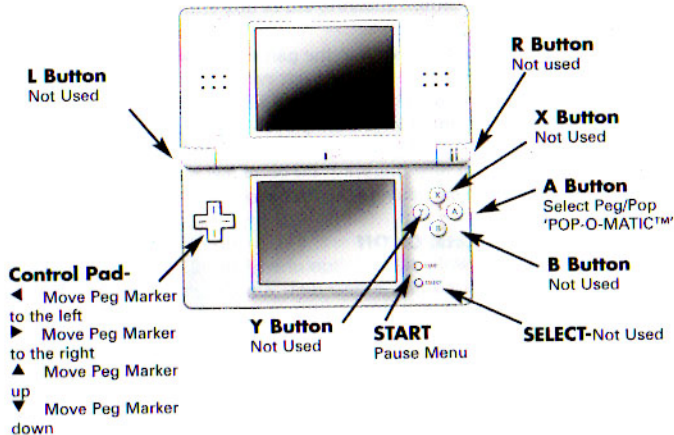
Exit to Main Menu

This allows a player to quit their current game and return to the Main Menu.

Choose your Color

Before starting a game, you must choose which color peg you would like to represent you.

GAME CONTROLS

L Button
Not Used

R Button
Not used

X Button
Not Used

A Button
Select Peg/Pop
'POP-O-MATIC™'

Control Pad-
◄ Move Peg Marker
to the left
► Move Peg Marker
to the right
▲ Move Peg Marker
up
▼ Move Peg Marker
down

Y Button
Not Used

START
Pause Menu

B Button
Not Used

SELECT-Not Used

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