JACK BROS.

VIRTUALBOY™

INSTRUCTION BOOKLET

VUE-VJBE-USA

WARNING: PLEASE READ THE ENCLOSED INFORMATION AND PRECAUTIONS BOOKLETS CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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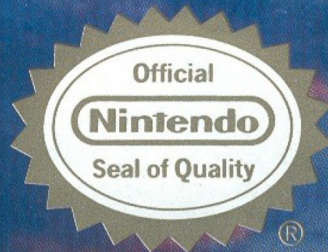
WARNING

This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKE HAZARD - SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

# CONTENTS

BEFORE STARTING THE GAME

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

IMPORTANT:

READ INSTRUCTION AND PRECAUTION BOOKLETS BEFORE OPERATING

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.
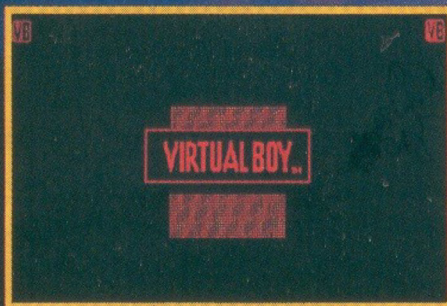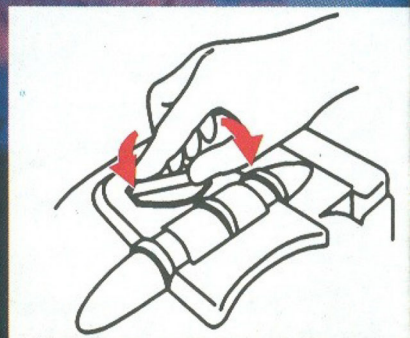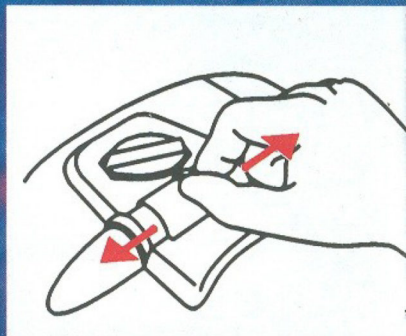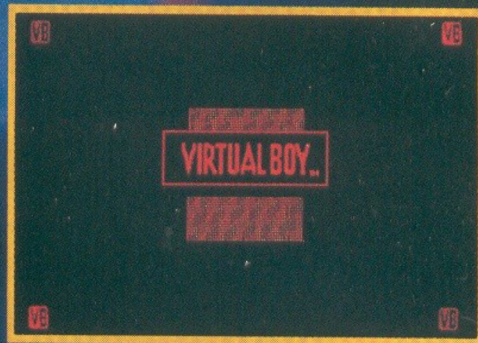
VIRTUAL BOY.

IPD ADJUSTMENT

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.
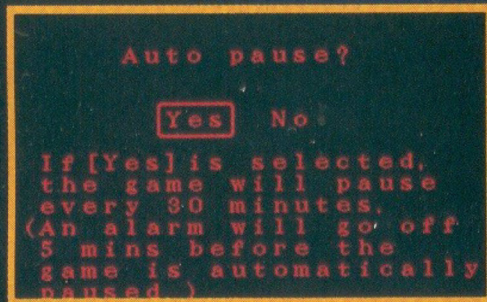
FOCUS ADJUSTMENT

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.
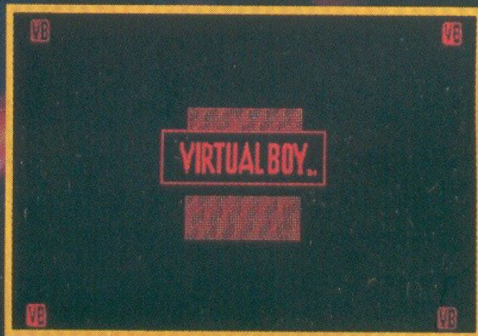
AUTOMATIC PAUSE FUNCTION

All Virtual Boy Game Paks contain an automatic pause function that will cause the game to pause after about 30 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.

After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L+Control Pad, then press the START button to begin the game demo. Pressing START again will advance you to the game title screen.
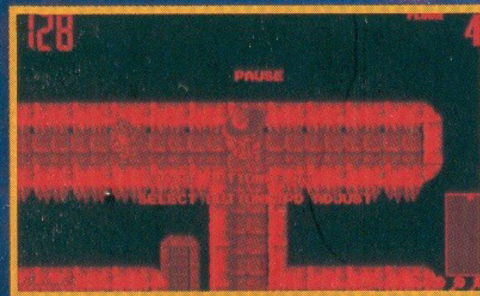
After playing the **JACK BROS.** for 30 minutes, or after completing a stage, the game will automatically pause. Please take a break and rest. After your rest is completed, press the START Button to restart the game

THE JACK BROS. STORY

Every year on Halloween morning, the portal to the World of Fairies opens, allowing a pathway to form between their world and ours. This year, the mischievous Jack Brothers from the World of Fairies have decided to set off on an adventure in our world. They will have to pass through the portal again by midnight or be banished from their world forever.

The thrill of their adventure takes their mind off the clock, and before they know it, the 11 o'clock hour is upon them. As they start to race through the long pathway to their home, Pixie the Fairy appears and offers to show them a shortcut to the World of Fairies. The shortcut is dangerous and seldom used, but if they used their regular route, they will not make it back in time. The Jack Brothers have no choice but to follow Pixie and choose their battles wisely. They can only hope that it's not too late....

CONTROLLER FUNCTIONS

Left Control Pad

Use this to move the cursor on the Menu Screen or move your character around in the game.

Select Button

Press the Select Button to turn the Auto Fire on and off

Start Button

This button will allow you to choose a command on the Menu Screen. It also allows you to pause the game.

L Button

L Button is not used in this game.

R Button

Press the R Button to use your Special Attacks.

Right Control Pad

The direction that you press on the Right Control pad will correspond with the direction in which your weapon will fire, regardless of the way you are facing.

A Button

Use the A Button to choose a command on the Menu Screen. Press this to fire in the direction you are facing.
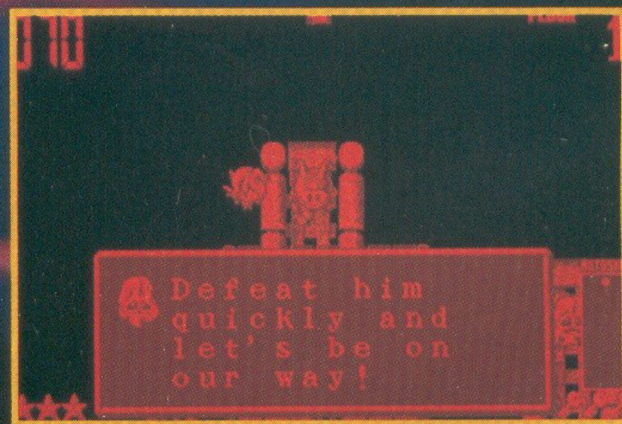
B Button

Press this button to fire in the direction you are facing. You will also use this to cancel a password if you make a mistake.

Mastering how to use Right Control Pad skillfully is a key to the success. With this Control Pad, you can shoot enemies from behind or sideway without changing your direction.

ABOUT THIS GAME

Forest of Fairies

To return to the World of Fairies, you must clear six different areas within the allowed time limits. Each area consists of several different floors. You must collect all of the keys in each area to continue on. Once you have collected all of the keys on one floor, the doors will all open at once and you will be able to jump off to the lower floor. Continue down to the lowest floor and defeat the boss to move on to the next area. Be very careful, though. Enemies and traps await you in every nook and cranny. Each time you suffer damage from an enemy or trap's attack, your remaining time will decrease by five seconds.

Defeat him quickly and let's be on our way!

GETTING STARTED

Start/Password

At the Title Screen, you can choose either Start or Password by pressing up or down on the Left Control Pad, then the Start Button. If you select Start, you will play from the beginning of the game. The Password option will allow you to choose the area you wish to play. Enter a password after selecting this option.
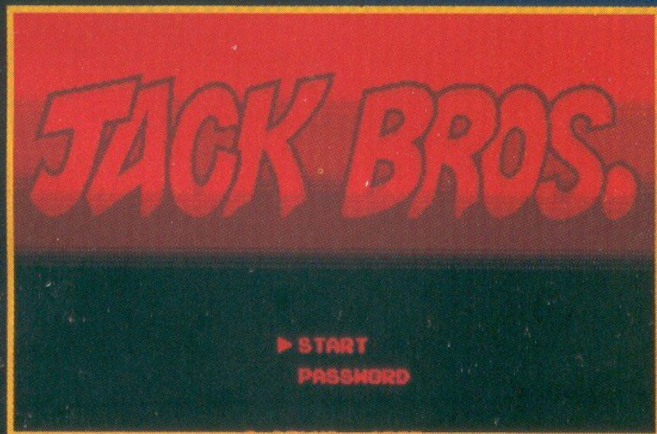
Choosing Your Character

If you choose the Start option from the Title Screen, the Player Select Screen will automatically appear. You will have the choice of being Jack Frost, Jack Lantern or Jack Skelton. Use the Left Control Pad to select your player and then press A or the Start Button to confirm your selection.

JACK BROS.

▶ START
PASSWORD

SELECT PLAYER

JACK FROST   JACK LANTERN   JACK SKELTON

PASSWORD/CONTINUE

Password

Continue

On the Password Screen, use the Left Control Pad to choose the numbers for your password, then press the A Button. If you make a mistake, you may use the B Button to back up one space and make a correction. You will receive a password after successfully finishing each area.
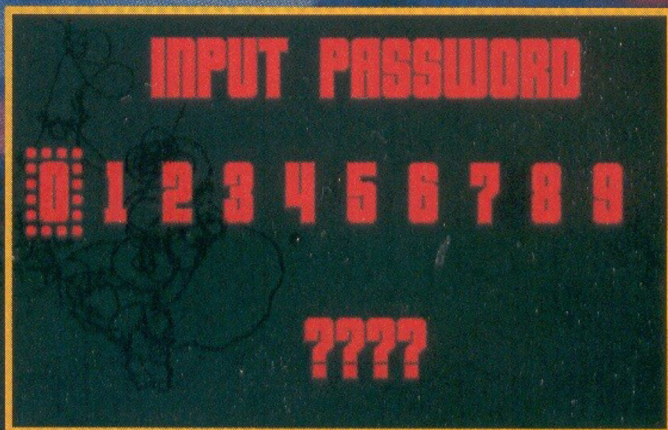
Once the remaining time reaches zero, the game is over and the Continue Screen will automatically appear. Press the Start Button before the counter reaches zero, and you will be able to start from the beginning of the last area you played.

INPUT PASSWORD

0 1 2 3 4 5 6 7 8 9

????

CONTINUE?

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PRESS START BUTTON
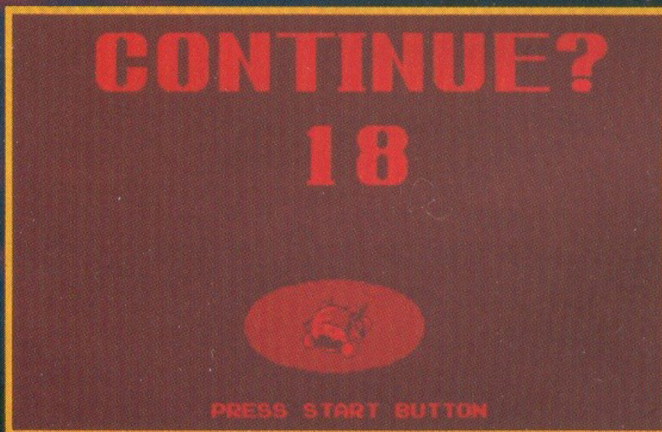
THE ACTION SCREEN

This screen appears when you start a floor.

Remaining Time

This tells you how many seconds you have left to finish this area.

Special Attack Stars

You will start the game with three Special Attack Stars and have many chances to collect more in the game. You will be able to carry these over to the next level.
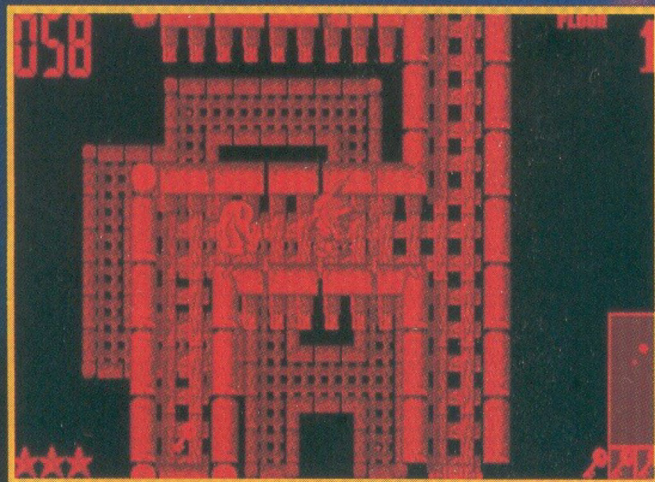
Keys

This will display the number of keys you need to collect in the area you are in.

Floor

This indicates which floor you are currently on.

Auto Shot

The default attack setting is regular. If you press the Select Button, the word "Auto Shot" will appear. Press and hold either A, B, or the Left Control Pad for auto shot.

Radar

Use your radar to locate keys. Once you have collected all of the keys, the radar will indicate where the exit is.

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THE END LEVEL SCREEN

This screen appears when you successfully finish an area.

Special Attack Stars

This shows how many Special Attack Stars you still have left.

Password

This will show you the Password for the level you just completed.

Floor

This indicates which floor you last finished.

Bonus Time

For each Special Attack Star you collect, you will get 10 extra seconds of time for the next level.

Standard Time Limit

This shows the standard time limit of the next area.
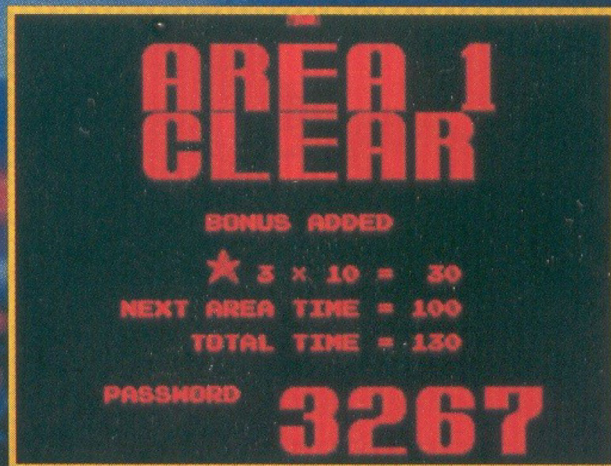
Total Time

This is the Total Time you will have in the next level.

```
AREA 1
CLEAR
BONUS ADDED
★ 3 × 10 =   30
NEXT AREA TIME = 100
TOTAL TIME = 130

PASSWORD  3267
```

CHARACTERS

Jack Frost

Jack Lantern

Jack Skelton

Snowballs are this Jack's weapon of choice. When he uses his Special Attack, all enemies will be frozen for a few seconds.

Lantern shoots fire balls, which are more powerful than Frost's snowballs. His Special Attack will cause all enemies to suffer severe damage

Skelton's sharp knife is far more threatening to enemies than either of his brothers' weapons. His Special Attack will destroy all the enemies on the screen.

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CHARACTER SKILLS

	Jack Frost	Jack Lantern	Jack Skelton
Rapid Fire	🎃🎃🎃🎃🎃	🎃🎃🎃	🎃🎃
Attack Power	🎃	🎃🎃	🎃🎃🎃🎃🎃
Agility	🎃🎃	🎃🎃	🎃🎃🎃
Special Attack	Freezes all enemies for a few seconds.	All enemies will suffer severe damage.	Will defeat all enemies on the screen.

ENEMIES AND TRAPS

Jack Traps
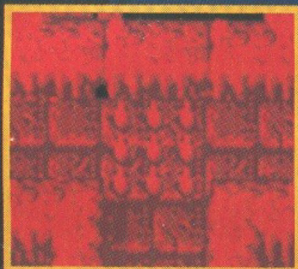
These sharp villains will pop up suddenly from the floor in an attempt to stop you. Wait until they disappear and quickly run past them

Boulder

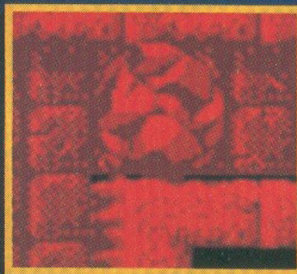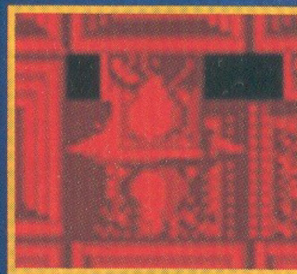If you see this large pebble blocking the path, simply push it out of the way. It also makes a superb cover from bad guys. Hide behind it to avoid enemy fire.
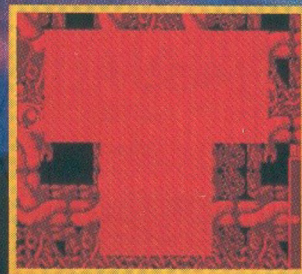
Paradice

These villainous troublemakers always appear in pairs. Avoid standing between them or they will attack forcefully from both sides leaving you flat as a pancake.

Dark Zone

Dark Zone appears without warning, covering the floor and darkening the hallway. This will allow your enemies a clever camouflage, so be on the lookout for hidden attackers.

ENEMIES AND TRAPS

Double Lasers

The laser beams will usually travel between the two laser cannons. When one cannon is destroyed, the dangerous laser beams will reach all the way to the wall.
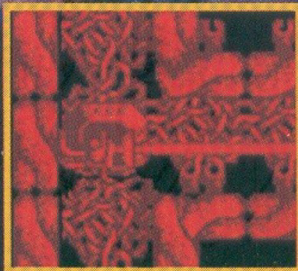
Luminous Lex
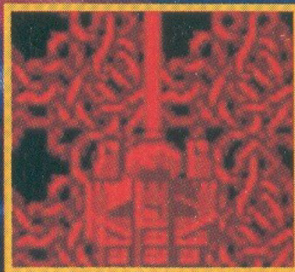
This cannon is constantly moving. If you dare to get in its way, it will try to shoot you!

Fire Breather

The breath coming from this flame spitter's mouth can really heat up your journey. Avoid getting too close.

Warp Tile

Do not accept rides from this stranger. Stepping on it will force you back to the beginning of your level, wasting precious time.

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ITEMS

Invincibility Potion

This item will allow you to remain invincible for about ten seconds. During this time, you cannot be harmed by an enemy attack.
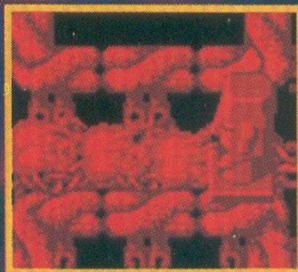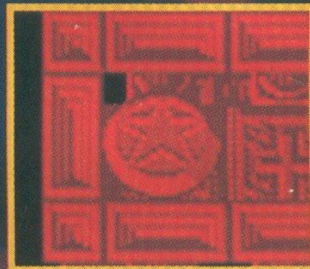
Time Clock

Each Time Clock that you acquire will increase your time by the number shown on the chip itself.

Special Attack Star

Each one of these represents one Special Attack move that your character can use on his enemies.

Jack Shield
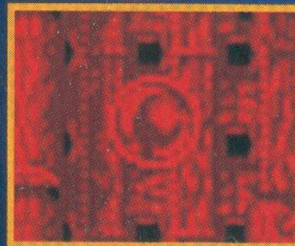
The Shield is made up of several bubbles that surround and protect your character for up to three hits.

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