

Thank you for purchasing TILES OF FATE, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System\*.



#### TABLE OF CONTENTS

The Legend	1
Using the controller	2
Playing the Tiles	3
Tile Descriptions	4-5
Wisdom of the Tiles	6
Precautions	7
Warranty	8
Game offer	9

#### \*Nintendo and Nintendo Entertainment System are Trademarks of Nintendo of America, Inc.

### THELEGEND

IN 303 BC IN THE VALLEY OF SHE-TING, YOUNG SUM-LEE OF THE CHIN CLAN FOUND A SMALL LEATHER POUCH THAT CONTAINED 42 TILES. LEGENDS SPOKE OF THESE MAGICAL TILES, MADE BY THE GODS AFTER THE CREATION. IT WAS SAID THAT THEY WERE PLAYED BY THE GODS AS A GAME, BUT UNLIKE THE GAMES PLAYED BY MORTALS, THESE TILES COULD PREDICT THE FUTURE.

LOU BAN THE MOST SKILLED CRAFTSMAN, CARVED COPIES OF THE TILES OUT OF FINE IVORY, AND GAVE THEM TO THE 7 KINGS OF CHINA. SOON ACROSS THE LAND THE ART OF THE TILES BEGAN TO SPREAD, BUT WITH IT SOMETHING SINISTER TRANSPIRED.

EVERYDAY SOMETHING MORE STRANGE AND UNLIKLY WOULD OC-CUR. DROUGHTS AND FLOODING, TERRIBLE FAMINES AND THEN HUGE HARVESTS. AS THE TILES WERE USED BY THE KINGS TO BRING THEM-SELFS GOOD FORTUNE, THE WINDS OF CHANCE WERE BLOWN OUT OF CONTROL. THE LAND WAS PLAGUED BY GREAT CATASTROPHIC TWISTS OF FATE.

EACH TILE HAS A MATE. ONLY BY PLAYING THE TILES AGAINST THEMSELVES CAN THEY ACHIEVE SYMMETRY AND THEIR EFFECT ON THE LAND BE NUTRALIZED.



## USING THE CONTROLLER

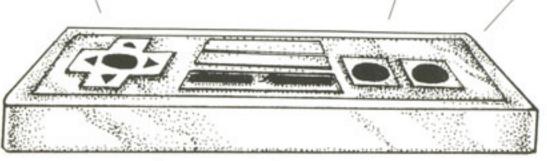
Tiles of Fate can be played by one or two players. Use the controller to move your cursor to the desired Tile. Press A button once to choose the Tile. The selected Tile will glow blue. Now move to its matching Tile and press A button again. As the Tiles are united the force of Symmetry will cause both Tiles to simply cease to exist, but remember the force of Symmetry can not flow across more then two right angles.

Control Pad: Moves your cursor up, down, right, and left.

B button: Press to cancel your last move.

A button: Press to

choose a tile.



**START**: Press to begin game or to pause during play.

**SELECT**: Select allows you to choose one of the 3 Forces of Fate.

## PLAYING THE TILES

At the bottom of the screen is your time line. Some Tiles will increase the amount of time you have to complete a level. Watch the time line carefully because when your time is up your game will come to an end.

#### THE 3 FORCES OF FATE

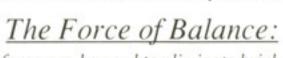
Sometimes you will have to use one of the Forces of Fate to clear a board. They are displayed on the right side of the screen. To use them you must collect their tokens hidden under tiles. For each token you collect a pink jewel will be added to the frame around the matching symbol.



. . . . . . . . . . . .

#### *The Flash of Chance*:

This force will allow symmetry to effect any matching tile on the board even ones that are surrounded by other Tiles.



This force can be used to eliminate brick walls that block the path of Symmetry.



### The Flag of Knowledge:

This force knows where matches are that you have missed. By using this force you will allow knowledge to take your turn for you.



# TILE DESCRIPTIONS

### The Tiles of Mankind



These Tiles control the directions of mankind.

### The Tiles of Bamboo



These Tiles decide the winners and losers of war and conflict.

#### The Tiles of Coins



These Tiles represent wealth and riches.





These Tiles manipulate the directions of the winds

#### The Tiles of the Seasons



These Tiles control the fluxuations of the seasons.

#### The Tiles of Blossoms



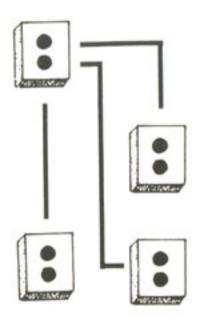
These Tiles bring joy and beauty.

#### Brick Wall



Bricks block the flow of Symmetry, but can be broken by the Force of Fate.

## WISDOM OF THE TILES



#### Scoring

- 5 Points for every dot left on your time line after a round is cleared.
- 6 Points for any two Tiles or any Brick left at the end of a round.
- 40 Points for any special token collected after the frame if full.

#### Hints

Symmetry can never make more then two turns.

Like the tiger, you must plan your moves carfully and act quickly. Any Season Tile will match any other Season Tile.

There are ways to increase the time left. Can you figure them out? Beware of the skull and cross bones. When it appears you will have to use a Force of Fate to complete the round.

#### Editing your own game

With Tiles of Fate you can build your own board layout and challenge your friends. Simply select EDIT from the options screen. By pressing the A button you will be able to lay out the Tiles any where you want. When all the Tiles have been placed your custom game can begin.

### **PRECAUTIONS**

This is a precision game cartridge. By following these simple Precautions it will provide you years of challenging game play.

- 1. <u>Do not</u> expose cartridge to extreme heat or cold.
- 2. Do not hit or drop game cartridge.
- 3. Do not touch connector terminals.
- 4. Do not clean with solvents or alcohol.

This game cartridge contains no user serviceable parts. Never disassemble as this voids all warranties.

#### Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B. computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on the user is encouraged to try to correct the interference by one or more of the following measures.

- · Regrient the receiving antenna
- · Relocate the NES with respect to the receiver.
- . Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful.

#### How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office. Washington, D.C. 20402, Stock No. 004-000-00345-4.

#### American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. AMERICAN VIDEO: ENTERTAINMENT, INC. agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC. software product. Before any returns are accepted you must call our warranty department (408-453-8088) for a return authorization number You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC. BE LIABLE FOR CONSE-QUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

## *FREE GAMES!*

American Video Entertainment Video Game Registration Card

First Name					Loot	la ma a		_		_	_	-	_	_	_
riistivame					Last N	lame	1 100 00					10			
Street Address															
	$\perp$	1		1	1.1	111		1	1	1	1	1	1	1	
City							State	,	Zip	Code	9	_		A	ge
							1 1 1	ı	1 1	1	1	ï	1	1	0
											1-		- 1		
							Arna Cod	2.0	Dho	no A	Lun	100	-		
Th. 1. 6							Area Cod		0.000						
Thank you for pur	chasing T	ILES (	OF F	ATE	. Pleas		CONTRACTOR CONTRACTOR		0.000					ş.	
							CONTRACTOR CONTRACTOR		0.000					ş.	
How many video (	games do	you ov	vn?_		_	se take a mo	ment to a		0.000					S.	
How many video រូ How many of ther	games do n are Ame	you ov erican \	vn?_ Video	Ent	ertainr	se take a mo	oment to a	nsw	0.000					ş.	
Thank you for pur How many video a How many of ther Please rate the fol Playability:	games do n are Ame lowing as	you ov erican \	vn?_ Video of the	Ent gan	ertainr ne (10 :	se take a mo	s?	nsw	er th		que	sti	ons		1
How many video g How many of ther Please rate the fol	games do n are Ame lowing as 10 9	you overican vects of 8 7 6	vn?_ Video of the	Ent gam	ertainr ne (10 : 2 1	ment games excellent Action:	s?	nsw '):	er th	7 6	que	sti 4	ons	2	
How many video and the second	games do n are Ame lowing as 10 9 10 9	you overican vects of 8 7 6 8 7 6	vn? _ Video of the	Ent gam 3	ertainr ne (10 : 2 1 2 1	ment games excellent	s?	nsw '):	er th	7 6	que	sti 4	ons	2	



Note! In the interest of product improvement, specifications and design are subject to change without prior notice. TILES OF FATE © 1990 American Video Entertainment, Inc. Game program and graphics are property of American Video Entertainment, Inc. and may not be copied or duplicated in any way for any purpose.

Video stores that rent game cartridges have permission to freely copy this instruction manual.

Nintendo & Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Address all correspondence to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131