

Puzzle Link™

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NEOGEO POCKET ™



Puzzle Link™

YUMEKOBO 夢工房

NEOGEO POCKET software cartridge

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

Puzzle Link is a puzzle game in which you fire connectors to link together and round clear targets scattered about the game screen. The game has three modes, providing endless hours of fun. In Normal (Norm) mode, your speed and decisiveness are key. In Clear All (Clear) mode, you try to clear all the targets on screen. And in Battle mode, you compete head to head with another player using a special communication cable. You will also get character cards when you clear a round before the character card gauge runs out.

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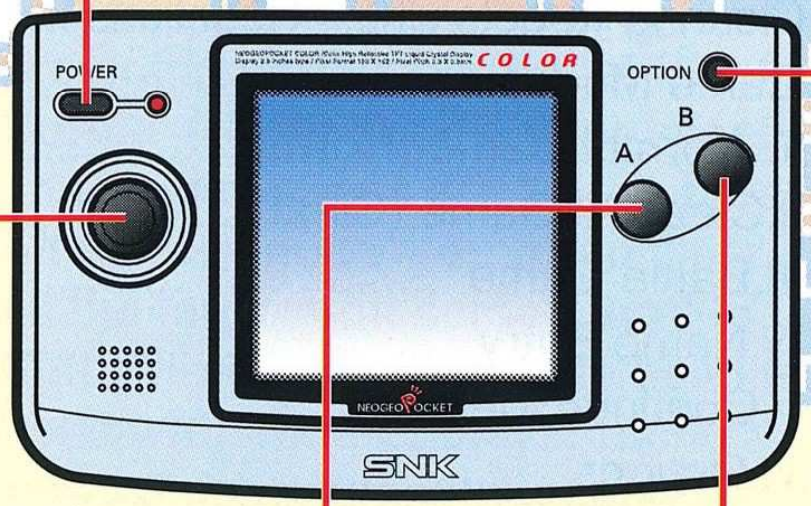
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Game Controls

POWER button

Option button

- Pauses
- Unpauses
- Displays undo menu



Joy Stick

- Moves character
- Moves cursor

A button

- Starts game
- Fires connectors
- Selects menu options

B button

- Erases connectors
- Cancels menu options
- Returns to previous menu

Starting a Game



① Insert the game cartridge into NeoGeo Pocket Color, and then press the POWER button.

② Press the A button during the demo to display the title screen.



③ Select Start to display the Game Mode Selection screen, and then choose the type of game you want to play.

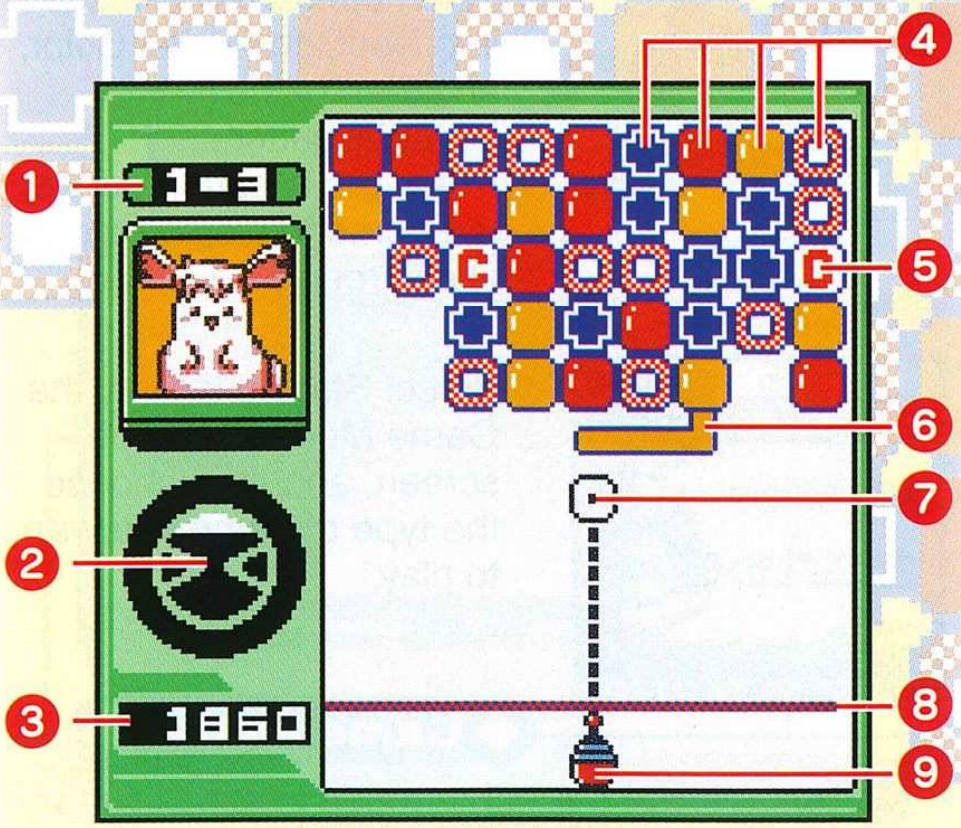
Game Modes

Normal (Norm) : A game mode in which you try to efficiently clear the screen of rapidly increasing targets.

Clear All (Clear) : A game in which you try to clear all the screen's targets.

Battle : A game in which you compete against another player.

Game Screen Explanation



*The above screen shows the Normal game. The screen layout changes slightly depending on the game mode.

1 Stage and round

2 Character card gauge

3 Points

4 Basic targets

There are four types of basic targets.

5 Round clear target

See page 22 for more information.

6 Connectors

Connectors are fired from your character.

7 Sight and guideline

8 Deadline

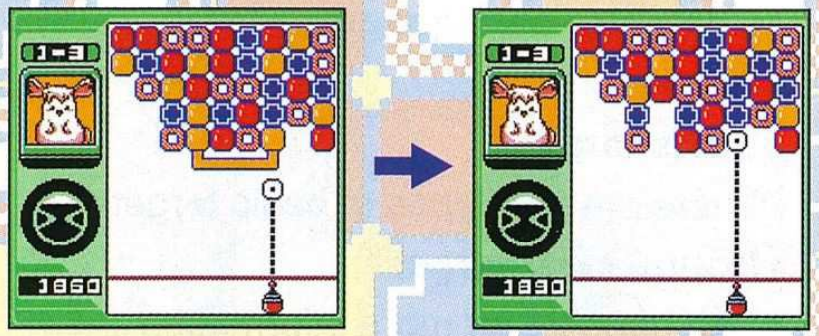
The game ends if a target crosses this line.

9 Character

This is the character that you control.

Basic Rules

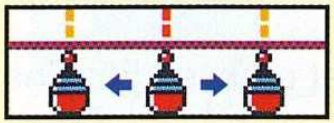
Puzzle Link is a puzzle game in which you fire connectors to link together and clear matching targets scattered about the game screen.



Connect like this...

And the targets will be cleared!

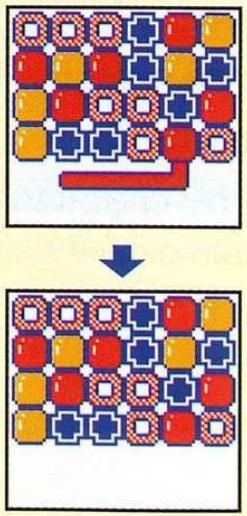
Basic Control



Move your character left and right with the Joy Stick.

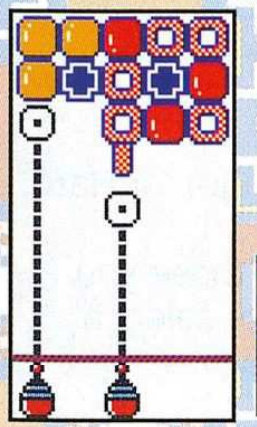


Use the A button to fire connectors.

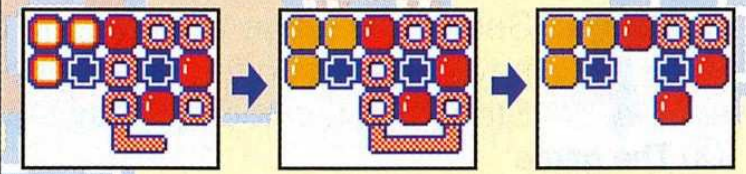


You can use the B button to erase connectors if you change your mind.

Clearing Targets

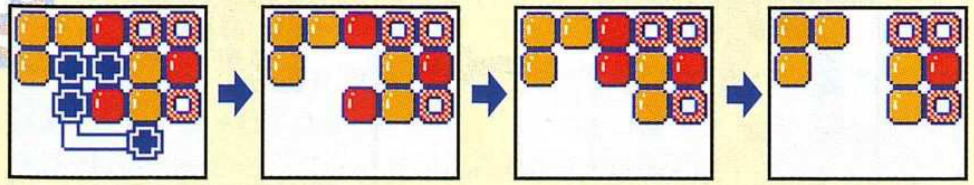


- Move your character directly under the target you want to clear.
- Press the A button to fire a connector for the target type that the character is under.



- The character will keep firing the same connector type until the target is cleared or you use the B button to erase connectors.
- Targets will be cleared from the screen once you have linked them together with connectors.

Chain Reactions



- Clearing targets causes the remaining targets to fill up any open space above them.
- As the targets move upwards and fill up open space, they may touch other targets of the same type, causing a chain reaction that awards you bonus points.

Game Modes

I. Normal Game (Norm)

A. Start

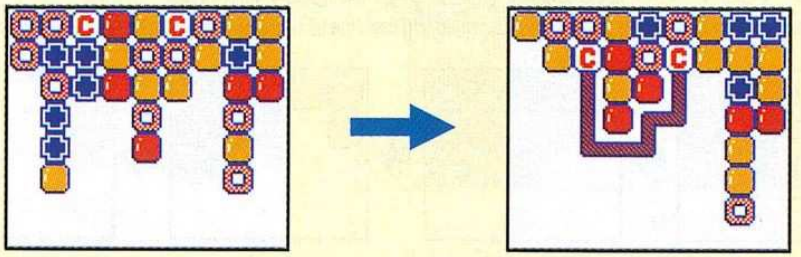
① **Level:** Select either Easy, Avg (Average), or Hard.

② **Stage:** Select any stage from among those you have cleared so far. You cannot select a Stage if you selected Easy Level.

③ **The game starts.**

B. How to finish a round

- After you have cleared a certain number of basic targets, round clear targets will appear.
- Link together the round clear targets with connectors to finish the round.



When round clear targets appear... Connect them to finish the stage!

C. Game over

- The game ends when eleven targets stack up vertically and cross the deadline.

D. Getting character cards

- You get a character card if you finish a round before this gauge runs out. Try to collect them all!



II. Clear All Game (Clear)

A. Start

① **Type:** Select either Fixed (fixed puzzle order) or Random (random puzzle order).

② **Round:** If you selected Fixed order, you can select the round from which to start.

③ **The game starts.**

B. How to finish a round

- You finish a round by clearing all the targets on screen.

C. Game over

- The game ends if it is no longer possible to clear the remaining targets.

D. Undo menu

- Pressing the Option button after clearing a target, displays the Undo menu.
- Select Yes, and then press the Option or A button to undo your previous move and return the puzzle to its state before you cleared the previous target.



III. Battle Game

In this game, you compete head to head with another player with a special communication cable.

A. Preparation

What you need

- Two NeoGeo Pocket Color units
- Two Puzzle Link game cartridges
- One special communication cable

Connect the NeoGeo Pocket Color units with the special communication cable. Make sure a game cartridge is properly inserted into each unit, and then turn on both of them.

B. Starting a game

Once you see the title screen on both units, select Battle to start the game.

Special Battle Game Rules

- When you cause a chain reaction on your screen, you can send targets to your opponent's screen.
- You lose (L) when eleven targets stack up vertically and cross the deadline.
- The player who gets 3 wins (3W) first wins the game.

Note: The Battle game will only operate properly if you follow the directions under "Preparation" given above. The Battle game will not operate properly if the cable is disconnected and reconnected during play. If the Battle game is not operating properly, both players should turn off their units, and then start the Preparation procedure from the beginning.

IV. Name Entry

You can enter your initials if your score is one of the Top 5.

V. Continue Menu

Select Yes when you see Cont (continue), and then press the A button.

VI. Options

Select Opt (options) to view character cards you obtained during the game, view game rankings, and manage game data.

① Cards

Select cards to view detailed data for the character cards you obtained during the game.

② Rank

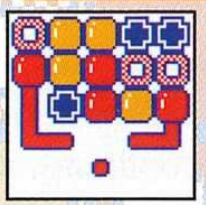
Select Rank to view rankings for the Normal and Clear All games.

③ Reset

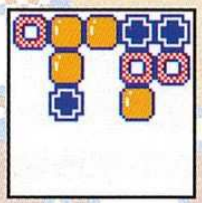
Select Reset to delete all data saved in memory.

Hints

Clear three targets!

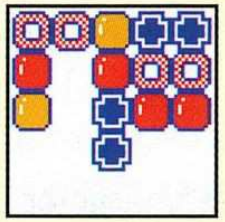


If you link the middle target last...

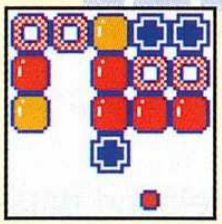


You can clear all three red targets at once!

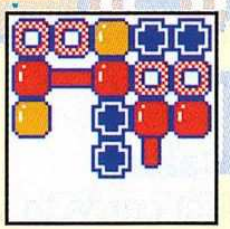
Plan ahead!



To clear the red targets in this screen...



Fire a connector here first...



Then fire a connector here and watch how all four targets are cleared!

All right, lets begin!

