

# PAPERBOY<sup>TM</sup> 2

SNS-P2-USA



Instruction Booklet



MINDSCAPE

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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**PAPERBOY™**

## Instruction Booklet

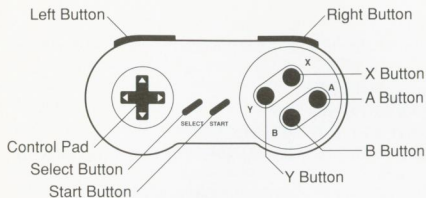


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## Game Controls



**Control Pad:** Moves the *Paperboy* or *Papergirl* as shown:

- ↑ Speed up the bike.
- ↓ Slow down the bike.
- Move the bike right.
- ← Move the bike left.

**Select** Go to the *Options* screen; choose an option.

**Start** Start the game, pause, and continue.

**R, A, X** Throw papers right.

**L, B, Y** Throw papers left.

## Starting the Game

To start the game:

1. Put *Paperboy 2* in the Super Nintendo Entertainment System (Super NES).
2. Turn **on** the Super NES.
3. At the title screen, press **Start**.
4. Press **Select** to go to the *Options* screen.
5. Press **↑ ↓** to select the following options. Press **→ ←** to change the Route number.  
**Route** Player enters the correct Route number.  
**Paperboy** The action figure is a boy.  
**Papergirl** The action figure is a girl.  
*Note:* For two players, the software automatically lets each player select one of the above options.
6. Press **Start** to begin the game.

### Two Player Option

In the two player option, Player 1 takes the first turn until he (or she) gets to the bonus round or loses all his (or her) lives, then Player 2 tries. The first player to reach the bonus round obstacle course waits there for the other player. When the other player arrives, both players appear on the screen and complete the bonus round together. Note that both players always play in the same day of the week.

## Playing the Game

It's early morning and the birds are singing. That familiar "TWAP!" could only mean one thing—**look out the Paperboy is back!** *Paperboy 2* is a daredevil stunt rider with a new look—he's a boy or she's a girl! The neighborhood has changed too! There are more types of houses, including mansions, haunted houses, and kids' club houses. There are also more obstacles, such as gargoyles, ghosts, and sewer monsters. Luckily, *Paperboy 2* has improved steering ability and can deliver to both sides of the street. Nonetheless, *Paperboy 2* still needs help (and skill) to survive the hazards of the suburban jungle!

When the game begins, a screen shows all the houses. The houses that belong to *Paperboy 2*'s subscribers are *white*. Score, lives remaining, and papers are shown in the upper left corner of the screen.

Score points by getting *Paperboy 2* to deliver papers to subscribers' houses—those with paperboxes in front. Make sure they get their paper delivered or they'll drop their subscriptions! Get points when *Paperboy 2* does good deeds, such as stopping burglars or runaway baby strollers. Collect bonus points in many ways, including breaking non-subscribers' windows, watering the sunbather, and hassling the garbage man.

At the end of each day, beware! *Paperboy 2*'s boss reviews his (or her) performance. If *Paperboy 2* did well, he (or she) gets to wake up bright and early the next morning and make the rounds again. If she (or he) didn't make the grade, it may be time to look for a new job!

## Levels

The game has three “weeks” of seven days each (Monday through Sunday). Each week has 20 houses: 10 subscribers and 10 non-subscribers. If *Paperboy 2* misses a subscriber’s house, then that house becomes a non-subscriber. If *Paperboy 2* delivers to all of the subscribers, he (or she) can regain a former subscriber. This is called a *Perfect Delivery*. A perfect delivery earns resubscribers up to a maximum of 10. After that, a perfect delivery earns a free life. After successfully completing a week, *Paperboy* earns a promotion to a new route with fancier houses.

**Week 1:** 20 small houses, a gas station, and a market.

**Week 2:** 10 small and 10 medium houses, a gas station, a market, a carnival, and a park.

**Week 3:** 10 medium and 10 big houses, a gas station, a market, a carnival, a park, a car dealer, and a mall.

**Training Course:** In addition, there is a bonus round *training course* at the end of each day. The training course grows longer with each week. If *Paperboy 2* crashes in the bonus round, he (or she) doesn’t lose a life.

## Scoring

The score indicator appears in the upper left hand corner for Player 1 and in the upper right hand corner for Player 2. Line 1 shows the number of papers and lives remaining. Line 2 shows the game score. Line 3 is the breakage bonus that is added to the score while time remains in the bonus round. Score points by hitting objects with newspapers.

### Points

Object	Points
Mailbox	500
Kid running across street	1000
Baby stroller	1000
Graffiti guy	1000
Burglars	1000
Sewer monster	500
Fat lady	250
Bottles	250
Subscriber’s doorstep	200
Skateboarder	200
Cars and trucks	100
Clown	100
Vacant lot kids	100
Zombie	50
Ghost	50
Gargoyle	50
Mummy	50
Bird	50
Dogs	50
Scarecrow	50

*Note:* The bonus score is decreased in the bonus round as time is used up to complete the course.

### Breakage Bonus

Players score breakage bonus points as shown by hitting objects with newspapers. The breakage bonus is added to the score during the training course.

<i>Object</i>	<i>Points</i>
Open car hood	300
Lawn mower	300
Pig roaster	300
Non-subscriber's window	200
Men with glass	200
Men with couch	200
Garbage man	200
Old people	100
Sunbather	100
Baseball players	100
Waiter	100
Piano mover	100

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## The Daily Report

After the training course, the *Daily Report* screen appears. If *Paperboy* missed any subscribers' houses (or broke their windows!), those houses *flash* on the screen, meaning they cancelled their subscriptions. If *Paperboy* made all deliveries, she (or he) keeps existing subscribers and gains additional subscribers (to a maximum of 10). When *Paperboy* gets through an entire week of daring deliveries, she (or he) makes the headlines of *The Daily Sun* and earns a promotion! Along with the promotion, the next **Route Number** appears. *Paperboy* begins the next game on that route



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