


**FCI**   
Not Just Kid Stuff

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Printed in Japan

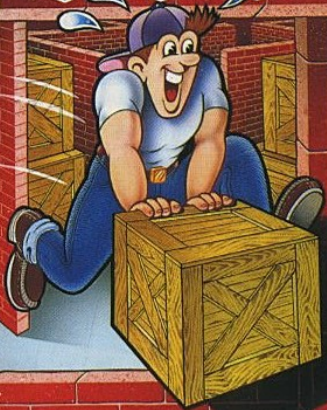
Nintendo

**GAME BOY**<sup>TM</sup>

**BOXXLE**<sup>TM</sup>

DMG SO - USA

FCI 



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games and accessories to ensure complete  
compatibility with your Game Boy system.

# FCI

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**Please read this instruction booklet to ensure proper handling  
of your new game; then save the booklet for future reference.**

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## Precautions

1. This is a high precision game. It should not be played or stored  
in places that are very hot or cold. Never hit it or drop it.
2. Do not clean with benzene, paint thinner, alcohol or other  
such solvents.

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8am—7pm Central Standard Time

## Story

Boxxle is a game. Boxxle is a puzzle. Boxxle is the go-anywhere brain teaser for the Game Boy system that you just can't put down. Help Willy win over the girl of his dreams by earning enough money moving boxes in the warehouse to buy her a wonderful present. Manual labor alone won't win this game, it takes brain power to beat Boxxle. Find a way to move the boxes to their proper location on all 108 screens and Willy will succeed in winning over his love.

## Names of Controller Parts

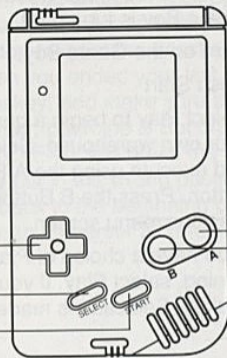
### + Button:

Moves cursor on menu screens.  
Moves character to push boxes around screen.

### Select Button:

### Start Button:

Calls up menu screens. Executes choice on menu screens.



### A Button:

Executes choice on menu screens.  
*Back-up:*  
Will back up one move.

### B Button:

*Cancel function:*  
Returns screen to previous menu. You can use this button to return all the way to the first menu from any menu screen.

## How to Play

WHICH?

▶ PLAY  
PASSKEY

- Insert the cartridge when the Game Boy is turned off.
- Turn on the Game Boy.
- Push Start
- Select Play to begin a game or Create to build your own warehouse. Select using the **+** Button and execute using the A Button or the Start Button. Press the B Button to return to the previous menu screen.

When you select Play, you have a choice of Play or Passkey. To play the game from the beginning, select Play. If you want to continue an earlier game, select Passkey. Selection is made in the same manner as above.

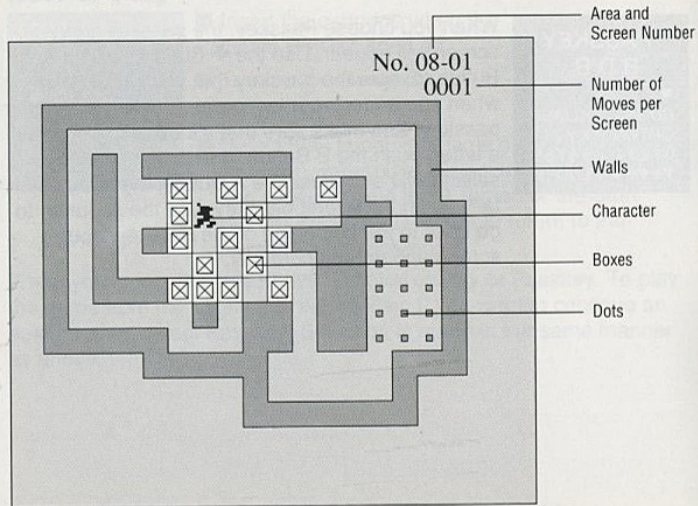
PASSKEY  
B D B \_

▼  
BDGHJ KLMNP  
QRTVW XYZ!?  
01234 56789  
♥♦♠★ END

When you choose Passkey, the passkey input screen will appear. Use the **+** Button and the A Button to input the passkey that you wrote down when you ended your last game. Enter your 4 letter passkey, and make sure that it's correct. To erase a letter, push the B Button. If everything is OK, select END and press the A Button. If you accidentally put in the wrong passkey, use the A Button to go back to the beginning of the passkey input screen and enter it correctly.



## Playing the Game



Use the **+** Button to move Willy around the screen as he rearranges boxes to fit into the space in the warehouse. The small dots on each screen indicate where the boxes should be placed. When all the boxes have been correctly placed, you have cleared one screen and you may proceed to the next screen. When you have rearranged all 108 screens, you will have successfully cleared the entire game.

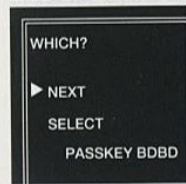
The four digit number at the upper right of each warehouse screen will be at 0000 at the beginning of each game. As the character moves, the number will increase per move.

Remember that you can only push the boxes. This is very important, especially in the more difficult screens, you will really want to pull the boxes, but that is impossible. (See "Retry" on page 10.)

## Back-up Mode

You have one chance to correct each mistaken move. If you push a box too far, press the A Button. The box will return to the previous position. You can only do this immediately following the mistake.

## End of Each Screen

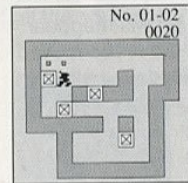


When you have finished putting all the boxes in their proper place, you will have cleared one screen. On the menu screen Next, Select, and the four-character passkey will appear. If you want to continue the game later, write down the passkey. The next time you play Boxxle, just enter the passkey and you can pick up from where you left off.

## Next

When you proceed to Next the next screen will appear.

## Select



The area and screen number are indicated on the game screen's upper right-hand side. 10 screens form one area. You can choose only among the 10 screens from the area in which you are working by using Select. To move to a screen in another area, you must insert the passkey you saved from that area. As you press the + Button after choosing select, you can see all the warehouses from the area in sequence. When you see a warehouse you want to straighten up, press the A Button or the Start Button and you can begin work on that screen.

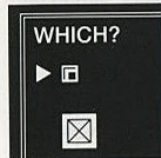
## Retry

To try again or move on to a new screen in the middle of a puzzle, press the Start Button. When you want to try the same screen again, select Retry. If you want to try another screen, choose Select.

Execute Retry and the screen you were just working on will reappear. Press A Button and the boxes will move in the same order you moved them before you pushed Retry. When you have retraced your steps in the game to the point from where you want to begin, release the A Button and use the **+** Button to start playing again.

## Build Your Own Warehouse

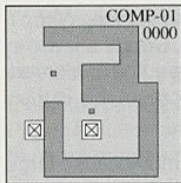
Use the create mode by selecting Create on the menu screen. With this mode, you can easily build your own warehouse. Create allows you to build up to 3 warehouse screens per game. If you have cleared all the screens, or just want to try making your own screen, this is the mode for you.



When you create your screen, you may choose large or small boxes. The large boxes are easier to see. Use small boxes to make a more difficult screen. When the selection has been made, the edit screen will appear.

When in the Create screen use the B Button to choose boxes, walls, erase and the dots which indicate where the boxes should be placed. When you have made a choice, use the **+** Button to move the graphic, and push the A Button to execute. Press down the A Button while using the **+** Button to create a continuous line. To erase a box, wall or dot, push the B Button until the erase square flashes and then

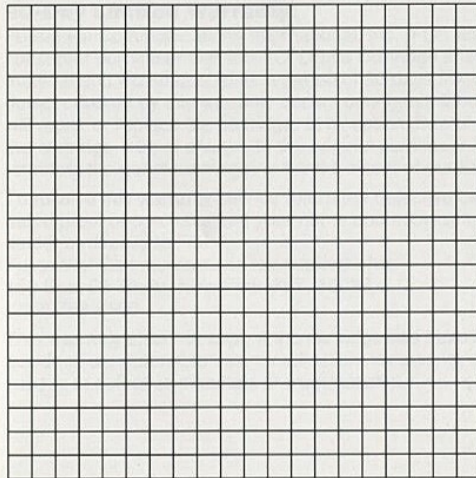




move it with the **+** Button to the spot you want to erase. When you have finished drawing your warehouse map, move the cursor to where you want the character to begin. Push the Start Button.

When you push Start in the create mode, you will have a choice between retry and select. When you choose select, you will be able to choose one of three screens that you have created. Use the **+** Button to view the three screens. If you haven't created a warehouse, the screen will be blank. When you are ready to play, just press the Start Button and the game will begin. The warehouses you create will last until the power is turned off.

## Create Your Own Boxxle Screen





## Passkeys/Notes



## 90-Day Limited Warranty FCI Game Paks

### 90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI.

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