GAME BOY® ADVANCE

AGB-BKNE-USA

LEGO®

KNIGHTS' KINGDOM™

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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EVERYONE ®
E
CONTENT RATED BY ESRB

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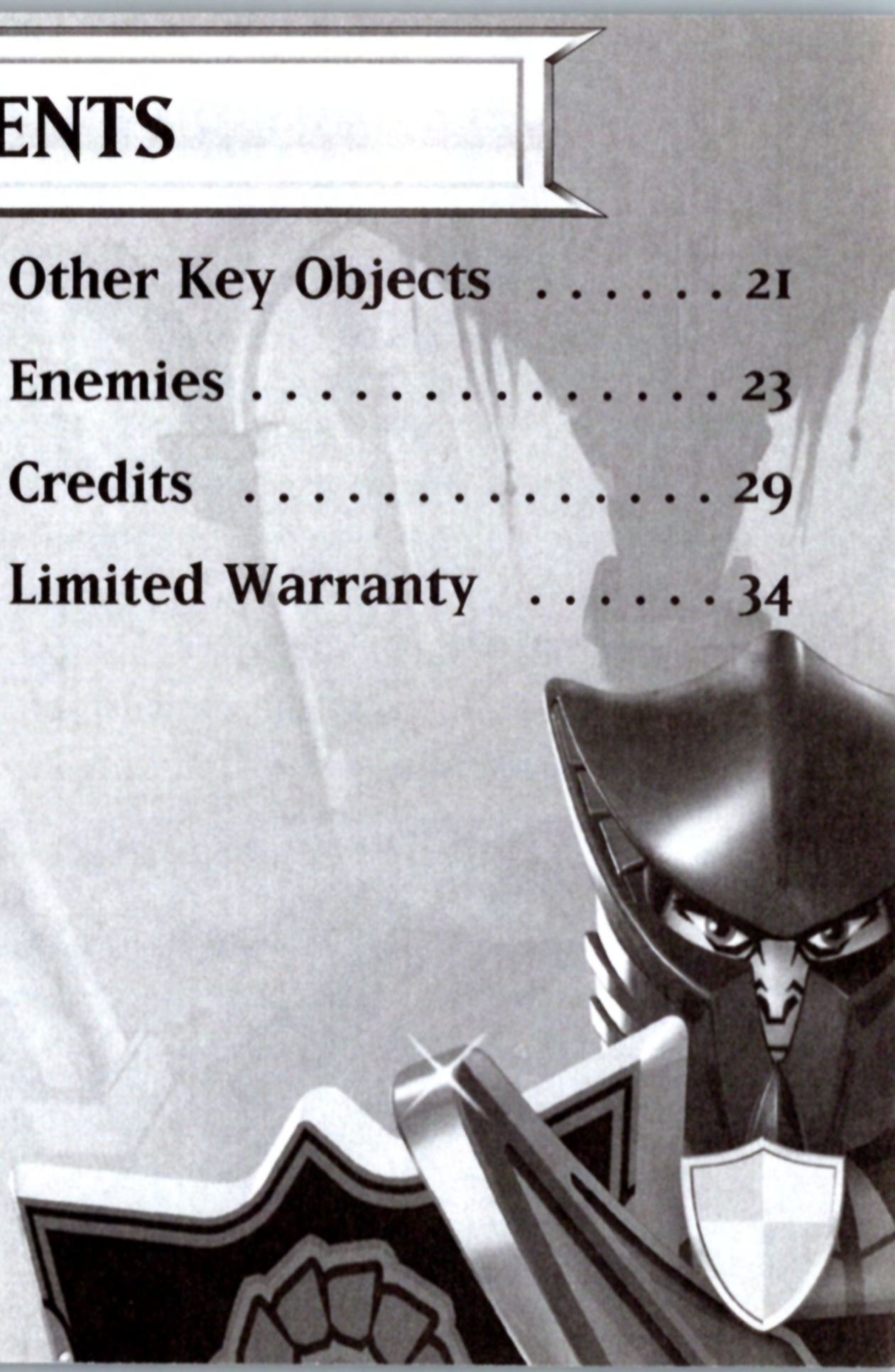
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BACKGROUND

Prepare for a journey to a land of magic and adventure, where brave Knights defend grand castles. Welcome to Morcia, the Knights' Kingdom!

Protected by the noble Knights and ruled by the wise King Mathias, Morcia has long been at peace. Every year, people travel from all across the kingdom to see their favorite Knights compete in Tournaments. These are great celebrations of bravery and daring, and the only thing more spectacular is The Grand Tournament, when a new King is chosen from amongst the Knights. It has been many years since King Mathias won the crown in the last Grand Tournament, and no one is eager to see the good king replaced.

Well, almost no one.

One Knight would be happy to see King Mathias gone. He is Vladek, the Royal Advisor. This Dark Knight has secretly abandoned the Knightly Code of Honor and plots to rule Morcia himself. In his tyrannical grip, the kingdom would fall into darkness and ruin!

Magic and mystery lie ahead!

GETTING STARTED



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of *LEGO® Knights' Kingdom* into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

BUTTON COMMAND **ACTION**

Menu Navigation

Control Pad . . . . . .Highlight menu selections

A Button . . . . . .Confirm selection

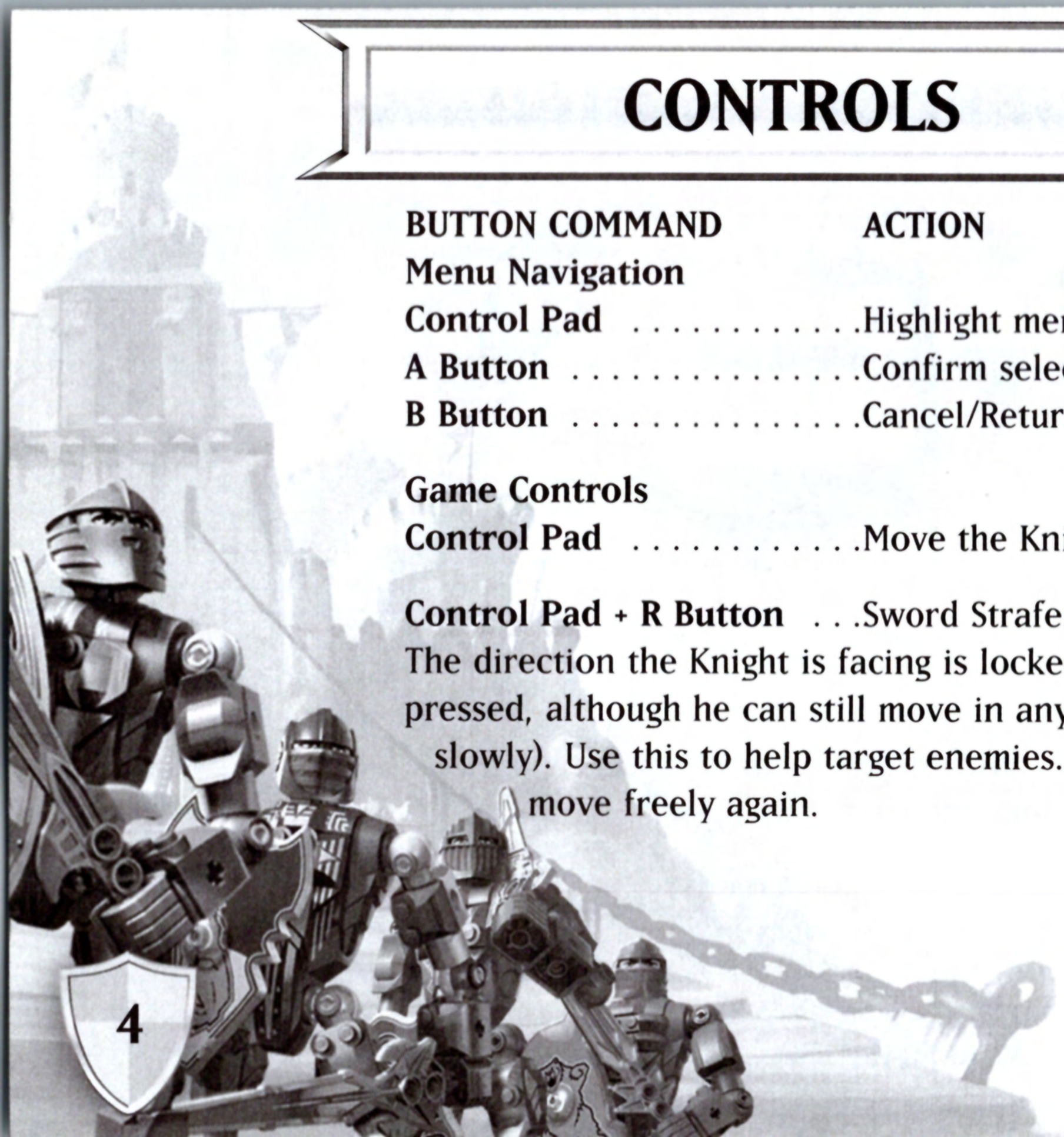
B Button . . . . . .Cancel/Return to previous menu

Game Controls

Control Pad . . . . . .Move the Knight around the screen.

Control Pad + R Button . . .Sword Strafe.

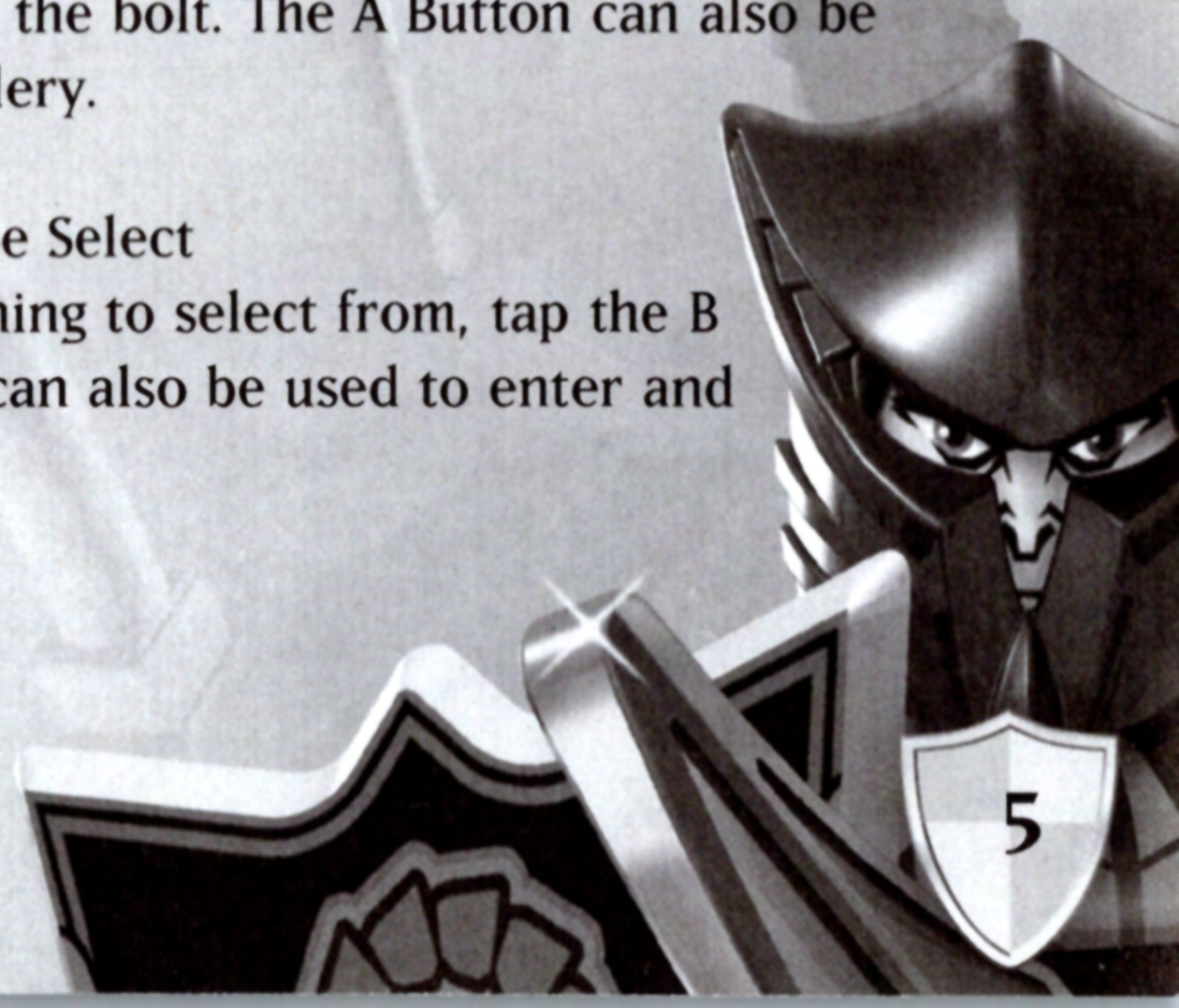
The direction the Knight is facing is locked when the R Button is pressed, although he can still move in any direction (but more slowly). Use this to help target enemies. Release the R Button to move freely again.



Control Pad + L Button . . . . . .Shield Strafe.
Similar to Sword Strafe, this locks the direction the player is facing. However, with Shield Strafe, the Knight raises his shield, which can be used to block or deflect enemy attacks. Release the L Button to move freely again.

A Button . . . . . .Melee attack and Lightning Sword Charge Up.
Tap the A Button to perform a melee attack. Each Knight can "combo" through their range of melee attacks by landing 3 blows in rapid succession.
Hold the A Button to charge up the Knight's Lightning Sword instead. Release the A Button when the sword is charged to release the bolt. The A Button can also be used to fire shots from captured enemy artillery.

B Button . . . . . .Lightning Type Select
When you have more than one type of Lightning to select from, tap the B Button to cycle through them. The B Button can also be used to enter and exit unoccupied enemy artillery.



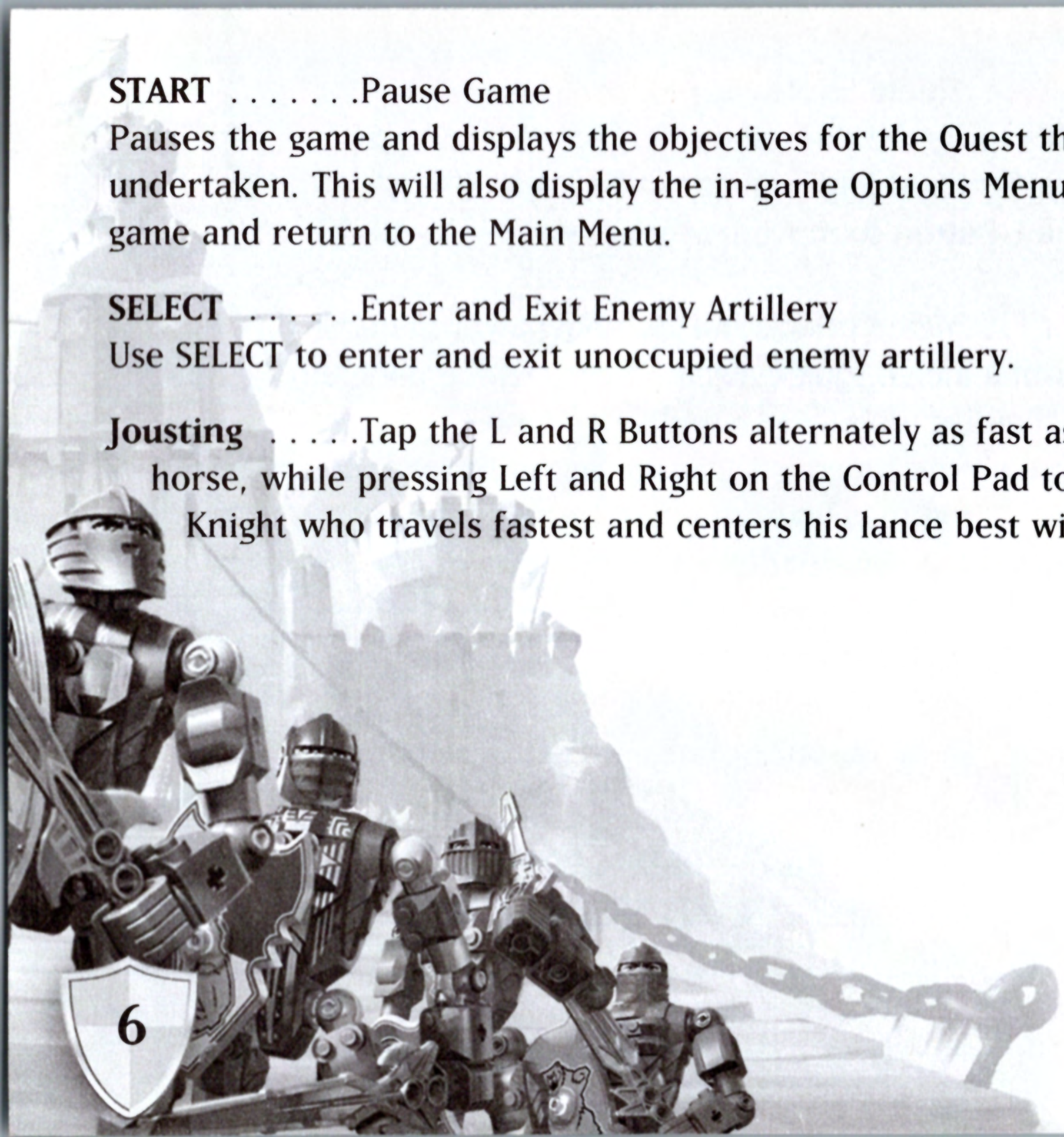
START . . . . . .Pause Game

Pauses the game and displays the objectives for the Quest that is currently being undertaken. This will also display the in-game Options Menu, enabling you to quit the game and return to the Main Menu.

SELECT . . . . . .Enter and Exit Enemy Artillery

Use SELECT to enter and exit unoccupied enemy artillery.

Jousting . . . . .Tap the L and R Buttons alternately as fast as you can to speed up the horse, while pressing Left and Right on the Control Pad to center the lance. The Knight who travels fastest and centers his lance best will unseat his opponent.



MAIN MENU OPTIONS

Your quest is to guide the heroic Knights of Morcia through the many challenges that await them. Stay true to the Code of Honor and your deeds will be greatly rewarded! Select an option from the list below.



Story:
Play Story Mode. The Quests available are dependent on the password that was entered at the Password screen (see page 20).

Tournament Arena:
Play through a Tournament Arena game as one of the four Hero Knights. Find all the Vladek Artifacts in Story Mode to play as Vladek in this mode.

Last Man Standing:
A secret game mode, only available once all pieces of The Lost Key have been found in Story Mode.

Multiplayer:
Play a Tournament Arena game against a friend via the Game Boy® Advance Game Link® cable. Both players must have a LEGO® Knights' Kingdom Game Pak inserted in their Game Boy® Advance in order to play a multiplayer game.

Password:
Select this option to enter a game save password. See the Password section on page 20 for more details.

Trophy Room:
View the Vladek Artifacts and pieces of The Lost Key that you have found in Story Mode.

Options:
Select this if you want to change volume levels for music and sound effects in the game, or to view the Credits.

GAME MODES

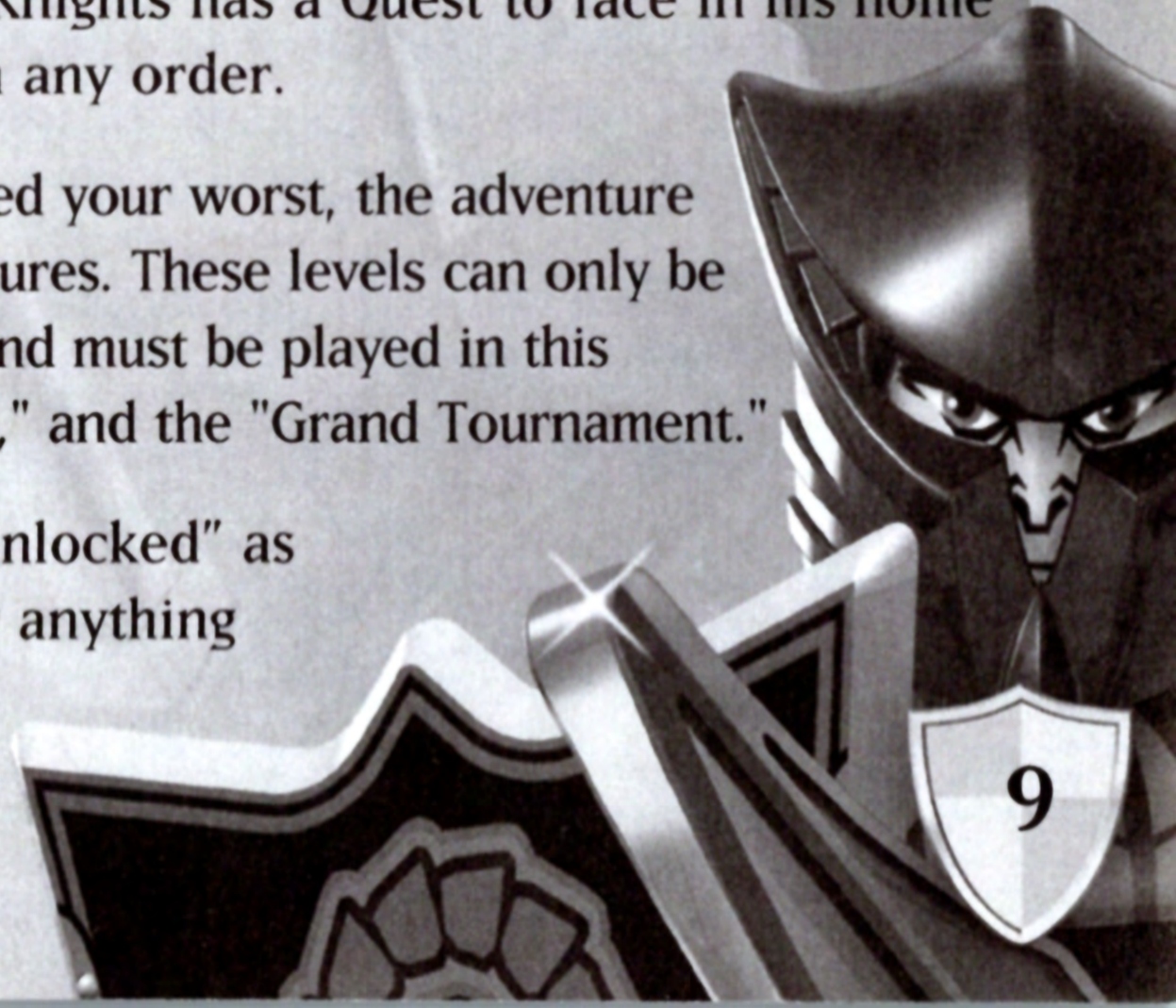
Story Mode

Four Knights (Jayko, Santis, Rascus, and Danju) step into a land of endless adventure. First you must face the "Trials of Jayko" and "Free the King." These adventures will test your skills and try your luck, but they must be overcome before you can progress.

The four Knights must then journey through the lands in a quest to restore order to the Kingdom of Morcia. Each of these brave Knights has a Quest to face in his home Province. These four Quests can be played in any order.

Finally, when you have done your best and faced your worst, the adventure continues in three final and challenging adventures. These levels can only be tackled after completing all of the previous 6 and must be played in this order: "Desolate Wastelands," "Citadel of Orlan," and the "Grand Tournament."

You may replay any level that has become "unlocked" as many times as you wish, in order to discover anything that you may have missed before. Keep your sword sharp and your five senses even sharper.



Tournament Arena Mode

Only the very bravest of Knights dare to compete in the Tournaments. Here you will meet your match even before you meet the dreaded Vladek. Using practice and skill, you must battle your way through a 4 round tournament using the Knight of your choice. To win the day, your chosen Knight must fight the 3 other Hero Knights and, finally, Vladek.

Tournament Arena Mode consists of 3 stages: Hand-to-Hand Combat (no Lightning attacks allowed), Lightning Combat (Lightning attacks allowed) and Jousting.

Points are won in each of the 3 stages – the combatant with the most points at the end of the round goes through to the next round. If you are defeated in any of the rounds, you will have to start again from the beginning.

If you find all of the Vladek Artifacts in Story Mode, you will be able to play as Vladek in the Tournament Arena, facing off against the four Hero Knights.

Multiplayer Mode

Even the power of Vladek could turn to dust before the skill of a friend under the perils of Multiplayer Mode! Go head-to-head against a friend over the 3 stages of the Tournament Arena to experience the Knights' Kingdom from a whole new angle.

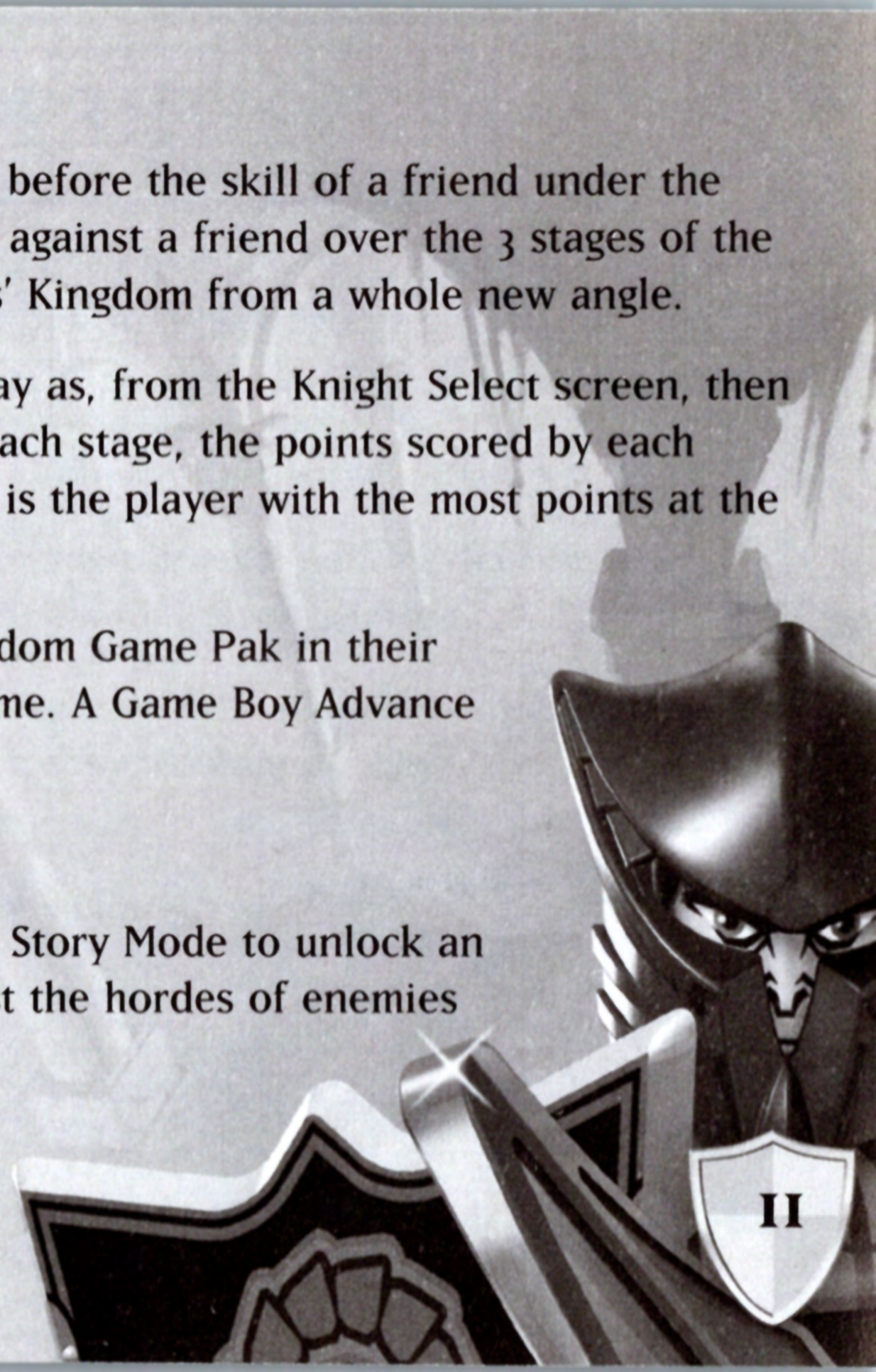
Begin by choosing the Knight you want to play as, from the Knight Select screen, then enter the Arena to do battle! At the end of each stage, the points scored by each player are shown on the screen. The winner is the player with the most points at the end of the third round.

Each player must have a LEGO® Knights' Kingdom Game Pak in their Game Boy® Advance to play a Multiplayer game. A Game Boy Advance Game Link® Cable is also required.

Last Man Standing

Recover all the pieces of The Lost Key in the Story Mode to unlock an adventure of endless dangers. Survive against the hordes of enemies who threaten to overwhelm fair Morcia.

In this mode you must last as long as possible against an endless stream of increasingly powerful enemies in the Tournament Arena.



THE KNIGHTS

Of all the Knights in the Kingdom of Morcia, four are seen as the bravest. King Mathias speaks highly of these four and the people love to see them take part in the Tournaments.

Each of the Knights has different talents.



Jayko the Swift is the fastest Knight. His youthful nature often leads to him taking more damage than his fellows as he acts before he thinks.



Santis the Strong is slow to move and to attack but is as strong as an ox and can deliver very powerful blows in hand-to-hand combat.

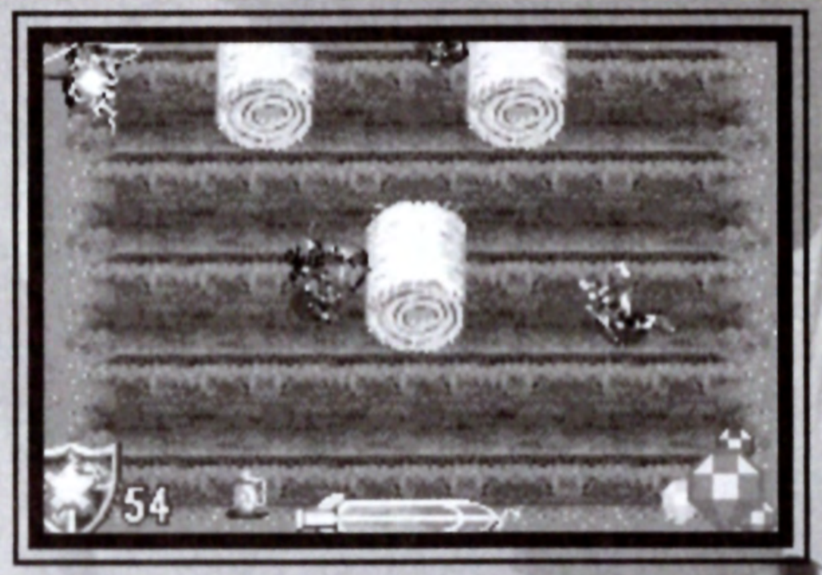


Rascus the Joker is the most nimble Knight and is very swift in his attacks. Rascus is always one to watch.



Danju the Wise is the wisest and most experienced Knight. Danju is the most evenly rounded in combat as he practices long and hard.

SCREEN DISPLAY



Story Mode and Last Man Standing Mode

The shield with the pulsing heart in the bottom left of the screen shows how much Armor Power the Knight has left. The faster the heart pulses, the weaker his armor is. The number to the right of the shield also indicates the strength of the armor. If the Knight's Armor Power reaches zero, he will be defeated and you will have to start the current level over again. Collecting Armor power-ups will boost the Knight's Armor.

The sword in the bottom center of the screen indicates the amount of Lightning Power that the Knight has at his disposal. Each type of lightning draws a different amount of power. When the colored bar along the length of the sword has disappeared, the Knight will have run out of Lightning Power. Lightning Power will recharge slowly over time, but can also be quickly replenished by collecting Lightning Gem power-ups.

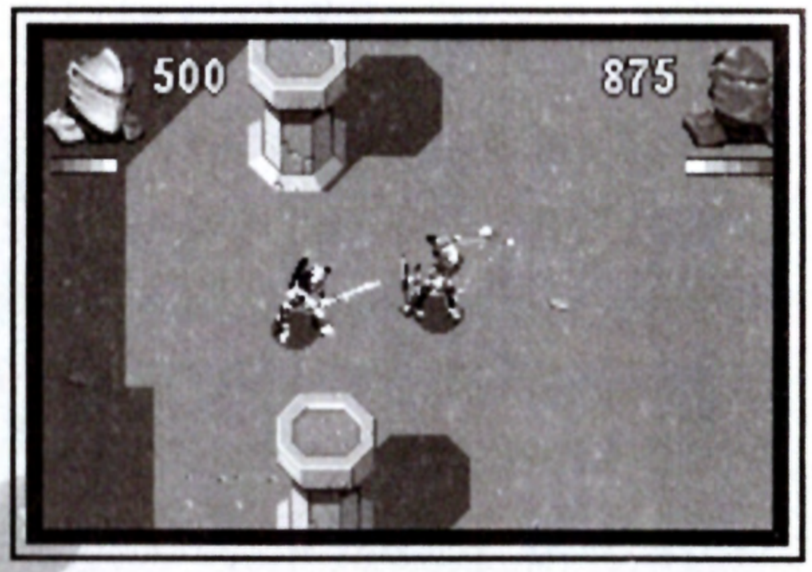
The gems in the bottom right of the screen indicate how many different types of Lightning you have collected so far (see the Collectible Items section on page 18 for more information). The highlighted gem indicates which type of Lightning is currently selected. The color of the power bar on the sword will also change to match the color of the currently selected gem.

If your Knight walks over a Potion power-up (see the Power-ups section on page 16 for more information), a flashing bottle will appear on the screen between the Armor Power and Lightning Power icons, indicating that the Knight is benefiting from the effect of the power-up. The flashing bottle will stay on screen for the duration of the effect or until another Potion is collected.



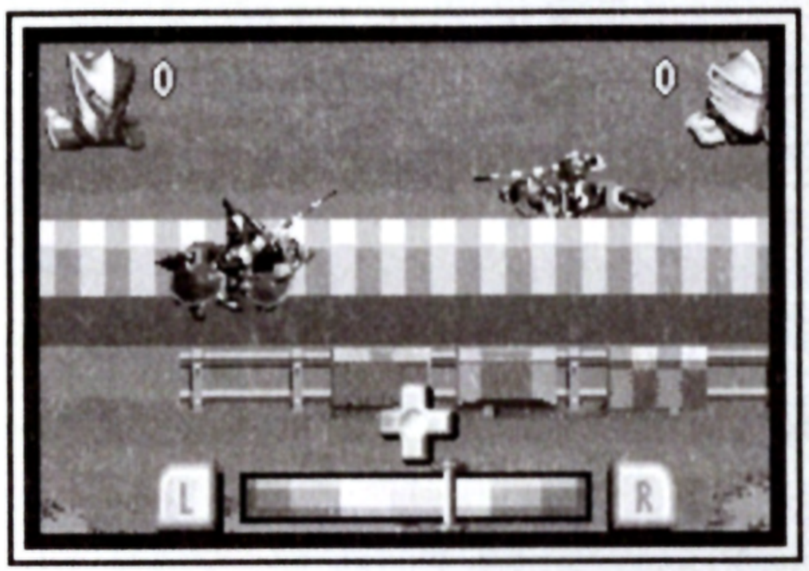
Tournament Arena/Multiplayer Modes

These game modes use similar components to Story Mode, but the status of both players (or player and CPU-controlled opponent) is represented by a small energy bar and score



indicator next to a picture of a Knight. The one in the top left corner of the screen shows Player One's score and status, with Player Two'syour opponent's in the top right corner.

If the Lightning Power bar and Gem Selection features are not shown, this means that neither combatant may use Lightning attacks.



In the Jousting section, the Lightning Power bar is replaced by a colored bar which represents how steady your Knight's lance is. Press Left and Right on the Control Pad to try to keep the marker on the bar as near to the green middle section as you can. Tapping the L and R Buttons will make it easier to keep the marker steady in the green section.

POWER-UPS



Armor power-up: represented by a shield icon.
Collecting this will replenish some of your Knight's Armor Power level.



Lightning Gem power-up: blue gem
Collecting this will replenish some of the Lightning Power of your Knight's sword.



Potion of Speed: blue bottle
Your Knight's movement speed increases for 20 seconds (or until another Potion is collected).



Potion of Invulnerability: red bottle
Your Knight will take no damage for 20 seconds (or until another Potion is collected).



Potion of Prowess: green bottle
Enables your Knight to melee attack faster, charge his lightning sword faster, and causes his Lightning Power bar to recharge more quickly. Again, the effect lasts for 20 seconds or until another Potion is collected.



Potion of Wisdom: purple bottle
Time slows down for everyone, although enemies are more affected by this than your Knight. This also lasts for 20 seconds or until another Potion is collected.

COLLECTIBLE ITEMS

Sword Gems

Legend tells of the Sword Gems of Morcia - magical gems that can be slotted into the pommel of a Knight's sword to produce different types of lightning. These long-lost artifacts are said to have been once wielded by the ancient hero Knight Orlan and his three most trusted Knights: Caltar, Dalios, and Reynar. It is believed that these gems still lie hidden to this day, scattered throughout the Provinces of the land. Each gem is said to have a different property, as follows:



Orlan Sword Gem – fires a spray of three purple lightning bolts that severely damage every enemy that they hit.

Caltar Sword Gem – produces a streak of red lightning that homes in on the nearest enemy in the direction the Knight is facing.



Dalios Sword Gem – generates a bolt of green lightning that damages your opponent and then rebounds to hit one other enemy.



Reynar Sword Gem – launches a ball of orange lightning that freezes the targeted opponent (and any other opponents close by) for a few seconds when it hits.

Quest Items

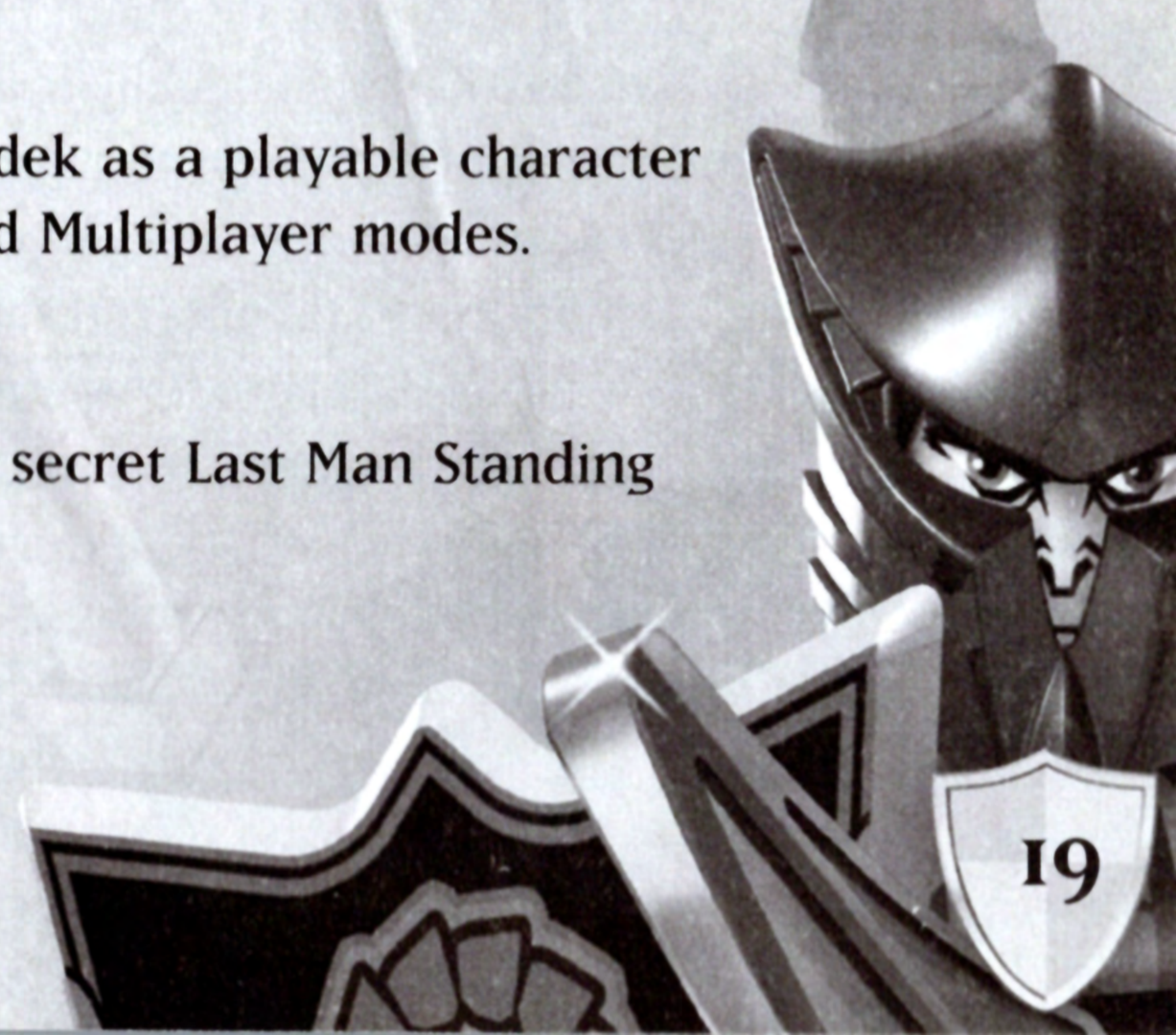
On their journey throughout Morcia, the four Knights will often find items that people of the land have asked them to look for. Fulfilling these quests will grant the player a Vladek Artifact or a piece of The Lost Key.

Vladek Artifacts:

Find all of the Vladek Artifacts to unlock Vladek as a playable character in Tournament Arena, Last Man Standing, and Multiplayer modes.

The Lost Key:

Find all pieces of The Lost Key to unlock the secret Last Man Standing mode.



PASSWORD



Your progress in Story Mode (including any objects that you may have collected) can be saved via a Password system. A simple password is displayed on the screen whenever you have successfully completed a Quest.

To restore your game to the last point you reached, select the Password option from the Main Menu and enter your password. To do this, highlight the first letter of the password using the Control Pad and press the A Button to make the letter appear on the screen. Repeat this process for all the letters of your password, then select "Done" and press the A Button. If you entered the password correctly, you will be taken back to the Main Menu. If you entered the password incorrectly, you will hear a sound and will remain on the Password screen. If you enter a wrong letter by mistake, select the "Delete" option and press the A Button to delete the letter.

TIP: Be sure to write your passwords down before pressing the button to move on to the next quest!

OTHER KEY OBJECTS

Switches

These come in 4 varieties.



Key switches: Activated by the weight of the Knight (or another heavy object). Many key switches will open doors on their own, but some require other switches to be found and pressed too.



Spike switches: The Knights should avoid stepping on these – they produce sharp spikes that cause some Armor Power to be lost.



Summon switches: Summon up creatures that may need to be defeated in order for the Knights to progress in their quest.



Lightning switches: Wall mounted switches that need to be struck by lightning to be activated. When activated they may function like a Key or a Summon switch.

Sometimes floor switches can be hidden under other objects (or people).





Buildings: Many of the buildings in the Provinces of Morcia may be entered – although you may first need to find a switch (or switches) to open the doors.



Worried Persons: The Knights will often come across people in distress as they travel around the Provinces of Morcia – there is always some way in which they can be helped.

ENEMIES

The Knights will encounter many enemies during their Quest. Sometimes all of the enemies in an area may have to be defeated before the Knight can move on. At other times, the Knight may want to try and avoid being noticed by them.



Shadow Knight Footman: Armed only with a sword, they attack at close range.



Shadow Knight Bowman: Armed with flame arrows, they provide cover for the other Shadow Knights and tend to attack from a distance.



Shadow Knight Captain: Equipped with both a shield and lightning sword, the Shadow Knight Captains are capable of both ranged attacks and close combat.



Shadow Knight Elite: Equipped like the Shadow Knight Captains, but a more dangerous adversary. Their swords can fire lightning bolts that home in on their enemies.



Vladek: Vladek is a highly skilled opponent both in close combat and in the use of Lightning attacks.



Skeleton Raider: Slow, cumbersome, and armed with a club, Vladek's Skeleton Raiders need to get close up do any serious damage.



Skeleton Elite: They are smarter than the Skeleton Raiders and are also equipped with a shield.



Evil Vines: These whip-like tentacles lurk under the ground and burst out to attack anyone that is close by.



Giant Scorpions: Giant Scorpions are very fast for their size and can deliver a sting that, while not poisonous, is still nasty. However, they don't have much in the way of defense so shouldn't prove too difficult to overcome. It is rumored that faster, more vicious types of scorpion lurk in some of the darker places of Morcia.



Statue Swordsman: The statues found in the Citadel of Orlan are said to come alive when people approach them. Some are armed with swords.



Statue Bowman: Similar to the Statue Swordsman, but armed with a bow.



The Guardian of the Citadel of Orlan: An invincible warrior. Is he friend or foe?

Enemy Artillery: Shadow Knight Footmen can operate Ballistae (machines that look like huge crossbows) —which shoot flame arrows. If a Knight defeats a Shadow Knight that is using a Ballista, the Knight will be able to capture the machine and use it against his enemies!

Other Hazards

The Knights will encounter other objects on their journey that will cause them to lose Armor Power if they make contact with them.



Spinning Discs: These move on a fixed path and will hurt the Knights if they come into contact with them.



Flame Bursts: These are jets of flame that burst out from apertures in the floor on a timed sequence.

NOTES

NOTES

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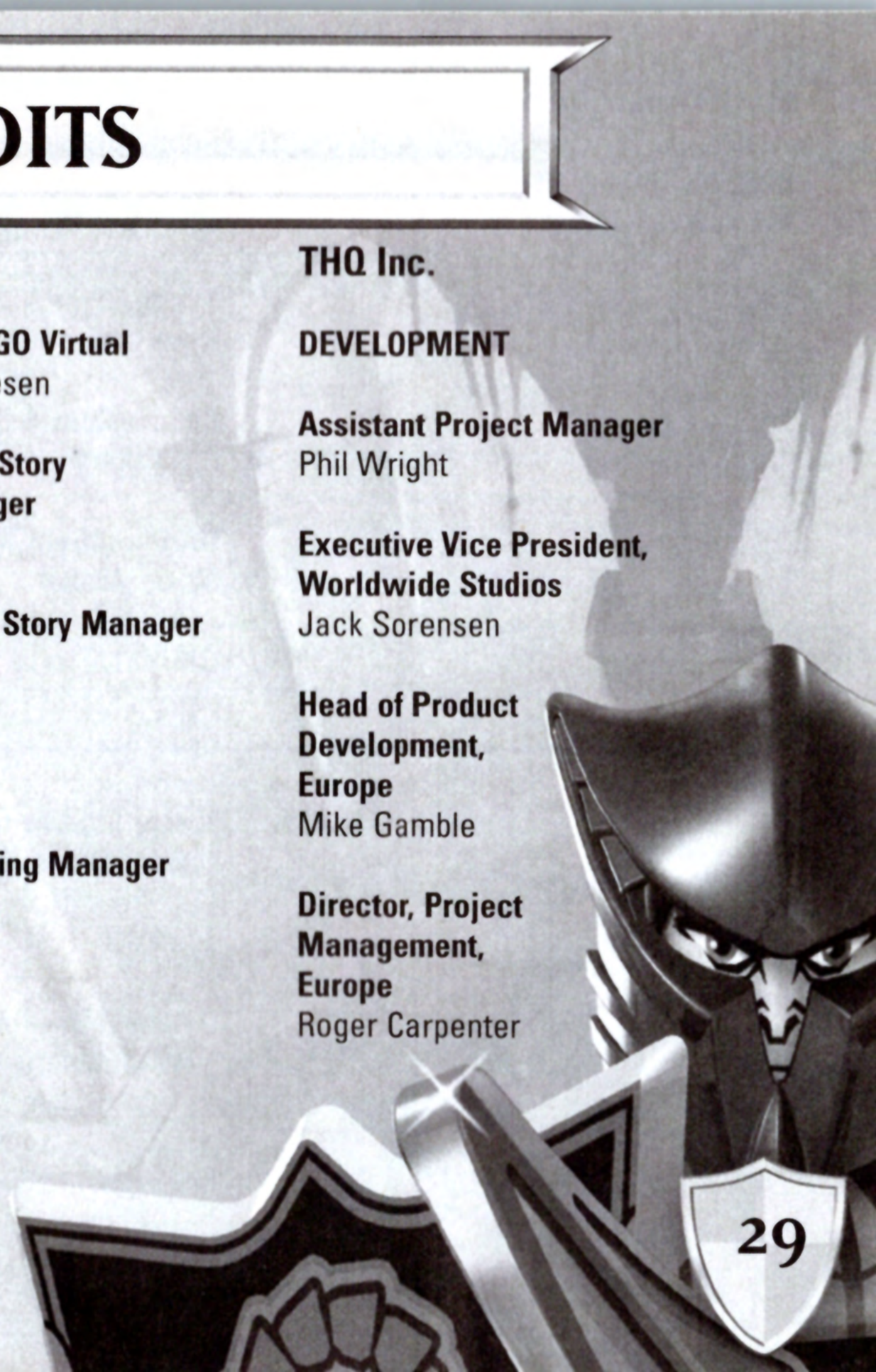
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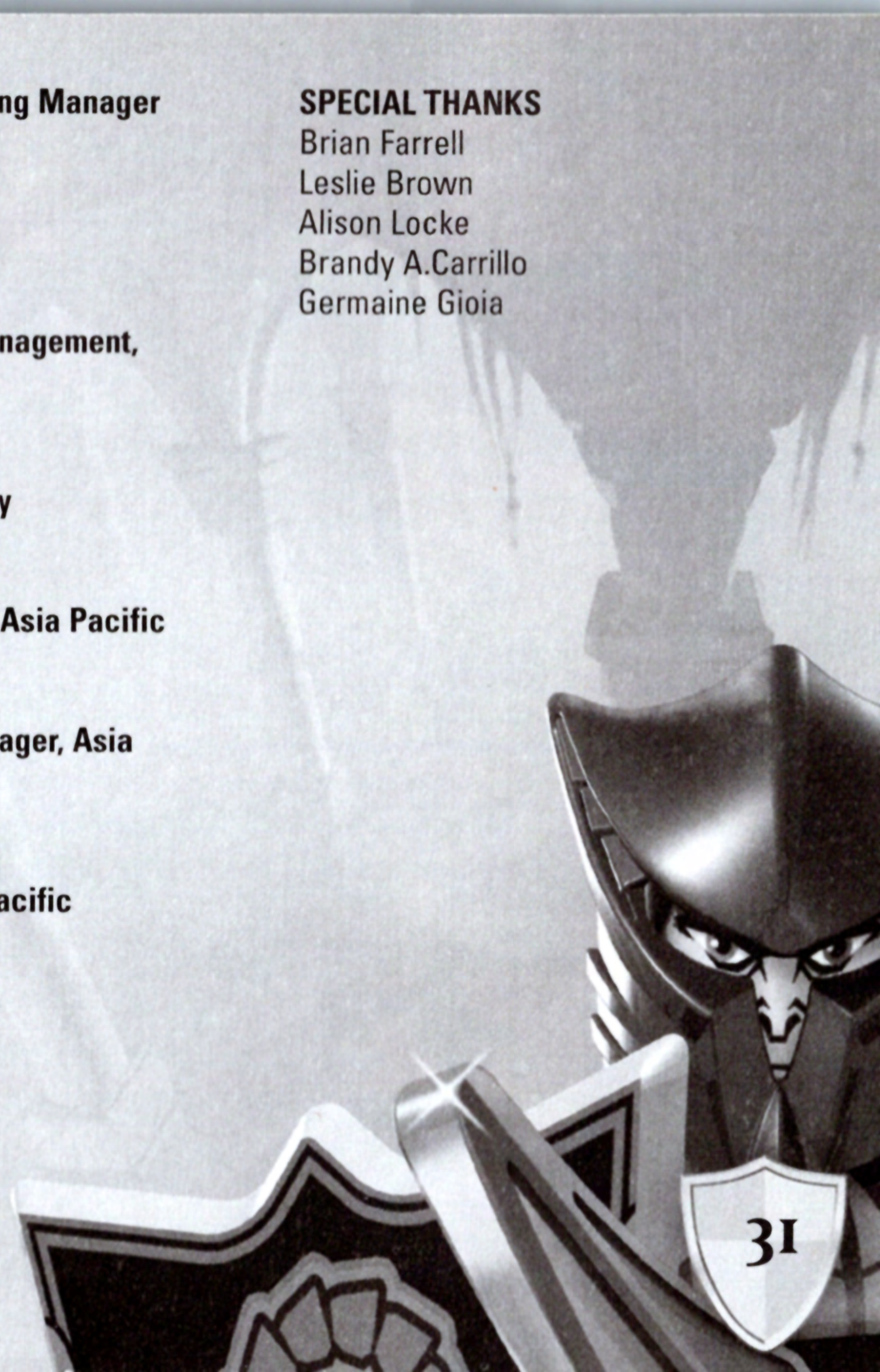
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LEGOLAND® CALIFORNIA

Built For Fun!





LEGOLAND® California is built for real family fun with more than 50 rides, shows and attractions to enjoy. Everybody's sure to have a great time together, whether they're taking on the challenges of the Fun Town Fire Academy, experiencing the excitement of The Dragon Coaster or digging for "fossils" at Dig Those Dinos. It's nearly limitless fun!

LEGOLAND is located in Carlsbad, just 30 minutes north of San Diego and one hour south of Anaheim. Call (760) 918-LEGO or visit www.LEGOLAND.com for Park days and hours of operation.

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Save $7 on one-day admission – Up to a $42 value



Up to a $42 value

The bearer of this coupon is entitled to $7 off up to six one-day adult or child admissions. Valid only on the day of purchase at LEGOLAND® California. Not valid with any other discount, offer, multi-day pass, group booking or "The Ultimate Birthday Party" package. Children 2 and under are admitted free. Original coupon must be exchanged at the ticket booth at the time of purchase. No photocopies or facsimiles will be accepted. Additional restrictions may apply. Prices and hours subject to change without notice. **Not for resale. Expires January 31, 2006**

KNIGHTS' GBA

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LEGO LEGOLAND® CALIFORNIA

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32168**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Products serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

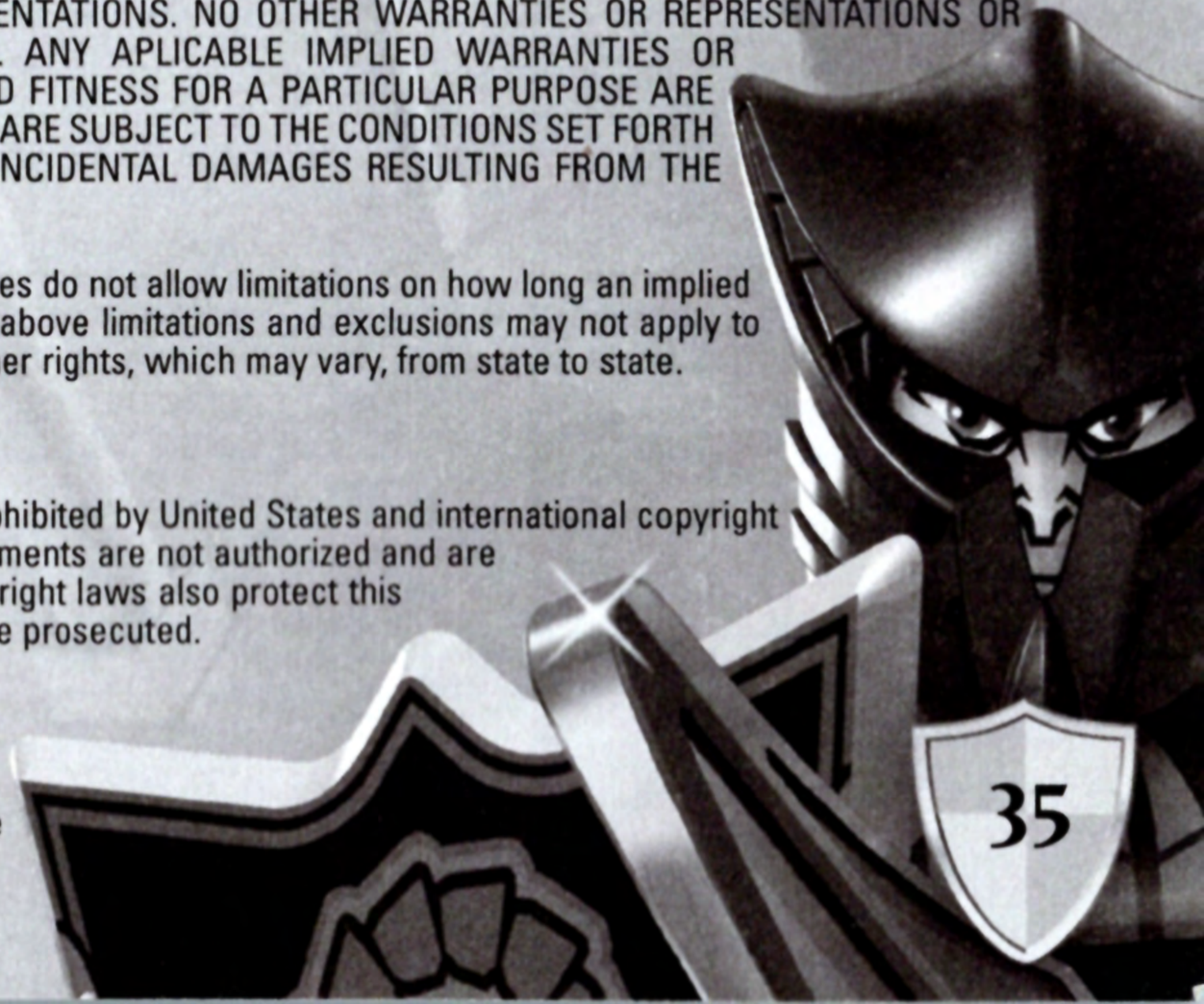
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