





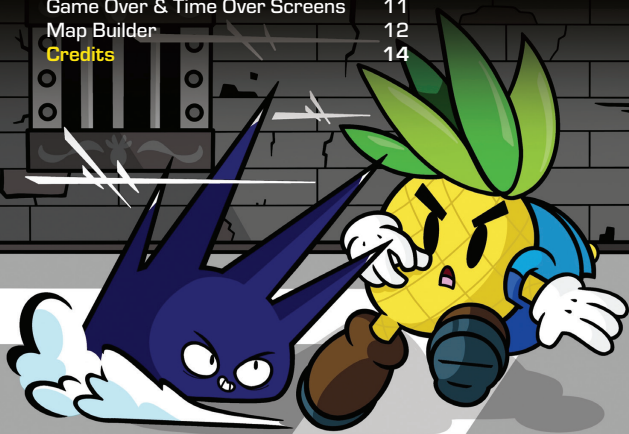
ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

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Story

A Journey to Pineapple Paradise

Pineapple Kid DX tells the story of Pineapple Kid, a courageous hero living in a distant, sun-drenched land where pineapples enjoy a happy and peaceful life.

Despite their content existence, the pineapples share one collective and cherished dream: to reach a mythical place spoken of only in whispers - Pineapple Paradise, a land rumored to grant boundless joy and everlasting fulfillment.

The key to this dream is the Legendary Tower. Said to be a gateway to Paradise, the tower appears only once every 100 years. For generations, pineapples have longed to reach it, but the tower's challenges are rumored to be so immense that no one has ever dared to face them. Over time, the legend faded, becoming little more than a bedtime story.

Until now.

On the day the Legendary Tower reappears, one young pineapple stands apart from the rest: Pineapple Kid. Fueled by courage and the shared dream of the community, Pineapple Kid begins the perilous journey toward the tower.

This time, the legend is real.

Now, the player (that's **YOU!**) must guide Pineapple Kid through the ultimate challenge, reach Pineapple Paradise, and finally make a centuries-old dream come true.



Controls

The controls in **Pineapple Kid DX** are simple and intuitive.

D-pad: Move Pineapple Kid through the maze and navigate menu screens. Pineapple Kid can only move in one direction at a time. Once movement begins, it cannot be stopped until a wall is reached.

A Button: Confirm selections in menus or skip certain in-game screens.

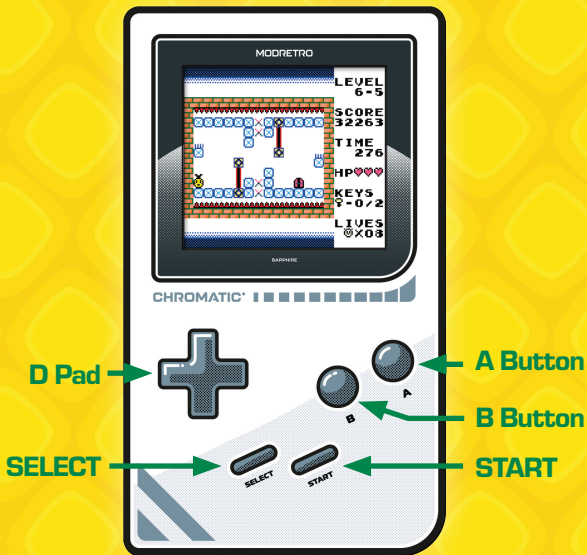
B Button: Go back in menu screens and use features in the Map Builder (locked extra).

Start Button: Confirm selections in menus or pause the game.

Select Button: Used in the Map Builder (locked extra).



Button Layout

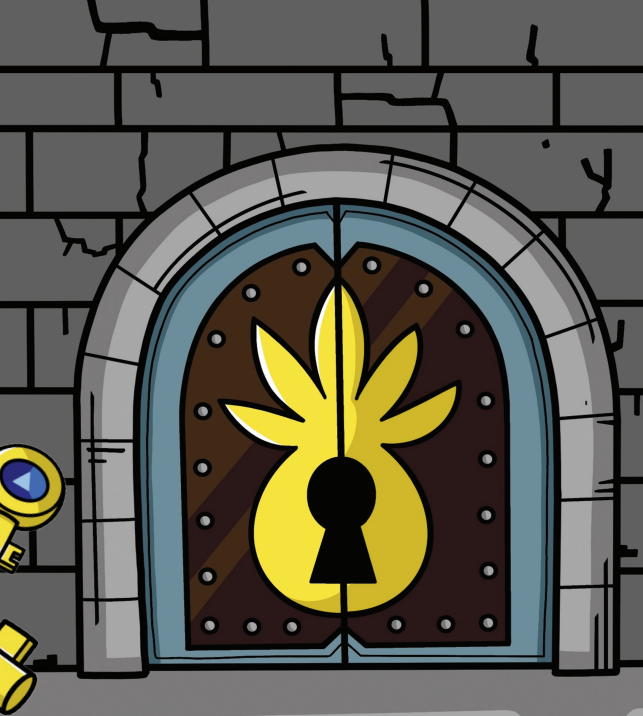


Playing the Game

Title Screen

- **New game:** Starts a new game.
- **Difficulty:**
 - **Normal:** Start game on normal difficulty.
 - **Hard:** Start the game on Hard difficulty.
- **Continue:** Resume the game from your last save point.
- **Options:** Adjust game settings.
- **High Scores:** View the high-score table.
- **Achievements:** View unlocked achievements.
- **???????:** Locked extras.





New game

This is where your adventure begins. Choose either **Normal** or **Hard** difficulty.

The game starts with a tutorial screen explaining the controls and the objective of the game. This screen can be skipped by pressing **A** or **Start**. Afterward, a tower map is shown to indicate the player's current position; this screen can also be skipped.

The game then begins at **Level 1-1**.

Hard Mode Differences

In Hard Mode:

- The player has only **1 HP**.
- You only get half the normal timer.
- Enemies and hazards move faster.
- The player is rewarded with **+700 bonus points per level**.

Continue

The game uses an auto-save feature to save progress. You may continue from where you left off, provided you still have lives and continues remaining.



Options

- **Lives:** Set the number of lives at the start of the game.
- **Continues:** Set the number of continues at the start of the game.
- **Music:** Turn in-game music on or off.
- **Sound:** Turn sound effects on or off.
- **Clear Save Data:** Deletes all saved data. Use with caution—this action cannot be undone. A confirmation prompt will appear.



High scores

The High Scores screen displays the hi-score table. Each entry shows the last level reached, the player's score, and their name. The highest score is displayed at the top of the list.

A screenshot of the game's high scores table, titled "-HIGH-SCORES-". The table is displayed in a pixelated font within a brick-patterned border. It lists the top 10 scores, including level, score, and player name.

-HIGH-SCORES-			
	LEVEL	SCORE	NAME
1)	4-1	10000	P-KID
2)	3-3	09500	P-KID
3)	3-2	08500	P-KID
4)	3-1	07500	P-KID
5)	2-3	06500	P-KID
6)	2-2	05500	P-KID
7)	2-1	04500	P-KID
8)	1-3	03500	P-KID
9)	1-2	02500	P-KID
10)	1-1	01500	P-KID



In-game screen

This screen is where gameplay takes place.

Left Side: Gameplay area

Right Side (Sidebar):

- **Level:** Current stage being played
- **Score:** Total player score
- **Time:** Remaining time to clear the level
- **HP:** Player hit points, shown as hearts (Hard Mode has only 1 HP)
- **Keys:** Number of keys required to open the exit door
- **Lives:** Remaining lives; the game ends when all lives are lost



Scoring Screen

After clearing a level, the scoring screen appears:

- Remaining time is added to the total score.
- Remaining HP is added to the total score.
- An extra life is awarded for every 5,000 points (or 10,000 points in Hard Mode).
- A step counter shows the total number of steps taken during the level.

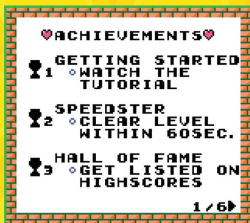


Game progress is saved automatically after each scoring screen.

Achievements

The Achievements screen displays all available achievements. There are **15 achievements** to unlock based on specific criteria.

Some achievements are hidden—keep playing to discover them all!



Game Over & Time Over Screens

Game Over Screen: Appears when all lives are lost. The player may choose to continue (if continues remain) or end the game. Continuing restarts the player at the first level of the current stage. Ending the game allows the player to enter their name for the high-score table.

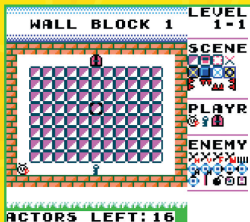
Time Over Screen: Appears when the level timer runs out.



Map Builder

Completing Pineapple Kid DX unlocks the Map Builder, which lets you edit all of the levels in the game. You can even start from scratch and make your own level!

The map area (left) is where you can move the cursor, and place / remove tiles. You can place any tile from the right side of the screen called the selection area, which is divided into **SCENE**, **PLAYER**, and **ENEMY**.



Here are some basic rules to be aware of:

- You can place a maximum of 18 Actors (Actors are the player, enemies, and keys). The counter is seen on the bottom of the screen.
- A maximum of 9 keys can be placed;
- In the classic mode, a player actor and a door tile must be placed to be able to place a map.

Press the **Select** button to switch between the map area and the selection area. Select your desired tile or actor from the selection area and press the **Select** or **A** button to go back to the map area. Place a tile / actor by pressing the **A** button, remove a tile by pressing the **B** button.

Press the **Start** button to go to the Map Menu.

The Map Menu has the following items:

Play : Start playing your own built map.

Load: Load a saved map.

Save: Save the current map*

Clear: Clear the whole map area and start from scratch.

Options: Set the map options.

Quit: Quit the map builder.

*Only the current map can be saved. The previous edited map will be overwritten.

Map Options:

Difficulty: Set the difficulty of the game (Normal or Hard).

Background: Select one of the backgrounds used in the game.

BGM Select: Select one of the background music tracks used in the game.



Credits

Game Development

H.Z. - Programming

Artwork

Drawfriend (ES)

Music & Sound Effects

M.Z.

Quality Assurance

Mr. Blinky

Cpt. Bacon

Tools & Technology

GBDK / ZGB Game Boy
development kit

Publisher

ModRetro

Manual Design

Mike Smith

Project Management

Lucas Gardiner

Executive Producer

Chris Beach



CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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