

COLECOVISION™

GIRL'S GARDEN™



SEGA®

Published by



INSTRUCTION MANUAL

Thank you for selecting the Girl's Garden game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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LOVE IS IN THE AIR

This is the story of a little girl named Papri. She has lived all her life in the Mystery Garden with her friend Minto, the local village boy. Papri has always been somewhat of a shy tomboy, but deep down, she loves Minto and wants to be his girlfriend. She's just waiting for the right time to declare her affection.

Today, a new girl has come to the village. Kokko is her name, and winning the hearts of young boys is her game! It didn't take long for Kokko to notice Minto, and for Papri to become her rival. Papri cannot compete with Kokko's deviously charming cuteness, and it's only a matter of time before Minto falls for Kokko, so what can Papri do?

Luckily for Papri, Minto loves flowers, and the Mystery Garden offers an unlimited supply of them, so Papri decided she would win Minto over by giving him a bouquet of flowers every day. It is said the flowers that grow in the Mystery Garden have a special way of filling people's hearts with love, and that's exactly what Papri needs right now!

However, her endeavour is a perilous one! Yanpi bears roam through the Mystery Garden all the time, and will harm Papri if they catch her! She's going to need your help to guide her and collect the flowers she needs to keep Minto away from Kokko!



SETTING UP THE GARDEN

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug a compatible hand controller into joystick port #1.

Any compatible controller should normally function with Girl's Garden, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play. You can, however, plug a standard ColecoVision controller into port #2, and access the pause function via the numeric keypad on the second controller.

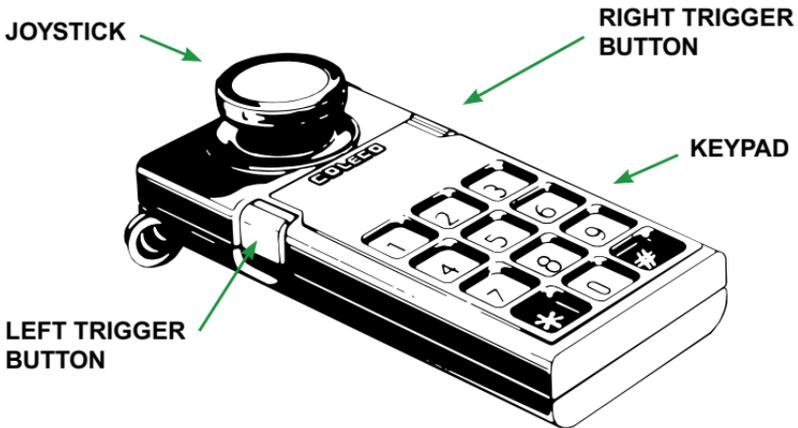
Insert the Girl's Garden game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or ADAM's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)

USING THE CONTROLLER

On the title screen, simply press the left or right trigger button to start the game.

During the main game, press the joystick in any direction to make Papri walk in that direction. You can drop a pot of honey by pressing either the left or right trigger button.



In the Challenging Stage, move the joystick left or right to reposition Papri as she runs along the ground, and press either trigger buttons to make Papri jump. If you press the joystick right or left while jumping, Papri will jump forward or backward. If you do not move the joystick at all when jumping, Papri will jump straight up. See page 9 for more information about the Challenging Stage.

At any time, you can press [*] on the numeric keypad to pause the game, and press the [*] key again to resume play. This works on both controllers.

HOW TO PLAY

The goal of the game, in each level, is to collect 10 flowers while they are in full bloom, and then to go to Minto's house and give him the completed bouquet. Don't waste any time, because Minto is also drawn to Papri's rival, Kokko, and if you don't give him the bouquet of 10 flowers quickly enough, Minto will fall for Kokko, and Papri will lose him forever!



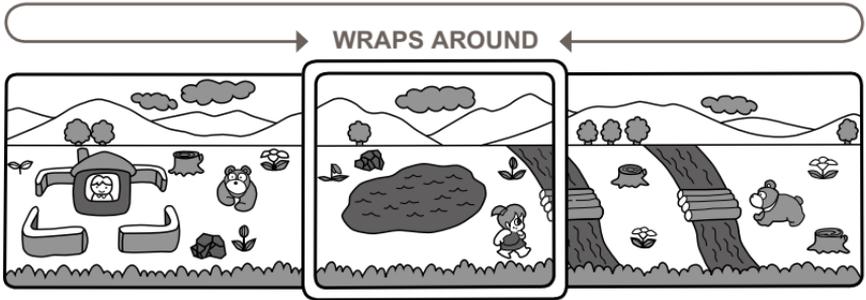
You start the game with three heart chances, but you can earn more during the game. As Papri runs around the Mystery Garden to collect flowers, she must evade the Yanpi bears and also avoid falling into lakes and rivers. Getting caught by any of these hazards will cause Papri to cry and lose a heart chance, and her bouquet of bloomed flowers will be cut down by half. If she loses all her heart chances, the game is over.

The time you have left to give Minto the bouquet of 10 flowers is represented by a distance meter at the top of the screen. Minto will slowly walk away from Papri (on the left side) and closer to Kokko (on the right side). If you allow Minto to traverse the entire distance, Kokko will kiss Minto, and the game will be over, no matter how many heart chances you have left in reserve.

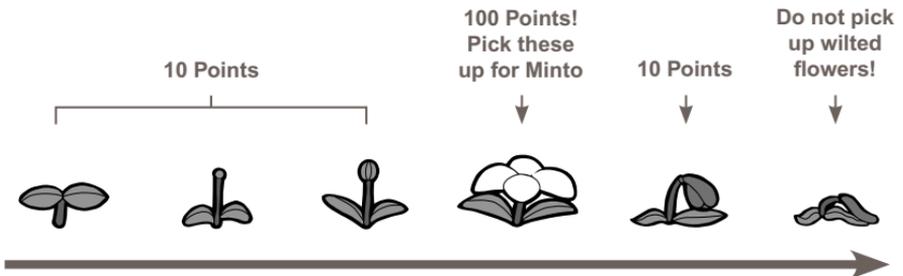
If you succeed in delivering 10 flowers at Minto's house before time runs out, you will move on to the next round, where you will have to do it all over again with an increased level of difficulty.

HOW TO PLAY (continued)

Only a fraction of the Mystery Garden is shown at any one time on the screen. As Papri walks left or right, the screen scrolls horizontally to follow her. The entire garden eventually wraps around on itself, so Papri can run across the garden in an unlimited fashion, in both directions.



As Papri runs around the Mystery Garden, she automatically picks up flowers when she touches them. Flowers go through six stages from sprout to wilted, but only flowers that are in full bloom can be added to the bouquet to be given to Minto. Flowers that haven't yet reached their full bloom, or flowers that are past their prime can also be picked up, but you only earn a few extra points for them. Avoid picking up flowers that are completely wilted, as those will ruin Papri's bouquet, and will force Papri to throw away half of her collected flowers.



THE INHABITANTS OF THE GARDEN

YANPI BEARS

Yanpi bears continuously roam across the Mystery Garden. When they get close to Papri, they turn blue and run angrily after her. Don't let any Yanpi bear catch Papri or she will lose a heart chance. The number of Yanpi bears increases later into the game.



Papri's only defense against Yanpi bears are pots of honey she carries around with her. You can drop a pot of honey on the ground by pressing either trigger buttons on the controller. Yanpi bears will always be drawn to pots of honey, and while they are eating the honey, they will lose interest in Papri and she can walk right by them safely. You start the game with 5 pots of honey, and you are given one single new pot at the beginning of each new level, so use them sparingly!

PLIM THE GENTLE BEE

Papri can safely touch Plim the Gentle Bee at any time. As Plim flies around the garden, he sometimes drops items on the ground, which Papri can pick up:



- Cherries, apples and grapes are worth bonus points.
- The small bouquet adds 5 flowers to Papri's own bouquet.
- The clock makes Minto walk back towards Papri, on the distance meter at the top of the screen. This serves to extend your allotted time.
- The heart adds one heart chance to Papri's reserves.
- Avoid picking up the skull, or Papri will cry and lose a heart chance.

Also, if Papri picks up a flower while Plim is resting on it, 3 pots of honey will be added to her honey reserves.

THE CHALLENGING STAGE

After each group of two rounds, you are invited to test your jumping skills in the Challenging Stage. The goal of this mini-game is to jump over 20 Yanpi bears as they run across the screen.



Use either trigger buttons on the controller to make Papri jump. If Papri lands on a Yanpi bear, or if she touches a Yanpi bear while she's on the ground, the mini-game ends in failure immediately, and the game moves on to the next regular round. Note that if Papri fails the mini-game, she does not lose a heart chance.

The Yanpi bears run along the ground alone or in small groups. Jumping straight up will usually let you jump over a single Yanpi bear, but you'll have to leap forward carefully (by pressing right on the joystick when initiating a jump) in order to jump over multiple bears in one jump. Papri's position on the ground plays an important part in how well she can jump forward. With some practice, you will learn to figure out the optimal positions for making perfect jumps in all situations.

If you manage to jump over all 20 Yanpi bears successfully, you will receive a special reward!

SCORING

Points are added to your score by picking up these items:

Flower in full bloom (up to 20 per round)	100 points
Other flowers (except wilted flowers)	10 points
Cherries dropped by Plim	2500 points
Apple dropped by Plim	1500 points
Grapes dropped by Plim	500 points

When you successfully finish a round, points are added to your score for the time remaining on the distance meter at the top of the screen. The farther away Minto is from Kokko, the more points you earn.

During the Challenging Stage, successfully jumping over a Yanpi bear is worth 250 points. Jump over 20 bears, and you will receive a “perfect” bonus of 5000 additional points, for a total of 10000 points!

TIPS AND HINTS

Yanpi bears cannot run over flowers, so flowers can serve as effective barriers as long as you do not pick them up.

You need to pick up at least 10 flowers in full bloom for Minto, but keep in mind that you can pick up more than that for extra points. Also, all non-wilted flowers are worth points, so don't hesitate to pick some up along the way.

You cannot deposit a pot of honey on a bridge.

If a pot of honey disappears off the edge of the screen without being eaten by a Yanpi bear, the pot will be re-added to Papri's supply automatically.

Keep an eye out for fruits dropped by Plim, as picking them up is the easiest way to boost your score.

In the Challenging Stage, learning when to jump straight up and when to leap forward is the key to success. Let a few Yanpi bears appear on the screen before committing yourself to an uncertain jump.

TEAM PARTICIPANTS

- Bruce Tomlin : Software port and beta-testing, japanese manual translation
- Luc Miron : Game manual, cart label, software beta-testing
- Michael Di Salvo : Software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Jean-François Dupuis: Printing services
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS to all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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