

KING JAMES  
BIBLE  
FOR USE ON GAME BOY®



# **The King James Bible for Game Boy®**

Welcome to a powerful new world of excitement. Inside this tiny cartridge is the entire text of the King James Bible, both old and new testament. Not only can you pick any book from the Bible and read through it, you can also search for any word or group of words and read only the sections of the Bible those words occur in. Also, to continue in our goal of providing "learning that excites the mind," we've included two fun and educational Bible word games. Read on to learn how to enter this fun new world.

## **How to Get Started**

To use the King James Bible for Game Boy® cartridge, make sure your Game Boy® unit is in the OFF position. Then slide the Bible cartridge in with the label facing outward. Turn the Game Boy® unit on and the Nintendo® Trademark will scroll down. Anytime after the Wisdom Tree disclaimer starts to appear, you can press **START** to go on, or you can wait until the disclaimer finishes displaying. Next you will see the main selection menu. From here you can read the Bible, search the Bible or choose a Bible word game to play.

## Reading the Bible

Move the selection arrow to **Read Bible** and press **A**. This brings you to the book selection menu. From here you can select which book of the Bible you would like to read. Simply use the **DIRECTION PAD** to move the selection box to the desired book and press **A**. The text from the chosen book will instantly appear for you to start reading. To learn how to move through the text, read on.

You'll notice the screen can display 16 lines of text at a time. To read through the Bible, the old text must scroll off the screen and the new text must scroll on. This can be done a number of ways:

- Pressing **DOWN** moves the text down 1 line.
- Pressing **A** moves the text down 1 page (16 lines).
- Pressing **RIGHT** brings up the next chapter.
- Pressing **B** brings up the next book.
- Pressing **UP** moves the text up 1 verse.
- Pressing **START** brings up the help screen and the **GO TO CHAPTER** menu. To skip to a chapter in the book you are reading, use the **DIRECTION PAD** to select the chapter

number. Press **UP & DOWN** to increase and decrease the digit. Press **LEFT & RIGHT** to select which digit you want to change. After selecting the chapter number, press **A**. If the chapter number you entered is higher than the last chapter in that book, it will simply jump to the last chapter.

## Searching the Bible

There are two ways to search the Bible. You can perform a regular one-word search, or you can perform a conditional multiple-word search. We call this a complex search because it consists of up to four related words. Both types of searches are explained and contain examples.

### REGULAR SEARCH

To do a regular search of the bible, first make sure you are on the main selection menu (Hint: pressing **SELECT** always brings you back one menu. Continuously pressing **SELECT** will eventually bring you back to the main selection menu). Move the selection arrow to **Search Bible** and press **A**. This brings you to word entry menu. Use the **DIRECTION PAD** to position the cursor (the flashing box) over the first letter in the word you want to search for and press **A**. Continue to do this

for all the letters in your word. Don't worry if you make a mistake. Simply press **B** to back up and delete the error. When you have finished entering the word you would like to search for, press **START**. If the word you entered is a word that can be found in the King James Bible, you will now be at the search screen. If your word could not be found in the King James Bible, a **WORD NOT FOUND** message will be displayed, and you are left on the word entry menu so that you may correct the word. (Note: partial word entry is okay. For example entering **CHUR** will bring up church.)

## The Search Screen

From the search screen, you can select how many inflections of your word you would like to include in the search. An inflection is a word that includes your original word as part of it. For example, if you enter the word *lamp*, it would show 2 inflections: *lamp* and *lamps*. If you choose to search the Bible for all occurrences of the word *lamp*, you have the option of also searching for all occurrences of the word *lamps* (an inflection of *lamp*). Most of the time, you will just want to press **START** and continue the search with the inflections displayed. If you want to learn about inflections later, go ahead and skip to the section on occurrences. If you want to learn more about the power of inflections and how to control them, keep reading.

## Selecting Inflections

Let's say you want to search for the word ***pardon***. After entering the word, the search screen will show four inflections: ***Pardon, pardon, pardoned, and pardoneth***. If you only wanted to search for uncapitalized ***pardon*** and ***pardoned*** (the second and third inflections), you can press **DOWN** to bypass the capitalized ***Pardon***. Now the uncapitalized ***pardon*** is your main search word, but you still want to include ***pardoned*** in the search. Press **RIGHT** to include the next word, in this case ***pardoned***, in your list of inflections. You can now search for all occurrences of ***pardon*** and ***pardoned***. This may seem a bit confusing at first, but it's worth learning if you want to make very specific searches. Here is a list of the controls for selecting inflections and browsing through the alphabetical listing (index) of words in the Bible:

- Pressing **DOWN** moves to the next word in the index of words in the Bible.
- Pressing **UP** moves to the previous word in the index.
- Pressing **RIGHT** includes the next inflection in the index as part of your list of inflections to search for.

- Pressing **LEFT** excludes the current inflection in the index as part of your list of inflections to search for.
- Pressing **A** skips ahead 25 words in the index.
- Pressing **B** skips back 25 words in the index.
- Pressing **START** begins the search.
- Pressing **SELECT** brings you back to the word entry menu.

## Occurrences

Once you select your word and any inflections, pressing **START** from the search screen will begin the search. The Game Boy® will now search through all the books in the Bible to find occurrences of the word or words you selected. (In some instances the search takes a while; you can hold **B** to cancel the search.) Once it has found all the occurrences, the book selection menu will appear. Any book your word or words were found in will be highlighted. Use the **DIRECTION PAD** to select the highlighted book and press **A**. The Game Boy® now does a quick book search to find your word(s) in the book you have chosen. When one of the word(s) is found, the portion of the book containing that search word is displayed. All search

words will be highlighted. To jump to the next occurrence of the search word(s), press **B**. You can also move through the text of the Bible as before, except that pressing **B** now takes you to the next occurrence of your search word instead of the next book. (See Reading the Bible to learn how to move through the text.)

## **COMPLEX SEARCH**

A complex search allows you to search for up to four words, each with its own inflections, and lets you control where or how they occur in relation to each other. A knowledge of the basics of searching is necessary to understand a complex search, so make sure you read the section on Regular Search before continuing. To perform a complex search, select **Complex Search** from the main menu and press **A**. You will now be at the complex search menu. Here is where the difference between regular search and complex search lies: you can search for up to four words at once and determine where the search should take place or how the word relates to other words. Here is a list of the relationships the words can have to each other:

**WORD A or this word: WORD B**

**WORD A in the same verse as: WORD B**

**WORD A in the same chapter as: WORD B**

**WORD A in the same book as: WORD B**



# King James Bible for Game Boy® Evaluation

Please rate the following:

	Excellent		Fair	Poor	
Education	A	B	C	D	F
Ease of Use	A	B	C	D	F
Entertainment	A	B	C	D	F
Overall Value	A	B	C	D	F

How did you find out about *King James Bible for Game Boy*®?

Magazine Radio Newspaper Television Church Sunday School

Catalog Youth Group Bookstore Friend Ad in Box Other: \_\_\_\_\_

When did you purchase *King James Bible for Game Boy*®? \_\_\_\_/\_\_\_\_/\_\_\_\_

What did you like most about *King James Bible for Game Boy*®? \_\_\_\_\_

\_\_\_\_\_

What did you like least about *King James Bible for Game Boy*®? \_\_\_\_\_

\_\_\_\_\_

What suggestions do you have for a Wisdom Tree video product? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Would you buy another Wisdom Tree product? Yes \_\_\_\_\_ No \_\_\_\_\_  
If not, why? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

What game systems do you own? NES<sup>®</sup> Game Boy<sup>®</sup> Super NES<sup>®</sup> IBM/PC<sup>®</sup>  
Macintosh<sup>®</sup> Atari<sup>®</sup> Sega Genesis<sup>™</sup> TurboGrafx<sup>™</sup> Lynx<sup>™</sup> Game Gear<sup>™</sup>  
Other: \_\_\_\_\_

Name: \_\_\_\_\_

Phone: (\_\_\_\_) \_\_\_\_\_ Age: \_\_\_\_\_

Address: \_\_\_\_\_  
\_\_\_\_\_

Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions.

Send to: Wisdom Tree, Inc.  
2700 E. Imperial Hwy., Bldg. A  
Brea, CA 92621

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These relationships are called search parameters. To better illustrate the power of the complex search, here are two examples:

### 2-word "in same verse" search

```
COMPLEX SEARCH
daily_____ (1)
in same verse as
Bread_____ (2)
                (END)

B = Begin search
START = HELP
```

### 3-word "or" search

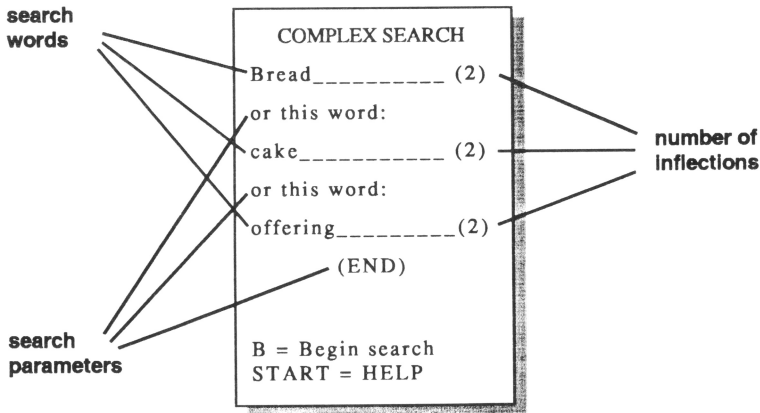
```
COMPLEX SEARCH
Bread_____ (2)
or this word:
cake_____ (2)
or this word:
offering_____ (2)
                (END)

B = Begin search
START = HELP
```

Notice you have a choice of how many words you want to search for (2, 3 or 4). The numbers in parentheses are how many inflections were selected for each word. The **DIRECTION PAD** is used to move around on the complex

search screen. Press **UP & DOWN** to move the cursor arrow from word to word and search parameter to search parameter. When the cursor arrow is on a word slot, press **A** to input the word from the word entry menu. After inputting the word, press **START**, select any inflections you desire, and press **START** again. You can now move the cursor arrow down to the search parameter line.

Press the **DIRECTION PAD** left or right until you've reached the desired search parameter. Continue this process until you



have selected all words and search parameters. **(END)** in the search parameter line means no more words. If you would like 3 or 4 words in your search (the default is 2), simply move the cursor arrow to **(END)** and press left or right to select the desired search parameter.

## **Bible Games**

Two Bible word games are included in your *King James Bible for Game Boy®* cartridge, "Bible Word Match" and "Bible Shepherd."

### **BIBLE WORD MATCH**

"Bible Word Match" is a challenging game that teaches you Bible words while improving your memory at the same time.

Words are randomly selected from the Bible and hidden in pairs. Use the **DIRECTION PAD** to move the selector (the flashing box) over a hidden word and press **A**. The hidden word is exposed. Now move the selector to another box where you think the identical word might be hidden. If you match two identical words, they disappear. Keep going until you match all the words and they all disappear. There are 64 progressively harder rounds. (Clue: On the first levels, the identical words are never found in the same column.)

### Scoring

+10 for each correct match  
- 5 for each incorrect match

### Bonuses

Cherries - appear after 3+ matches in a row, catch for 30 points

Boom - appears after 5+ matches in a row, catch to briefly expose all words

## **BIBLE SHEPHERD**

Playing "Bible Shepherd" is an excellent way to familiarize yourself with new Bible words and their spellings.

Use the **DIRECTION PAD** to position the cursor over a letter and press **A**. If the letter you choose is in the Bible word (shown as blank spaces), it will be displayed. If the letter you choose is not in the Bible word, the sheep in your pen will stop walking around. If you choose another incorrect letter, one sheep will jump out. If all three sheep jump out, the round ends and the word will be displayed for you. However, every time you choose a correct letter a sheep will jump back into the pen. Good luck!

### Scoring

100 points for each correctly guessed word  
10 additional points for each safe sheep

## IF YOUR CARTRIDGE/SOFTWARE DOESN'T WORK

**Nintendo Entertainment System®:** Insert cartridge in and out of the system several times to make sure all connections are clean. If after inserting this cartridge in your system, the TV screen proceeds to flash on and off for more than 9 times, you may get an immediate exchange by exercising the steps listed below.

**Game Boy® or Sega Genesis™:** Insert cartridge in and out of the system several times to make sure connections are clean. If cartridge still fails to work, you may get an immediate exchange by exercising the steps listed below.

**IBM/PC® or Compatible:** Check to make sure your computer system meets the minimum requirements listed on the back of the box. This game will not run on monochrome or CGA systems. You must have EGA or VGA. Although this software has been thoroughly tested on numerous manufacturers' systems and video cards, it is not possible to keep up-to-date with all hardware currently available. This software is designed to work with hardware that is 100% IBM®-compatible. There are a few cases where an updated version of software may better meet your system's setup. If no upgrade is available, we will exchange your software for another title, or you may return your software to the store you purchased it from and get a refund.

## RETURNING YOUR CARTRIDGE/SOFTWARE

1. If your cartridge/software still fails to work, then call either 1 (800) 77-BIBLE or (714) 528-3456 in the USA or Canada for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBER IS NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515.
2. After phoning, return the cartridge/software in its original box, freight prepaid, to the following address with the RMA# on the box, within the 90-day warranty period. WISDOM TREE, INC., Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621

## PLEASE DO NOT RETURN CARTRIDGE TO STORE.

. . . where it was originally purchased. Your game system may require a special cartridge. We will be glad to exchange your cartridge and express it to you.

## 90 DAY LIMITED WARRANTY

Wisdom Tree, Inc., (MANUFACTURER) warrants to the original purchaser that this Wisdom Tree game, cartridge/software shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. Wisdom Tree, Inc., also warrants that the software, as originally purchased will perform in conformance with the specifications as stated in the packaging and the user manual. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective cartridge/software free of charge (except for the cost of returning the original product). This warranty shall not apply if the cartridge/software has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship. The provisions of the warranty are valid in the United States and Canada only.

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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, 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 specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential 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:

**REORIENT** the receiving antenna.

**RELOCATE** the game system with respect to the receiver.

**MOVE** the game system away from the receiver.

**PLUG** the game system into a different outlet so that game system and receiver are on different circuits.

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