GAME BOY ADVANCE

AGB-AKCE-USA

KONAMI COLLECTOR'S SERIES

ARCADE ADVANCED™

FROGGER™

Yie Ar KUNG~FU™

SIX GREAT ARCADE GAMES

TIME PILOT™

GYRUSS™

Rush'n Attack™

Scramble™

INSTRUCTION BOOKLET

KONAMI®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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.



EVERYONE
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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Nintendo®

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

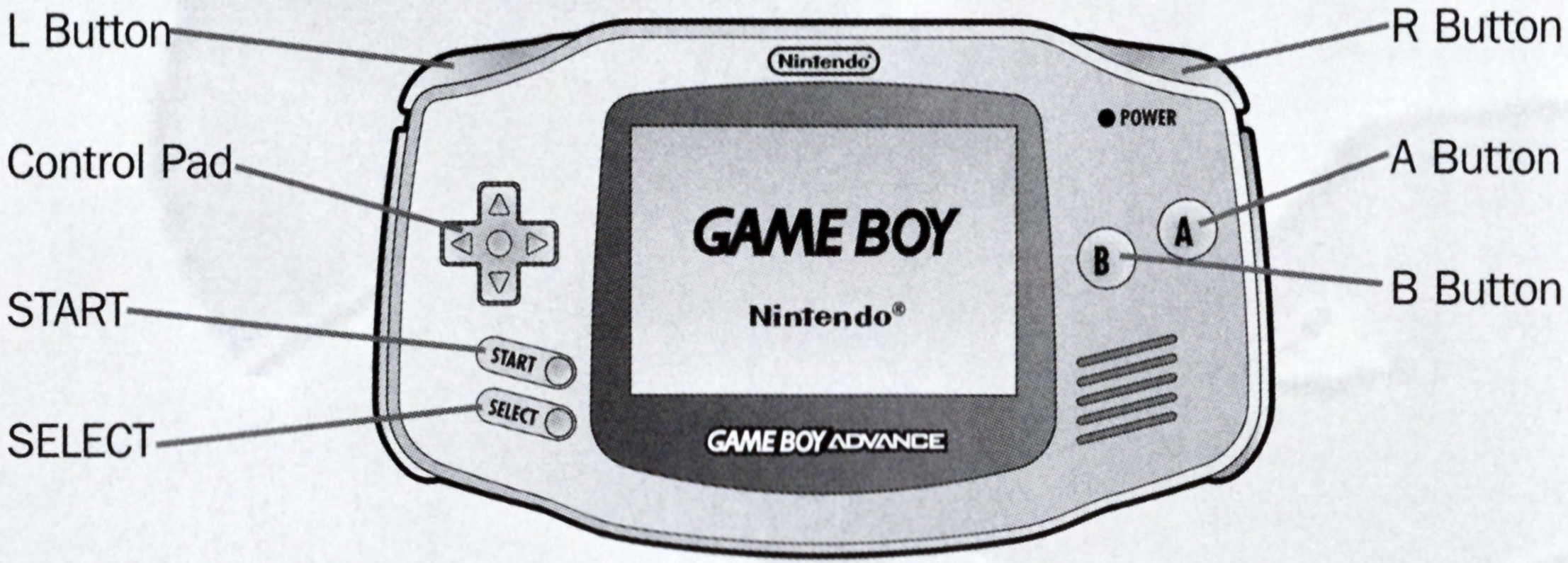
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GETTING STARTED

1. Make sure the POWER switch is in the OFF position.
2. Insert the Konami® Collector's Series: Arcade Advanced™ Game Pak into your Game Boy® Advance.
3. Slide the POWER switch into the ON position.
4. A short game introduction will play, followed by the Main Title Screen.

GAME CONTROLS



MAIN TITLE SCREEN



Press the A Button or START to advance to the Main Menu.

MAIN MENU



Press Up or Down on the Control Pad to highlight the game of your choice.

Press the A Button or START to advance to the selected game's Title Screen.

Press the B Button to return to the Main Title Screen.

UNIVERSAL GAME CONTROLS



Once you select the game that you want to play, the selected game's Title Screen will appear. On this screen:

Press the A Button or START to advance.

Press the B Button to return to the Main Menu.

NOTE: FOR IN-GAME CONTROLS, SEE THE APPROPRIATE GAME SECTION.

Gyruss and Scramble are single player games. When you advance from the Title Screen, you will immediately begin the game.

Frogger, Time Pilot, Yie Ar Kung~Fu and Rush'n Attack have the option of being multi-player games. When you advance from the Title Screen, the Multi-Player Menu appears.



Select 1 PLAYER to begin a 1-Player game.

Select SINGLE GAME PAK VS to begin a 2-Player game linked with another Game Boy® Advance.

Select MULTI GAME PAK VS to begin a 2-Player MULTI GAME PAK game linked with another Game Boy® Advance. [See Pg. 44: Linking Up]

PAUSE MENU

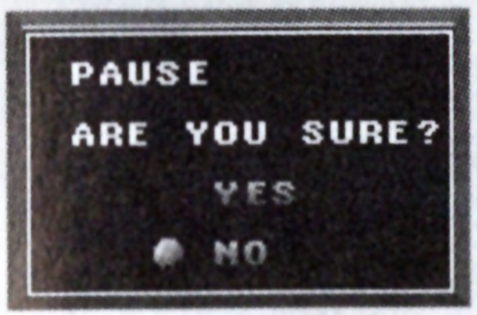


During gameplay, if you press START, the Pause Menu appears.

Select CONTINUE to return to the game.

Select QUIT GAME to return to the Game's Title Screen.

Select MAIN MENU to return to the Main Menu.



If you select QUIT GAME or MAIN MENU, the Confirmation Screen appears.

Select YES to confirm.

Select NO to return to the Pause Menu.

HIGH SCORE

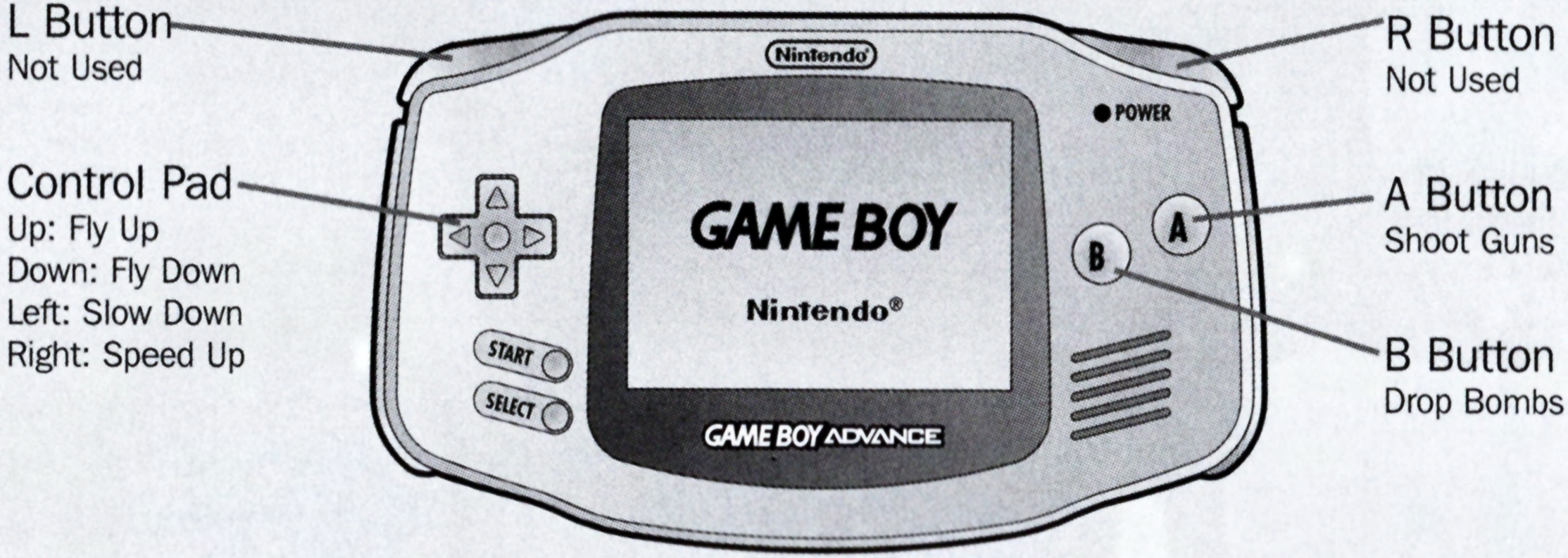


For each of the games, if you beat any of the High Scores, your top 5 high scores will be saved. However, once the Game Boy® Advance has been turned off, the scores will be erased and returned to its default settings.

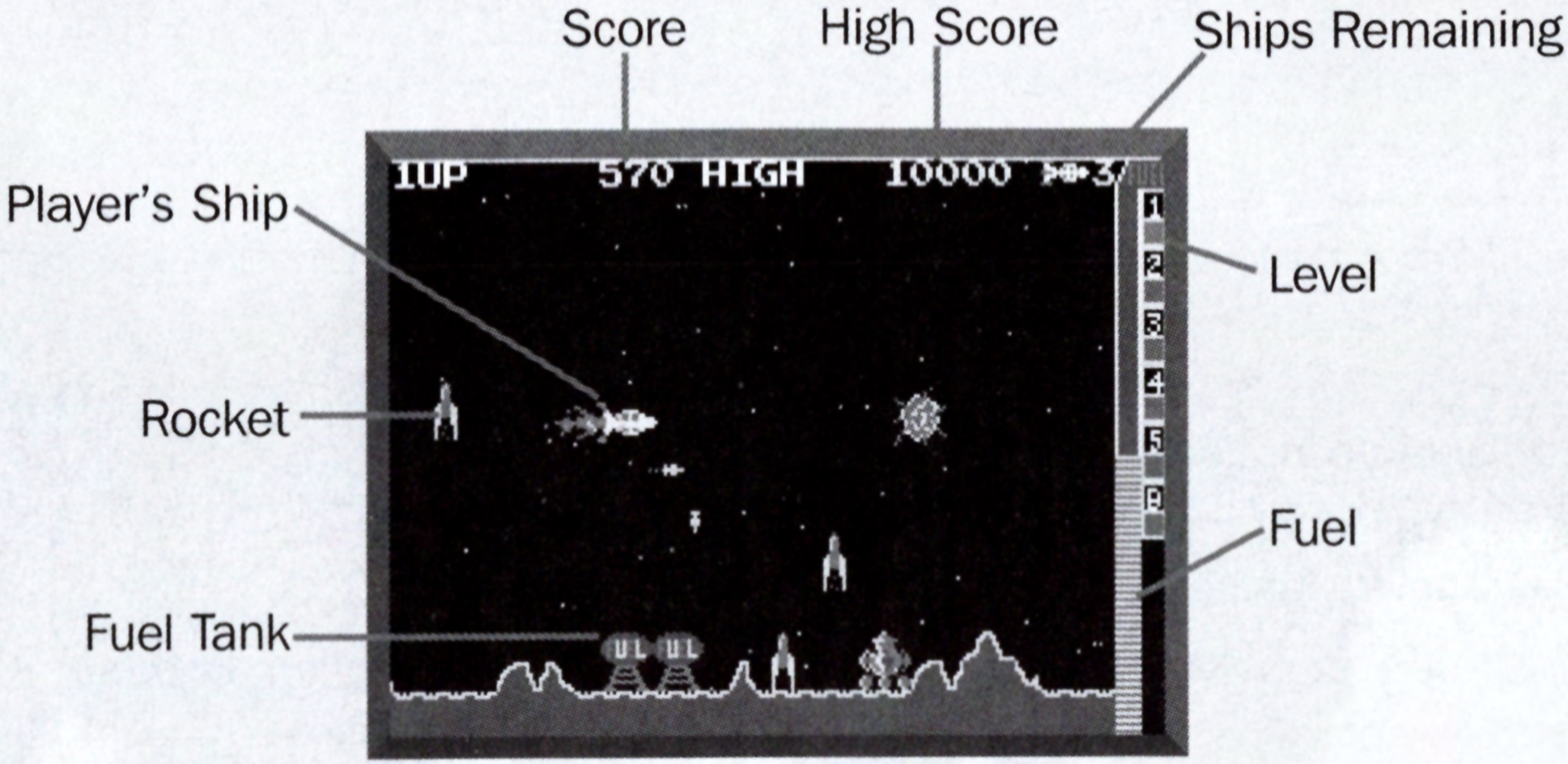
Scramble

How far can you invade our Scramble system? Pilot your ship equipped with bullets and bombs through six stages in order to destroy the enemy base.

GAME CONTROLS



HOW TO PLAY



Pilot your ship through enemy territory and avoid the oncoming obstacles to make it to the enemy base. Your goal is to make it to the sixth stage and destroy the enemy base.

REFUELING



Shoot Fuel Tanks in order to replenish your fuel. If you run out of fuel, you'll crash into the ground.

ENEMIES



Rockets will launch off the ground and try to crash into you. You receive more points if you destroy them in the air.



These structures supply power to the enemy's buildings. Destroy them and you'll receive a random point bonus.



Shoot these fuel reserves to replenish some of your ship's tank.
[See Above: Refueling]



Small UFO attack ships will try and get in your way. Destroy them or avoid them to safely pass through.



These meteorites will fly through the air in the third stage of the game. They are indestructible, so do your best to avoid them.



This is the base that you must destroy at the end of the sixth stage. If you do not destroy it, you'll automatically circle back and you'll get another shot at taking it out. Once you destroy it, you will start again at the first stage, but your fuel will deplete faster.

GAME OVER



Hit any obstacle and you lose a ship. Lose all of your ships and the game is over.

SCORING

Fly for 1 second . . . . . .10 Points
Fuel Tank . . . . . .150 Points
Rocket . . . . . .50 Points
Flying Rocket . . . . . .80 Points
Mystery Structure . . . . . .100–300 Points
UFO . . . . . .100 Points
Enemy Base . . . . . .800 Points

EXTRA LIVES

You are awarded an extra life at 10,000 Points.

Yie Ar KUNG-FU

Test your martial arts skills and face off against eleven opponents in a battle to see who is the true master of martial arts. Take on fierce opponents wielding poles, stars, clubs, chains and swords.

GAME CONTROLS

L Button
Not Used

R Button
Not Used



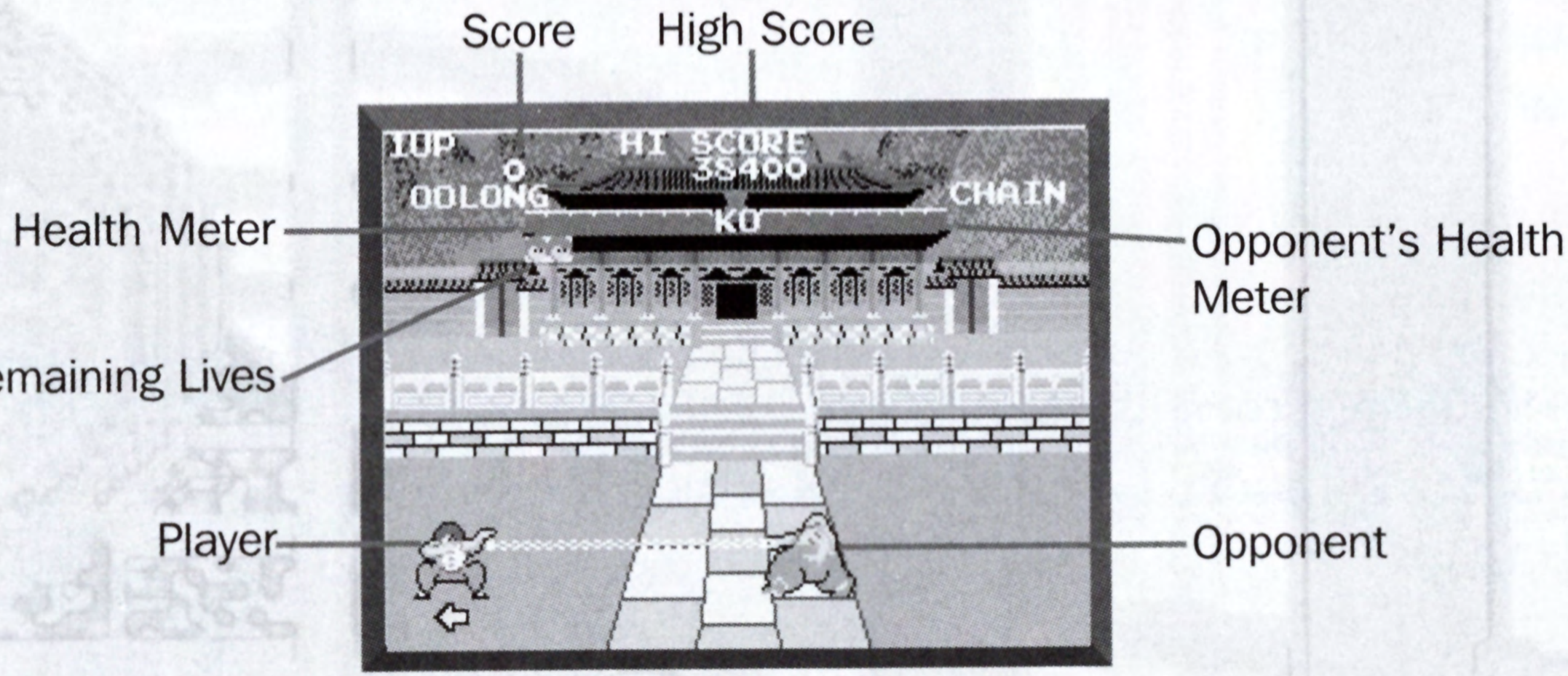
Control Pad
Up: Jump
Down: Crouch
Left: Move Left
Right: Move Right

A Button
Punch

B Button
Kick

For Detailed Controls, refer to Pg. 14 – Controlling Oolong

HOW TO PLAY



Fight one-on-one battles against an opponent. If you score a hit on your enemy, their Health Meter will decrease by one bar. If they score a hit on you, your Health Meter will decrease by one bar. A colored spark will appear when you hit your opponent, and a black spark will appear when your opponent hits you. Deplete your opponent's Health Meter before your own Health Meter is depleted to win the fight and advance.

CONTROLLING OOLONG

Note: All controls are based on Oolong facing right. The controls are mirrored if Oolong is facing left.

JUMPING

⇧. . . . . .Jump

⇗. . . . . .Jump towards opponent

ATTACKING

Press the punch or kick button and a direction on the Control Pad to make Oolong attack. Different combinations will produce different attacks.

OOLONG'S BASIC ATTACKS


P+⇧


P+⇩


K+⇧


K+⇩


P+⇦


P+⇖


K+⇦


K+⇖


P+⇨


P+⇨


K+⇧


K+⇨


P+⇗


P+⇗

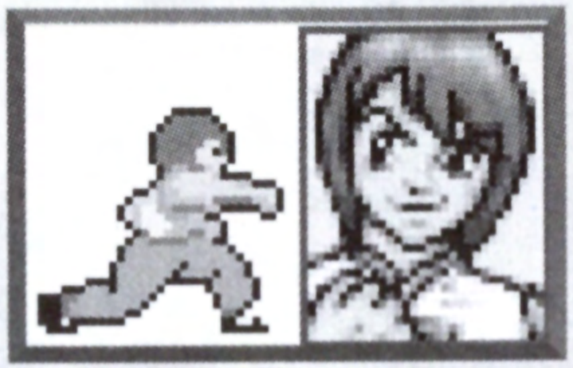

K+⇗


K+⇗

NOTE: All the attacks are based on Oolong facing to the right.

FIGHTERS

There are twelve different fighters in the game. Enter the battle as Oolong and challenge the rest of the fighters in matches to see who is the master martial artist. Each fighter has his or her own fighting ability or weapon of mastery. The first five fighters are in the *Hot Fighting History* and the last six are in the *Masterhand History*.

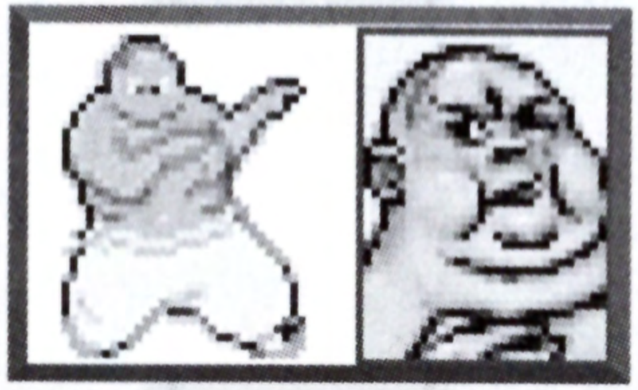


Oolong

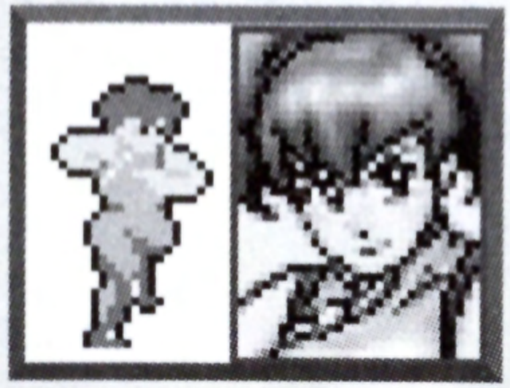




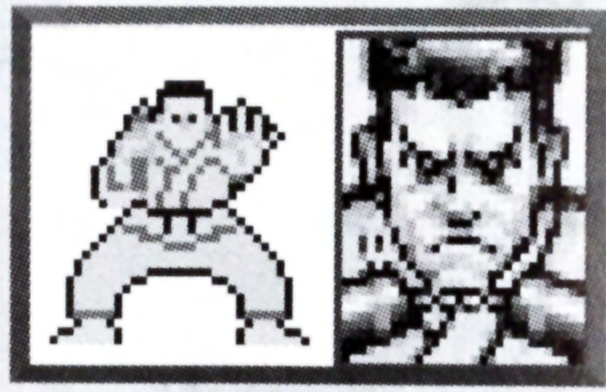
HOT FIGHTING HISTORY



Buchu



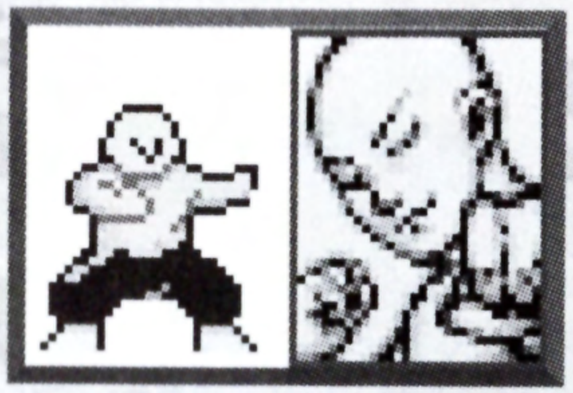
Star



Nuncha

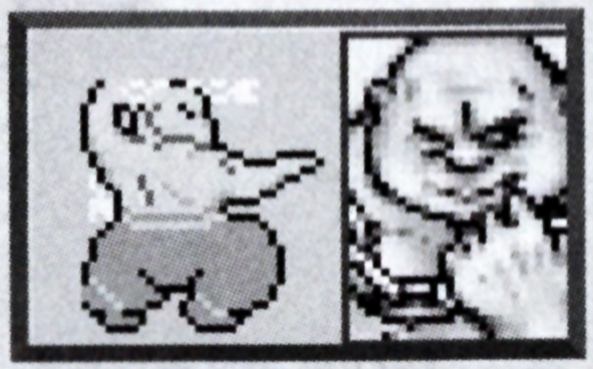


Pole



Feedle

MASTERHAND HISTORY



Chain



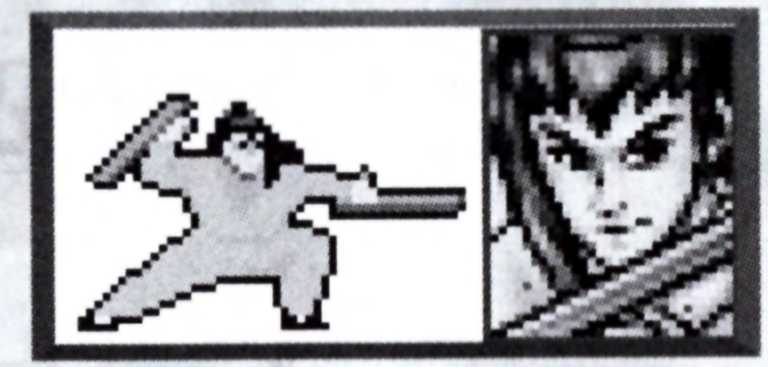
Club



Fan



Sword

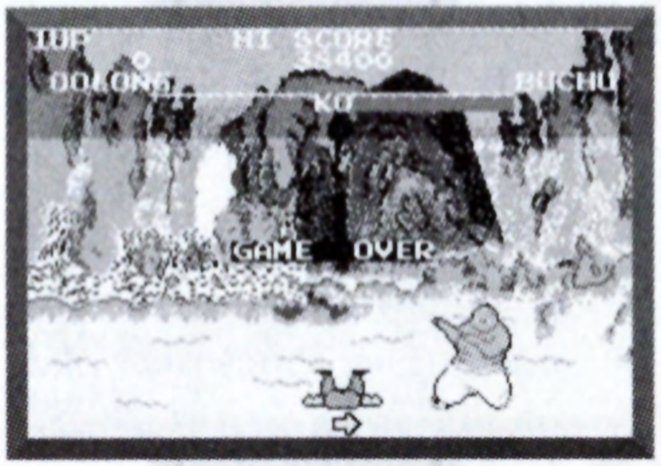


Tonfun



Blues

GAME OVER



If you lose the battle, you will lose a life and will challenge the same enemy to a rematch. If you have no more lives remaining, the game is over.

SCORING

Connecting with different attacks will give the player points. The points vary from 500–2,000 depending on the attack. The more difficult attacks will give you higher points. You will also receive bonus points when you defeat an opponent:
Each remaining block of life – 2,400 Points
Perfect Bonus – 10,000 Points x Stage Level

EXTRA LIVES

You are awarded an extra life at 30,000 Points.
You are awarded an additional life every 80,000 Points thereafter.

TWO PLAYER MODE

Fight head-to-head with a friend to see who is the Ultimate Martial Arts Champion!

MULTI GAME PAK VS

With the MULTI GAME PAK VS Mode, the background will change depending on what fighter 1P picks.

HOW TO PLAY

When you begin the two-player mode, the Player Select Screen appears.



Use the Control Pad to highlight the fighter you wish to use and press the A Button. If you change your mind and want to select a different character, and your opponent has not selected their fighter yet, you can press the B Button to reselect a fighter.

Each fighter has his own strengths and weaknesses. Learn what fighter fits your fighting style and fight to the finish!

When a player has been declared the victor, the appropriate Win or Lose Screen will appear.

If either user presses the A Button, the Character Select Screen will appear.

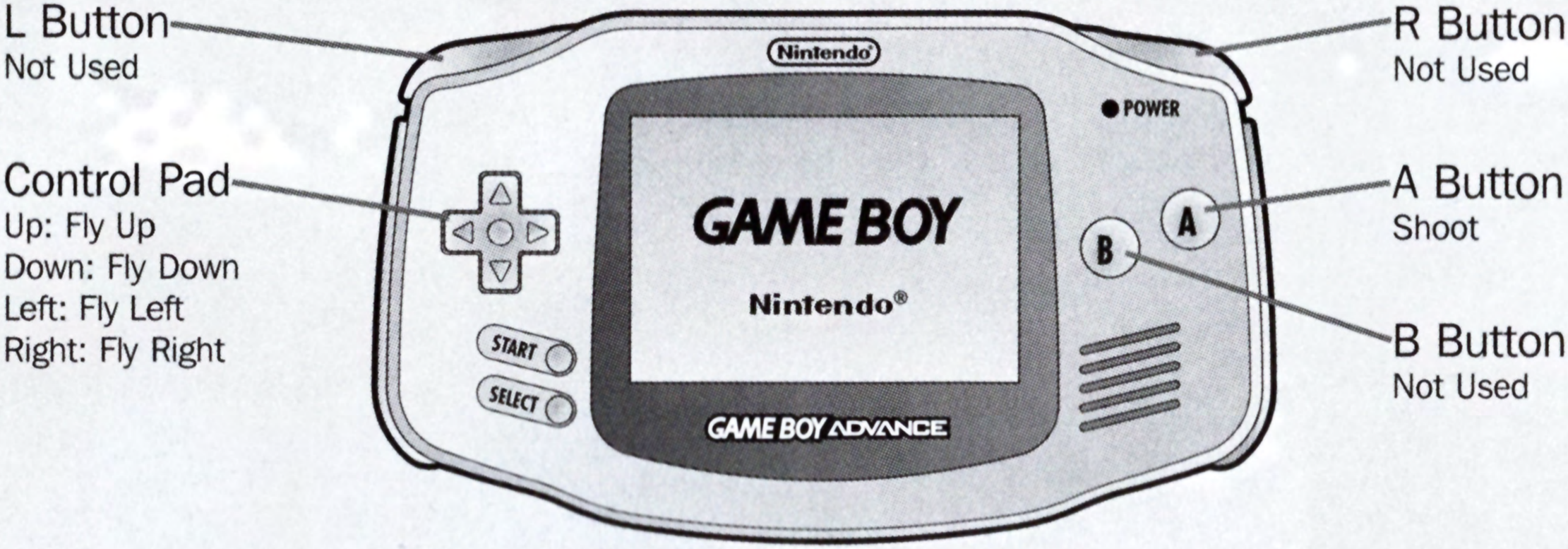




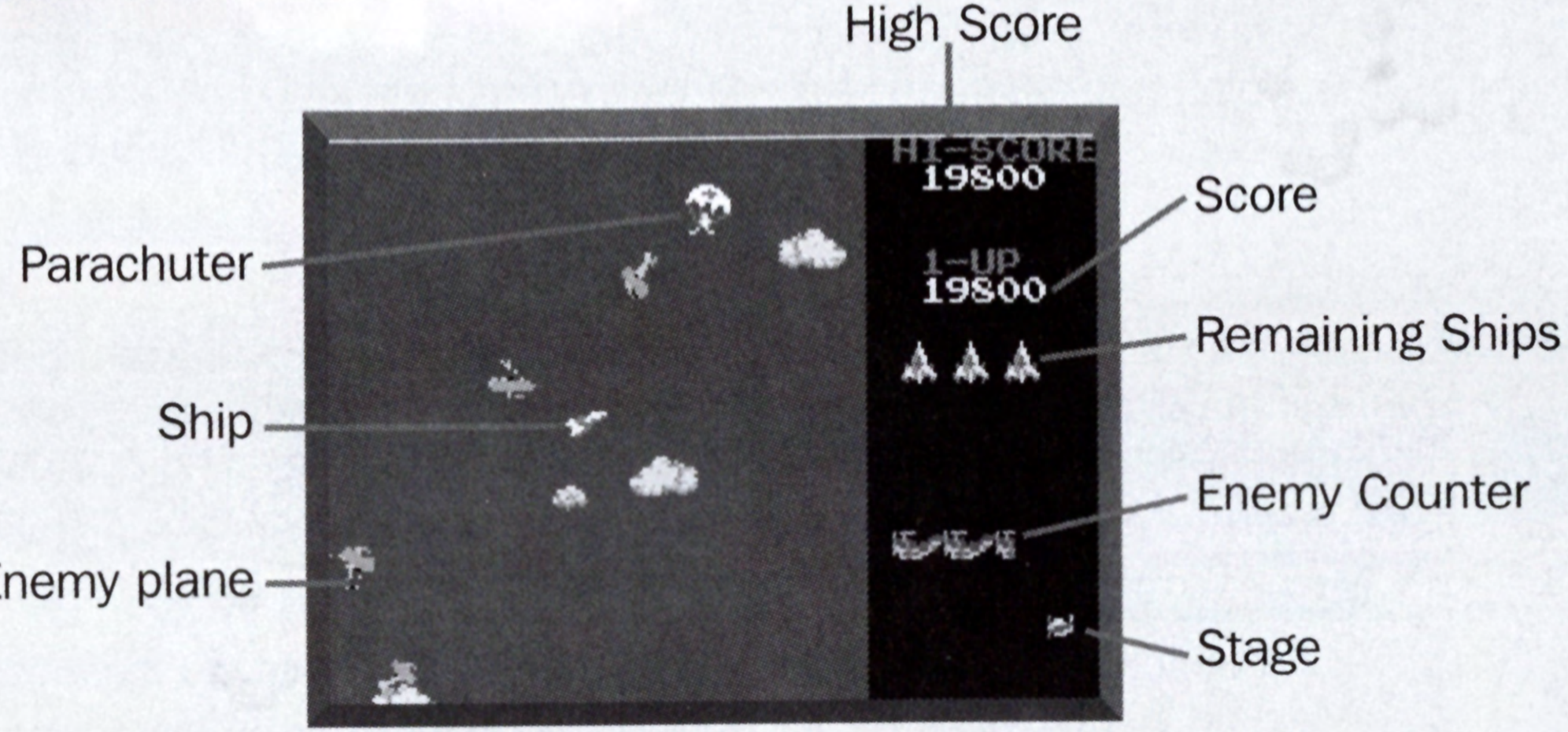
TIME PILOT

Travel through time shooting down enemies and rescuing parachuting pilots through five different eras. Fly your ship in any direction and avoid enemy ships and fire.

GAME CONTROLS



HOW TO PLAY



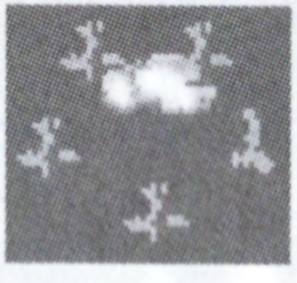
Fly through the stage and destroy as many enemy aircraft as you can. Once you destroy enough aircraft, the level boss will appear. If you can destroy the level boss, you will advance to the next stage. You can see how many enemies you need to shoot down in order to make the level boss appear by looking at the Enemy Counter at the right side of the screen.

PARACHUTING PILOTS



Occasionally you will run across friendly parachuters. If you pick one up, you will receive a point bonus. For each consecutive parachuter you pick up, your point bonus will increase by 1,000 points until the bonus hits 5,000 points. Then each parachuter you pick up will give you 5,000 points.

ENEMY SQUADRONS



During a level, your enemies may attack in a squadron. There are four to five aircraft in a squadron and you will hear an alarm that indicates that you are being attacked. If you destroy all of the ships before they break formation, you will receive a point bonus.

LARGE ENEMIES



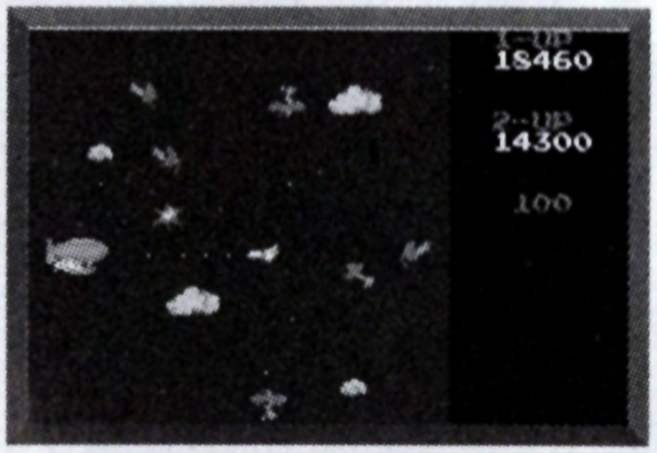
Large aircraft will appear in certain time periods. These ships take more than one shot to destroy. You can see damage inflicted on them by the white smoke coming from the ship. If you destroy one, you will receive a point bonus.

LEVEL BOSSES



The boss for a level will appear when you have destroyed enough aircraft in the level. Each time period has it's own unique boss. The boss will take multiple shots to destroy, but doing so will gain you a large point bonus and you will clear the stage.

GAME OVER



If you are shot by any enemy or run into an enemy aircraft, you will lose a life. As you progress through the game, the enemies will begin to use more advanced weaponry against you. If you lose all of your lives, the game is over.

SCORING

Enemy . . . . . .100 Points
Enemy Bomb . . . . . .100 Points
Enemy Missile . . . . . .100 Points
Hits on Large Enemy . . . . . .100 Points
Large Enemy . . . . . .1,500 Points
Hits on Level Boss . . . . . .100 Points
Level Boss . . . . . .3,000 Points
Rescuing Pilot . . . . . .1,000–5,000 Points

EXTRA LIVES

You are awarded an extra life at 10,000 Points.
You are awarded an additional life every 50,000 Points thereafter.

TWO PLAYER MODE

Battle with a friend to see who can score the most points in a 100-second match!

MULTI GAME PAK VS

There are five planes in a squadron in the MULTI GAME PAK VS Mode, but there are only three planes in a squadron in the SINGLE GAME PAK VS Mode.

HOW TO PLAY

Upon starting the game, you will immediately begin the match. The rules are as follows:
You have 100 seconds in which to score as many points as possible.
You have unlimited lives.

Once one player has defeated the Stage Boss, both players are transported to the next level.



Once the Timer reaches zero, the Results Screen will appear.

The total points, number of enemies destroyed and number of parachuters rescued are displayed on this screen. Press the A Button to start another match.



GYRUSS

The Ideodan Empire is attacking Earth! Reach Earth as fast as you can by navigating the solar system as you defeat your enemies by flying in a circular orbit to keep from colliding with them and avoiding their bullets.

GAME CONTROLS

L Button
Not Used

Control Pad
Up: Move Ship
Down: Move Ship
Left: Move Ship
Right: Move Ship



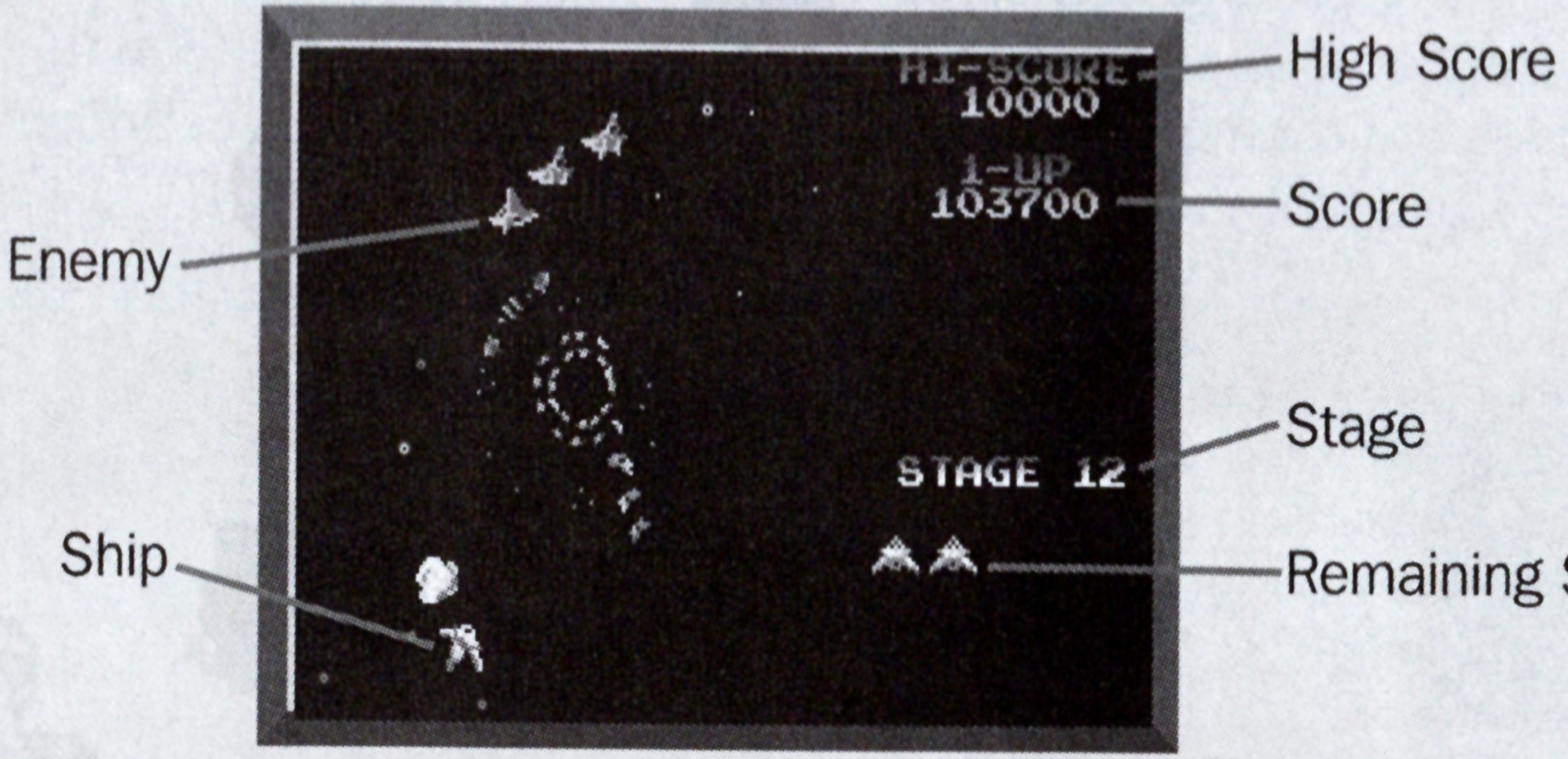
R Button
Not Used

A Button
Shoot

B Button
Not Used

For Detailed Controls, refer to Pg. 28 – Piloting the Ship

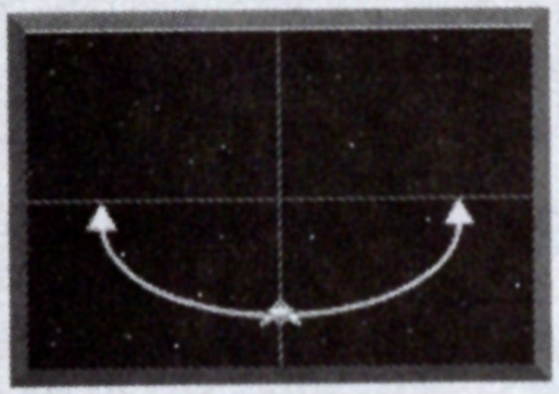
HOW TO PLAY



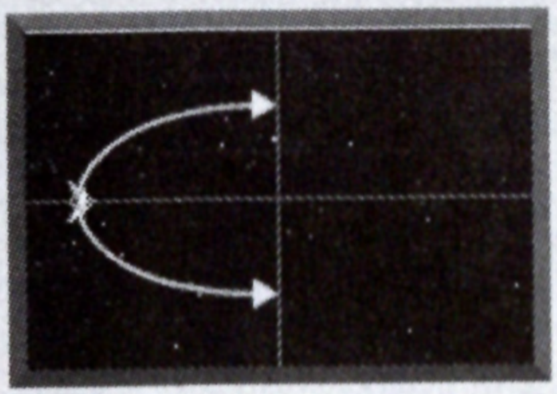
At the beginning of each stage, waves of ships will fly onto the screen and will group into formation in the center of the screen. If you can destroy a full squadron of ships before they reach their formation, you will receive a point bonus. Once all of the waves for the stage have flown in, the enemy ships will begin to attack you. When all the enemies have been defeated, you will proceed to the next stage. Stop at Neptune, Uranus, Saturn, Jupiter, and Mars as you progress towards Earth.

PILOTING YOUR SHIP

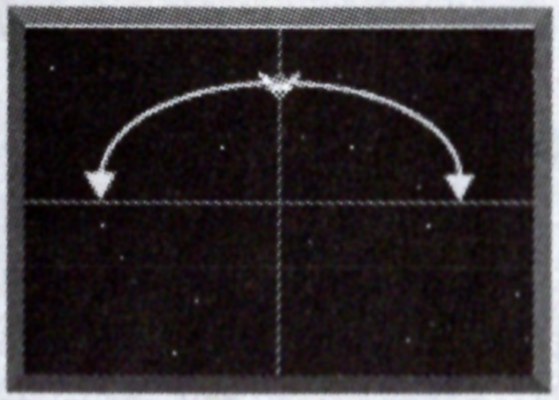
You control the ship with the Control Pad in a circular orbit around the center of the screen. Once your ship passes the center of the screen either at the top/bottom or left/right, then the control will change. See the diagrams below to understand how the control is affected.



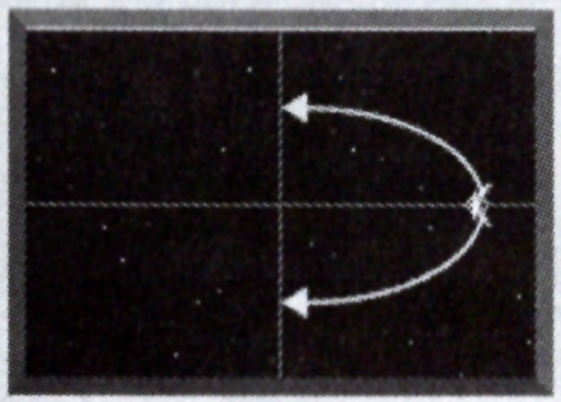
When positioned at the bottom of the screen:
Up: Moves the ship clockwise
Down: No Movement
Left: Moves the ship clockwise
Right: Moves the ship counter-clockwise



When positioned at the left-side of the screen:
Up: Moves the ship clockwise
Down: Moves the ship counter-clockwise
Left: No Movement
Right: Moves the ship clockwise



When positioned at the top of the screen:
Up: No Movement
Down: Moves the ship clockwise
Left: Moves the ship counter-clockwise
Right: Moves the ship clockwise

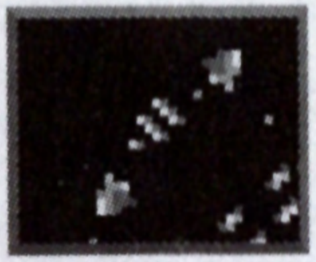


When positioned at the right-side of the screen:
Up: Moves the ship counter-clockwise
Down: Moves the ship clockwise
Left: Moves the ship clockwise
Right: No Movement

SATELLITES



Once all of the squadrons have flown onto the screen, three satellites will appear. If you shoot the center satellite, you will receive bonus points and the double shot power up. You will keep the double shot until you are destroyed. If you already have the double shot power up, then you will receive a larger bonus for shooting the satellites.

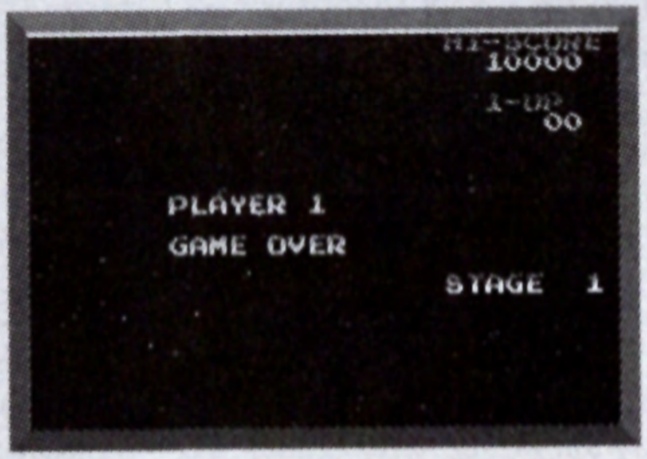


There are also smaller magnetic satellites that appear. They fly out from the center of the screen and send off a magnetic pulse. If you run into the magnetic pulse, your ship will be destroyed. Shoot one of them and the magnetic pulse will be destroyed.

CHANCE STAGE

Once you advance to certain stages, you will find yourself at a planet in the solar system. On these stages, ships will come onscreen in various flying formations. You only have a short amount of time to try and shoot them all. At the end of the stage, you will be given a bonus depending on how many ships you were able to destroy. Destroy all of the ships and receive a special bonus.

GAME OVER



Avoid enemy fire and don't come into contact with an enemy ship or meteor or you'll explode and lose a ship. If you run out of ships, then the game is over.

SCORING

Enemy Ship in Formation . . . . . .50 Points
Flying Enemy Ship . . . . . .100 Points
Satellite . . . . . .500–2,000 Points
Electro Magnetic Satellite . . . . . .200 Points

EXTRA LIVES

You are awarded an extra life at 30,000 Points.
You are awarded an additional life every 60,000 Points thereafter.

Rush'n Attack

Infiltrate the enemy base and rescue the prisoners of war!

GAME CONTROLS

L Button
Not Used

Control Pad
Up: Climb Ladders
Down: Lie Down/
Descend Ladders
Left: Move Left
Right: Move Right

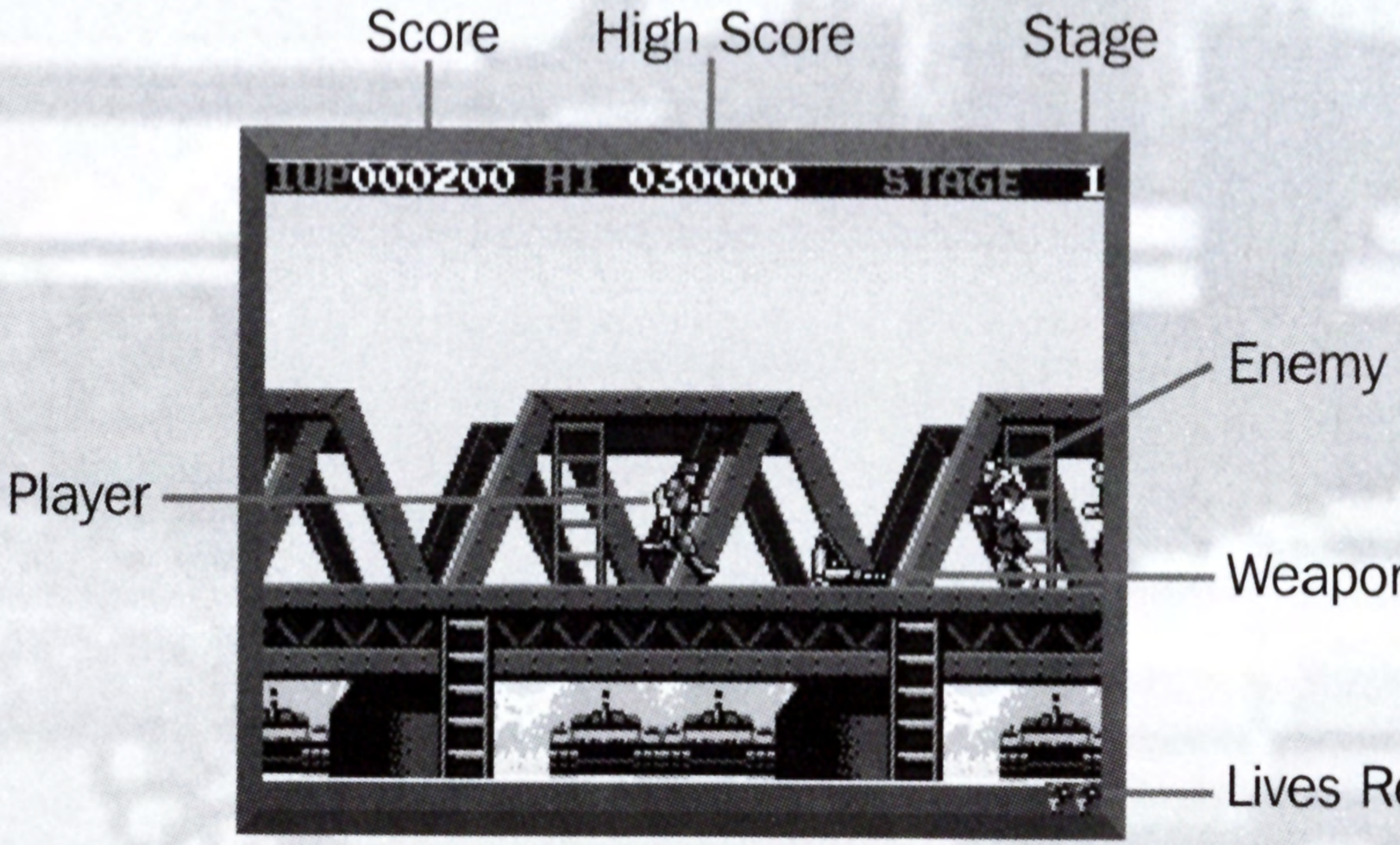


R Button
Special Weapon

A Button
Jump

B Button
Knife Attack

HOW TO PLAY



Your mission is to make your way through the enemy base in order to rescue the P.O.W.s that are being held in the heart of the base. You begin with only a knife, but can acquire new weapons to help you along your way.



Make your way to each checkpoint in order to complete each stage. As you advance further into the base, the security will increase and you will be attacked with new enemies with stronger and faster weapons.

WEAPONS

Even though you only begin with a knife, you will be able to acquire better weapons throughout the game. With your knife, you can still attack while you are lying down or jumping. If you are climbing a ladder, you will not be able to attack.

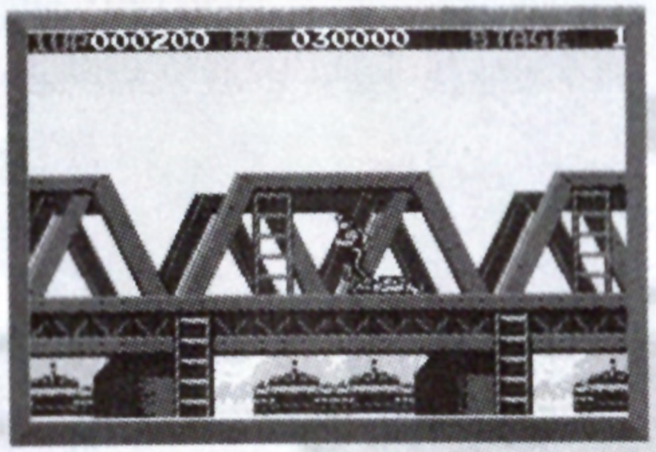


Certain officers have special weapons that you can take if you defeat them.



Pick up the weapon and you will acquire three to four shots with one of the special weapons. Your special weapon can be in the form of a Flame Thrower, Rocket Launcher or Grenades. They will attack multiple enemies in their path.

GAME OVER



If you come into contact with an enemy, you'll lose a life. Each enemy has their own style of attack, so you'll have to be on your guard. There are also land mines that you must avoid. Lose all of your lives and the game is over.

SCORING

Enemy . . . . . .200 Points
Land Mine . . . . . .200 Points
Pick up Weapon . . .200 Points
P.O.W. . . . . .1,000-2,000 Points

EXTRA LIVES

You are awarded an extra life at 25,000 Points.
You are awarded an additional life every 45,000 Points thereafter.

TWO PLAYER MODE

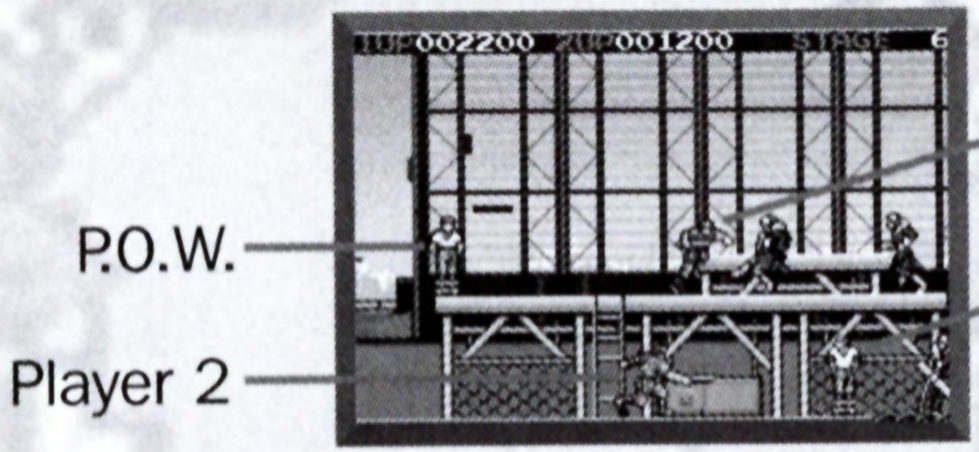
Save more P.O.W.s and score higher than your opponent!

MULTI GAME PAK VS

In the MULTI GAME PAK VS Mode, you will be able to go through all of the levels in the game. The SINGLE GAME PAK VS Mode only allows you to play one level.

HOW TO PLAY

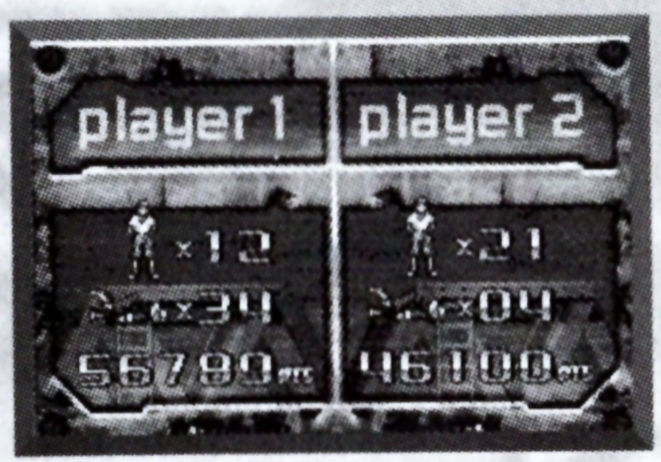
Upon starting the game, you will immediately begin the match. Both players are working together to complete the game, but you are also competing against each other to try and save as many P.O.W.s as possible and gain the highest score.



Each player begins with three lives in this mode and both players must stay on the screen together. So, if you are trying to advance, you will have to wait for the other player to advance too.



Walk up to a P.O.W. to free him.



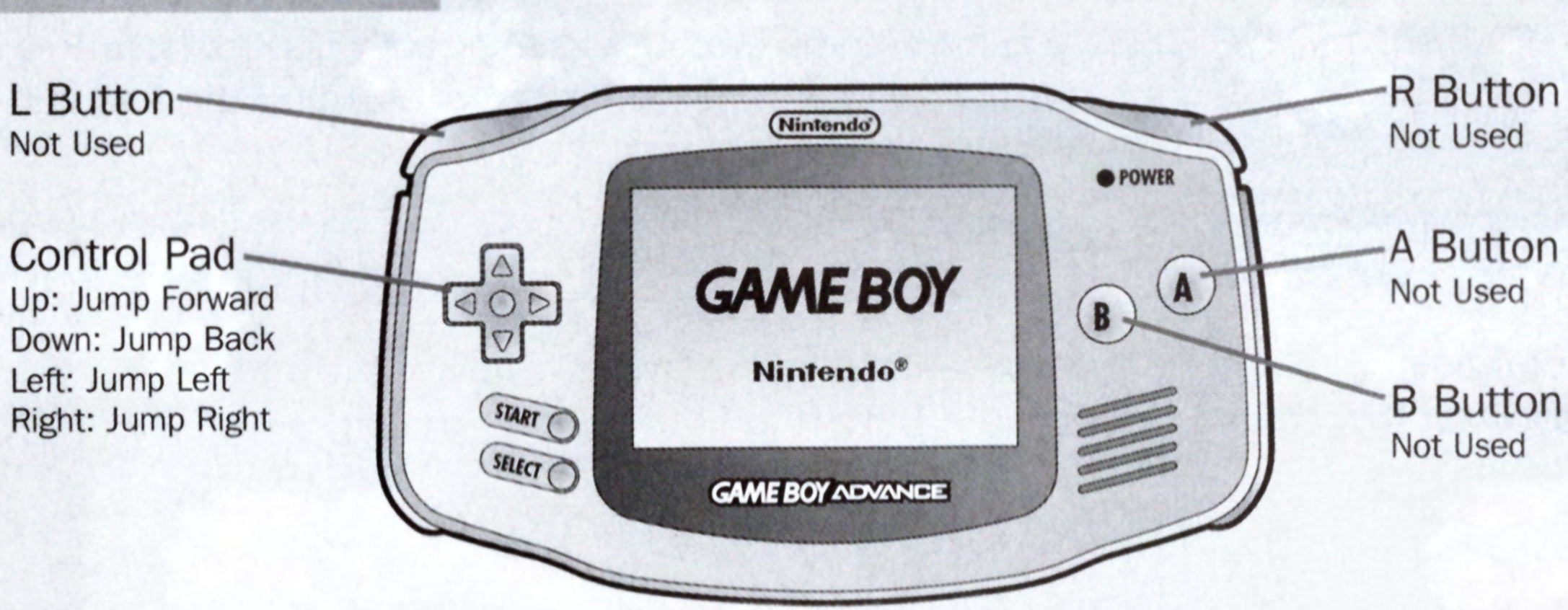
Once you have completed the level or both players have expended all of their lives, the game is over and the Results Screen appears.

The total points, number of enemies killed, and number of P.O.W.s rescued are displayed on this screen. Press the A Button to start another match.

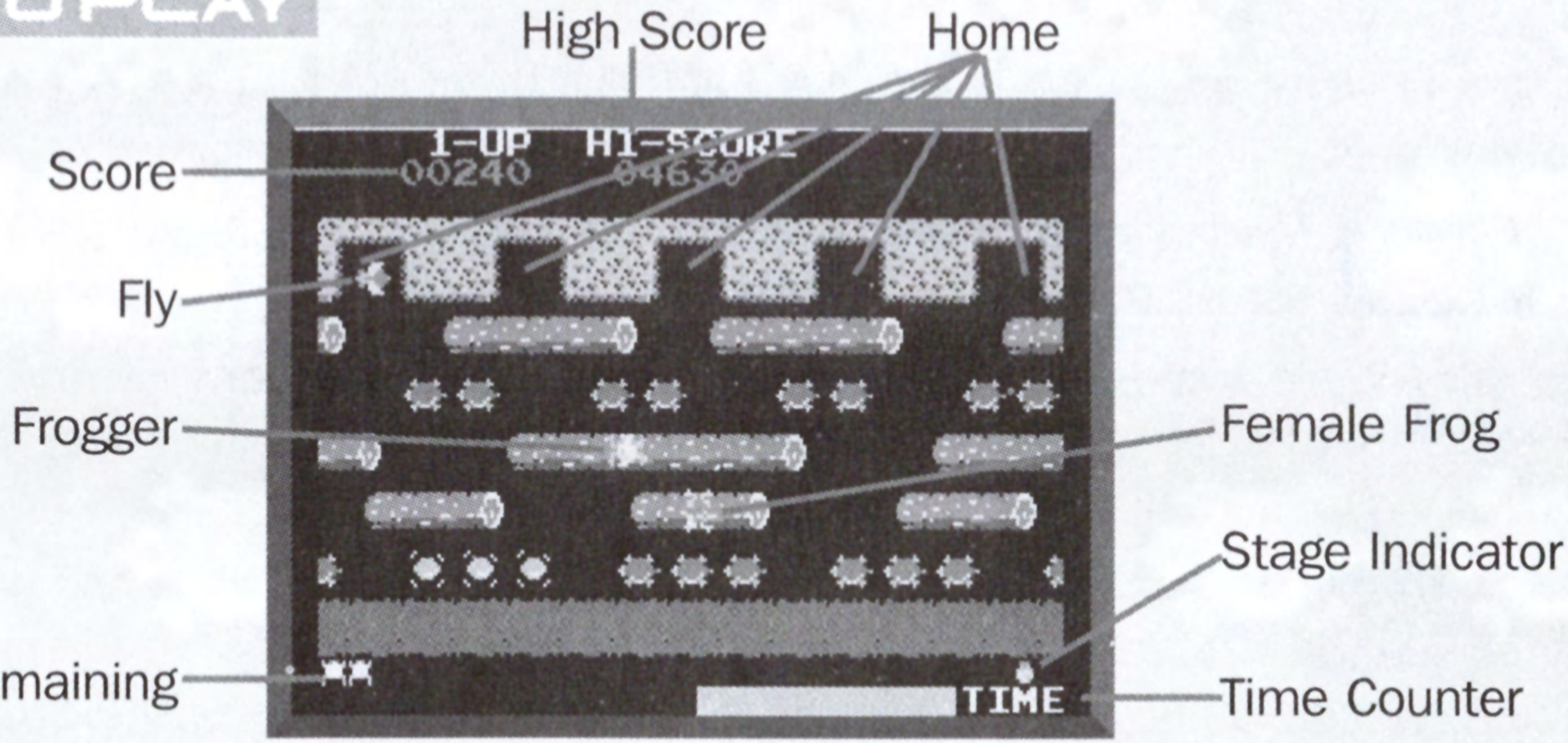
FROGGER

Frogger's lost! Navigate a busy highway and a perilous swamp by avoiding cars, trucks, snakes and alligators to arrive safely at home. You have a limited amount of time to get home, so hop to it!

CONTROLS



HOW TO PLAY



Frogger starts out at the bottom of the screen and must get across the road and through the swamp to make it to one of the frog homes. On the way, there may be a female frog that Frogger can escort home. Jump on the female frog to take her with you. Sometimes a tasty fly will appear in one of the homes. If you make it home to where one of the flies is currently resting, you will receive a point bonus. Get all five frogs safely home and you'll get to the next stage, where more perils await Frogger.

DANGER

Fall into the water and Frogger will lose a life. But there are far more perils than just the raging river.



Moving vehicles are constantly on the road and Frogger will have to hop across the road without getting run over.



While some turtles are safe to jump on, some of them will dive in and out of the water. If Frogger is on a diving turtle and he completely submerges, Frogger will lose his life.



Alligators start appearing on the second stage and are waiting to eat a tasty frog. Some of them will disguise themselves as floating logs and some will appear inside a froggy home for an unsuspecting frog to jump in. The Alligators in the river can be ridden like logs, as long as you stay away from their teeth.

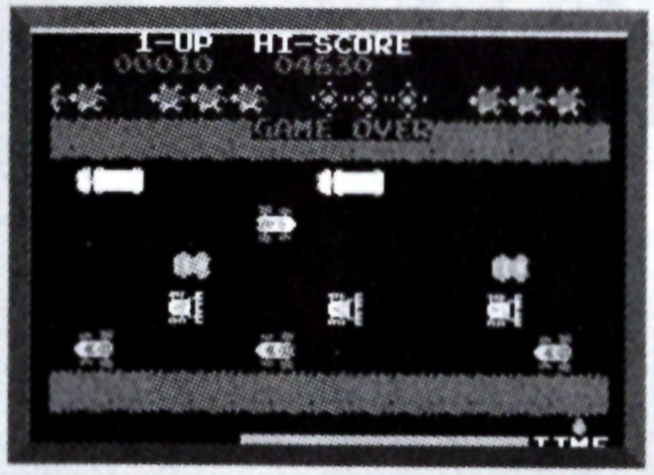


Snakes begin to appear on the third stage and will slither across a floating log, or at the riverside. Stay away from this predator or else you'll lose your life.



The Dogs will float along in the water and try and grab anything that is at the left edge of a log or turtle. Stay towards the middle of a log to keep safe from these swimming dangers.

GAME OVER



If Frogger comes into contact with an enemy, gets run over by a moving vehicle, or falls into the water, he will lose a life. Also, if you run out of time, you will lose a life. If you lose all of your lives, the game is over.

SCORING

Forward Hop . . . . . .10 Points
Arriving Home . . . . . .50 Points
Escort Female Frog Home . . . . . .200 Points
Capturing Fly at Home . . . . . .200 Points
Time Bonus . . . . . .10 Points per second remaining
Stage Clear . . . . . .1,000 Points

EXTRA LIVES

You are awarded an extra life at 20,000 Points.
You are awarded an additional life every 20,000 Points thereafter.

TWO PLAYER MODE

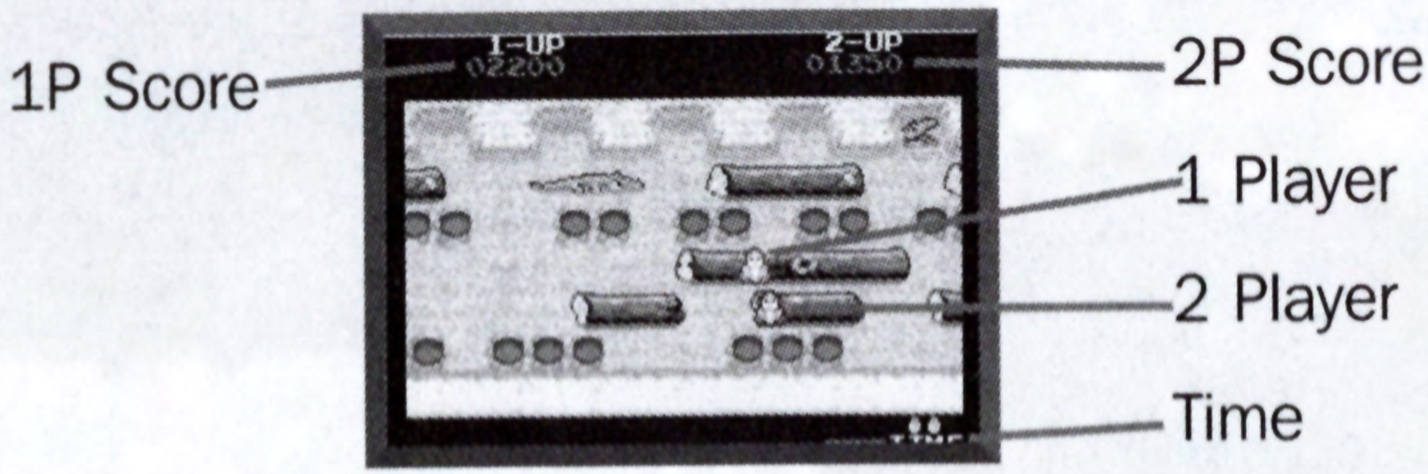
Get as many Frogs home safely and score more points than your opponent!

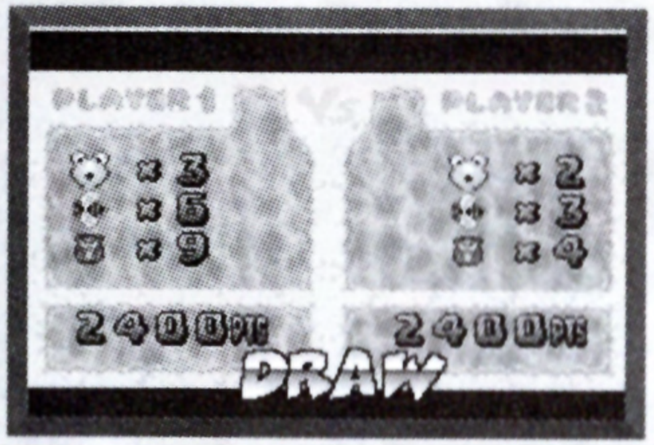
MULTI GAME PAK VS

In the MULTI GAME PAK VS Mode, you will be able to compete on the first two stages of the game. The stage will switch between the first and second stages between matches. The SINGLE GAME PAK VS Mode only allows you to play one level.

HOW TO PLAY

Upon starting the game, you will immediately begin the match. Your goal is to score as many points as possible in the stage. The scoring is the same as the scoring in the 1 PLAYER Mode. If you die or run out of time on the timer, you will begin back at the starting point.





Once all five frog homes are full, the stage is over and the Results Screen will appear.

The total points, number of frogs taken home, number of female frogs escorted home, and number of flies caught are displayed on this screen. Press the A Button to start another match.

LINKING UP

Use a Game Boy® Advance Game Link® Cable to link two Game Boy® Advance systems.

PREPARING TO LINK UP

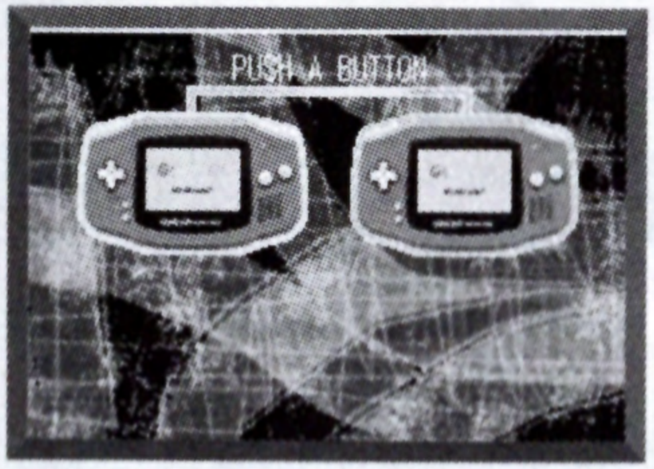
Connect two Game Boy® Advance systems. Turn the power ON and select the game that you would like to play on the Main Menu.

NOTE: If you are playing a SINGLE GAME PAK VS game, make sure that the smaller plug is inserted into the Game Boy® Advance system with the Arcade Advanced Game Pak.

SINGLE GAME PAK VS



If you only have one Game Pak, the host system will be on the Multi-Player Menu and the other system will be on the GAME BOY® ADVANCE Screen.



Select SINGLE GAME PAK VS, the Linking Screen will appear and the system will attempt to connect to the other system.

If the host system successfully connects to the other system, a PUSH A BUTTON prompt will appear. Press the A Button and the host will send the game data to the other system. You will hear a chime play. It takes about 45 seconds to send the data to the other system. At this time, do not unplug the Game Link® Cable or turn off the power to either system. Once the system is finished sending data, the game will begin.

NOTE: You will not be able to highlight the MULTI GAME PAK VS option at this time.

MULTI GAME PAK VS



If you want to play a MULTI GAME PAK VS game, you must have Arcade Advanced Game Paks in both systems. When both players are on the Multi-Player Menu, the MULTI GAME PAK VS option will be highlighted.

If either player presses the A Button, the selected game will immediately begin.

NOTE: You will not be able to highlight the SINGLE GAME PAK VS option at this time.

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Motocross Maniacs™ Advance



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