

Nintendo®

GAME BOY™

Art
SCHOOL
POCKET

INSTRUCTION BOOKLET

If you have any problem, doubt or just want to make us a comment about the game you can contact **The Flying Cortijo** in the following ways:

- e-mail: theflyingcortijo@gmail.com
- FB: [facebook.com/theflyingcortijo](https://www.facebook.com/theflyingcortijo)
- TT: [@FlyingCortijo](https://twitter.com/FlyingCortijo)
- YT: [youtube.com/user/theflyingcortijo](https://www.youtube.com/user/theflyingcortijo)



Art SCHOOL POCKET

INDEX

INTRODUCTION	4
CONTROLS.....	5
GOAL	6
SAVE GAME	7
CREDITS	8
NOTES	10

INTRODUCTION

ART, that world full of scoundrels.

But how does one become an artist? Is it enough to be shameless and have rich parents?... almost. That will be valid for some chosen people but the rest of the really talented people need to study and prove that they are artists with a degree.

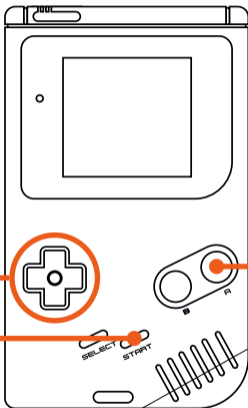
Put yourself in the non-exciting role of an art school student and get your diploma alone and exclusively using your creative skills.

YOU CAN BE THE NEXT YOKO ONO!!!

CONTROLS

CONTROL PAD

- Move around the map
- Select options



"A" BUTTON

- Interacting with people and objects
- Skip text

START BUTTON

- Pause / Inventory

GOAL

It's the last exam on the last day of the course at the **Art School**, but you forgot to practice and also didn't bring any materials.

Only with a bald brush and some empty paint cans that contained pigments time ago, you must get the minimum tools to be able to do the last painting exam.

Go through the school from top to bottom, interact with your classmates, exchange, don't tell the whole truth, borrow for an indefinite time... do whatever it takes to pass the exam and get your diploma that accredits you as a true artist.

SAVE GAME

You can have only one game saved.

To save a game you must interact with **the poorly crafted sculpture** located in the middle of the ground floor.

You can resume your game by selecting **LOAD GAME** on the title screen.

If you decide to start a game from the beginning, select **NEW GAME** on the title screen. Please note that the previously saved game will be deleted (if there is already one)

CREDITS

Art School Poket is a freeware video game made by **The Flying Cortijo** with the **GB Studio** program developed by **Chris Maltby**.

If you want to use some of the graphic resources you are free to do so as long as you mention us and contact us through the ways mentioned in this manual.

THE FLYING CORTIJO

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Programmed in

GB Studio

EXTERNAL ASSETS

"Art Alive", Sega of América (1991).

"Pokemon Red Version", Game Freak & Nintendo (1996).

"4-in-1 Fun Pack", Beam Software & Interplay (1992).

"The Good Stuff" Scott Lee.





V I D E O G A M E S

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