

Nintendo

GAME BOY COLOR

CGB-BDZE-USA

Dragon Tales™

Dragon
Wings



NewKidCo™

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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Controlling the Dragons

+ Control Pad < >

Moves Dragon Left ◀ or Right ▶

+ Control Pad

Move Dragon Down ▼

+ Control Pad

Move Dragon Up ▲

A Button

Select Game Option, Advance
Text (Not used in Game play)

B Button

Use Dragon Breath

START

Pause Game



Controller

+Control Pad

SELECT



A Button

B Button

START

Loading

Follow the instructions below to keep your Game Boy Color and Game Pak in top operating condition.

1. Always make sure the Game Boy Color's POWER is OFF before inserting or removing the Game Pak.
2. Don't try to take your Game Pak apart.
3. Keep your Game Pak safe from direct sunlight, high heat, and extreme cold. Don't bend it or let it get wet. Store it in its protective package at room temperature when not in use.
4. Never touch the contact points on your Game Pak. Before using it, check it for dust. If your Game Boy Color is dirty, clean it with a soft dry cloth.

Introduction

As all of Ord's friends know, he's always been extremely fond of Dragonberries. From the clumps of them that grow wild all about Dragon Land to the delicious Dragonberry muffins that his mother bakes for him. He loves them in every form.

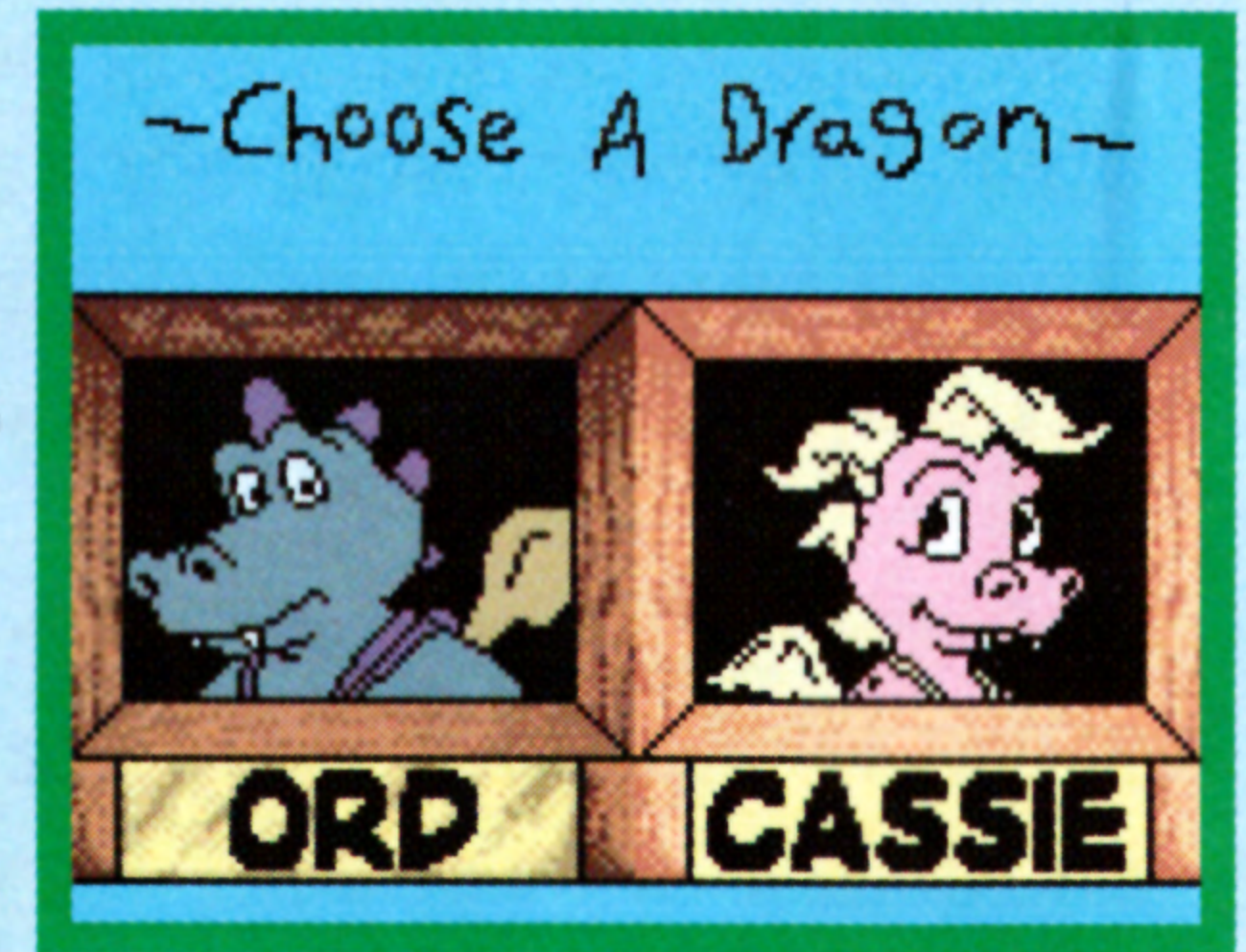
One day, while out flying near the Forest Of Darkness, Ord spied a small bush, ripe with what appeared to be Dragonberries. Swooping in low, he landed next to it and picked the juiciest and plumpest of the purple berries that he could see, and popped them into his mouth.

What Ord didn't realize was that the fruit was actually the rare Forgetful Berry, which look and taste almost exactly like Dragonberries, but with one important difference... They make you forget things!

Of course this only became apparent to Ord when he tried to take off again to fly home and discovered that he had completely forgotten how to use his wings!

Now a dragon who can't fly isn't much of a dragon at all, and so Quetzal has taken it upon himself to teach young Ord how to fly once more. It will take a few lessons to learn all of the old tricks again, but with your help, Ord will be more than up to the task.

NOTE: Although the introduction text refers to "Ord" as the main player in Dragon Tales: Dragon Wings, your child can select to play the game as either Ord or Cassie, depending on his or her preference. For the purpose of this manual, whenever Ord is referred to, it is understood that the same holds true for Cassie as well. All game objectives and tasks are the same for both characters.



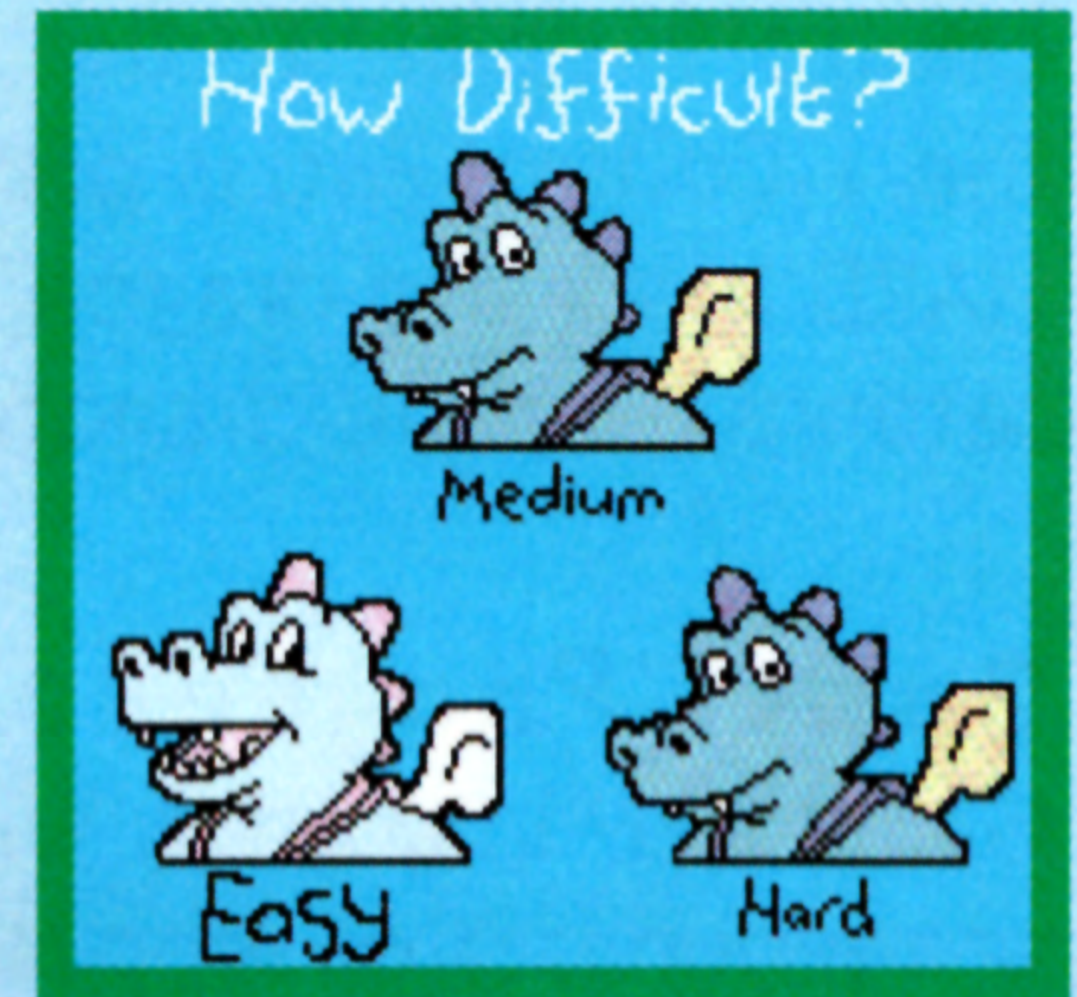
A Note To Parents

Dragon Wings has been designed for children ages 3 to 5. As the skills of three, four and five year olds vary greatly, Dragon Wings includes varying difficulty levels or "Skill Levels" that take into consideration the varying manual skills of children in this age group.

Skill Levels

Easy

The easy level assists younger children with a reduced interface and a simpler game play model. At this level, controlling the dragon is very easy. The dragon will hover automatically when the + Control Pad is released.



Medium

The medium level introduces a new dynamic for the player, it is inertia. Using the + Control Pad you can accelerate the dragon and when the + Control Pad is released the dragon will gradually slow down, but not stop completely. This will add significant challenge to the later more complex levels.

Hard

The hard skill level is the most advanced control scheme available in Dragon Wings. It gives you greater control over maneuvering the Dragons and features more sophisticated physics.

Control is similar to the Medium level, in that the dragon will move when the + Control Pad is pressed, and slow down when it is released. On the HARD level, the dragon will slow down a little slower than on other level settings, but the dragon will also be able to move faster at top speed.

Game Progression

Game play in Dragon Wings begins in the School in the Sky. Here you will see a number of schoolrooms through which you can access each game lesson or level. In order to enter a level, simply move Ord or Cassie over the open door and press the A Button. If a door remains closed, you may not enter that level - you must try and complete the previous levels first.

Each lesson room will show you your:

- * Best lesson time (shown as the number of seconds you have remaining in your best try)
- * The percentage of Dragonberries collected in your best attempt (only if you have completed that level)
- * The winning trophy cup you have collected (bronze, silver, gold).

You have to complete a level with 100% of the Dragonberries found in order to collect that level's gold cup, so good luck!

Playing the Game

Each of the levels in the game is completed by successfully carrying out several tasks or waypoints. During play a large red arrow will always guide the player to the next task, and depending upon the type of waypoint pointed to, one of several actions will have to be taken.

Normal Waypoint - This appears as a floating Dragonberry with twinkling stars flying out from it. Simply fly into it to collect it and advance the arrow onto the next waypoint.



Hover Waypoint - This appears as 2 bracketed blue arrows and will require the player to hover over it for a number of seconds while not straying too far. Successfully doing this will result in a countdown appearing above the player that gradually counts down to 0, when the arrow will move to the next waypoint.



Pickup Waypoint - When you see the arrow pointing to a rock you have to hover over it for a few seconds and the dragon will pick it up. Be warned that even on the easier control settings the dragon will be pulled down by the extra weight so you'll have to modify your flying method.



Dropoff Waypoint - This appears as a dotted line outlining the shape of the carried object and acts as a target point onto which you should drop off the rock. Simply hover over the point and press the B Button to release the object. If you miss the target, the object will shatter on the ground and you'll have to collect another from the previous waypoint.



Torch Waypoint - On some levels you have to light your way (often resulting in the level becoming brighter and more visible). To do this, fly over to the torch and press the B Button - this will trigger your Dragon Breath and allow you to activate the torches.



Person Pickup Waypoint - Quite often you'll find that you have to give a lift to either Emmy or Max or another character. To pick them up, hover to the left of them with your back facing them for a few seconds and they'll hop on. Like the rock they will weigh you down, meaning that you'll have to modify your flying method.



Person Dropoff Waypoint - This will appear as a dotted line outlining the shape of a stick-man. To drop off your passenger hover to the left of the dropoff point for a few seconds and they'll disembark.



Landing Waypoint - This marks the end of the level. To land just hover above it for a few seconds and you'll be guided to a perfect landing.



Scoring

In each game level there may be many Dragonberries placed throughout the map, while it is not essential to collect any or all of these, they will add to the player's score at the end of the level. Once a Dragonberry is collected, it can be knocked loose and dropped if the Dragon bumps into walls or obstacles, so, watch your flying!

Save Games

Dragon Wings automatically saves your child's progress as he or she plays. When your Game Boy Color game is started, all lessons your child has previously completed will automatically be open on the School in the Sky level selection map. These levels may be played again, so that at any time, the player may try and gain a better "cup" or beat a previous record.

If you would like to clear the game's internal memory, restoring it to the state it was at purchase (that is, with all levels closed to play except for the first), you must press SELECT and DOWN on the + Control Pad at the same time at the game's title screen. This will take you to a menu that will allow you to confirm your choice to erase the saved data.

Game Levels

1A, 1B, 1C – School: Basic Flight tutorial

As this is Ord's first lesson on his path to regaining his Dragonwings, Quetzal is starting him off easily. All he has to accomplish after taking off is a short hover, a brief flight along a marked path, another short hover, and then a landing.

These simple tasks will teach basic principles of play control.

Tasks:

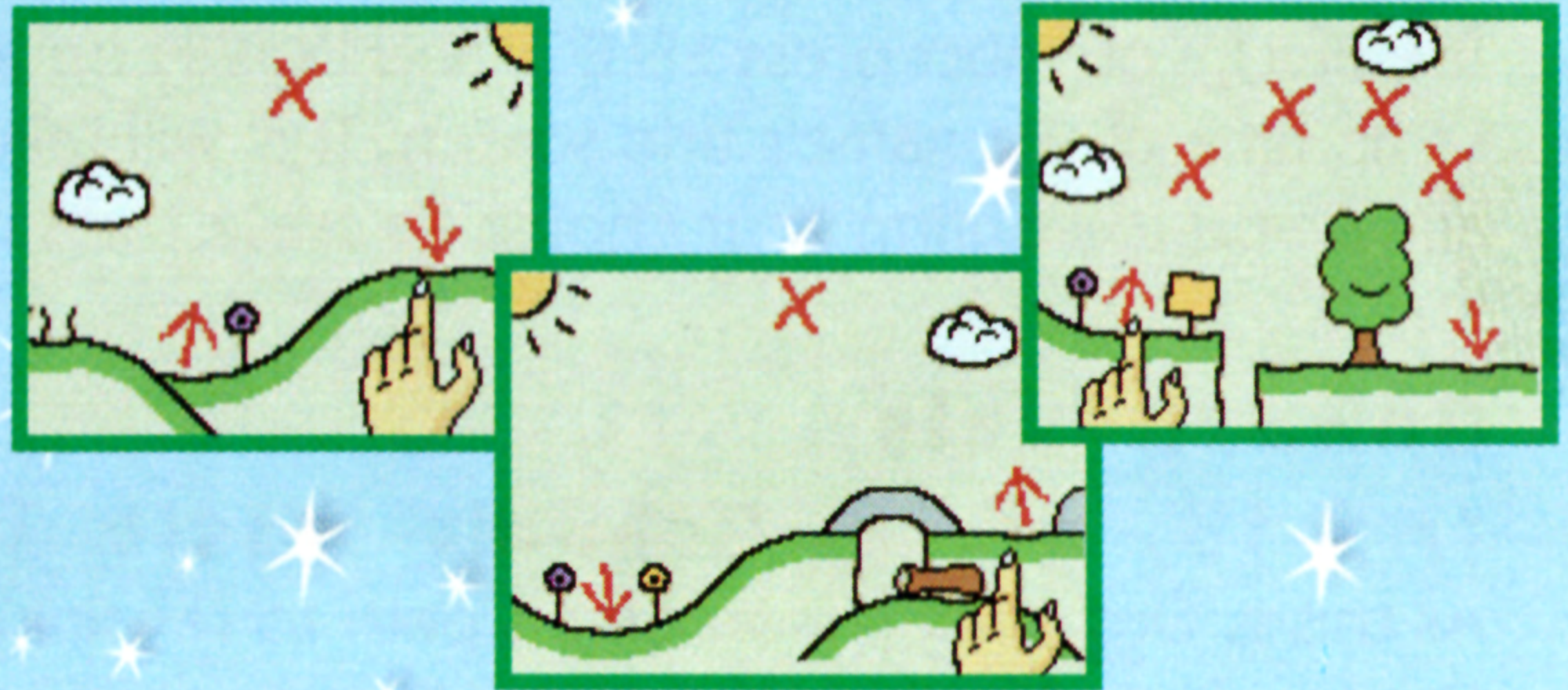
Take off

Hover (for 4 seconds)

Follow marked path

Hover (for 4 seconds)

Land



2 — Story: Meet Max & Emmy

Max & Emmy have once again joined their best of friends in Dragon Land. As always, Ord is keen to play with them, so in this story mission he'll have to fly from the School in the Sky to go and meet them. He will have to avoid naturally occurring obstacles and closely follow the Golden Stone path to find his way.

This level utilizes take off, land, crossing natural obstacles and following a path.

Tasks: Take off
Follow marked path
Land

3A, 3B, 3C - School: Lifting Objects, Carrying Passengers

One of the first things dragons learn after their basic flight lessons is how to carry items and people with them as they fly. With the help of Max, Quetzal has set up Ord's next tasks on the opposite sides of a lake nearby to the School in the Sky.

First of all, he'll have to pick up and carry a large boulder from one side of the lake to the other, where he must carefully place it down. Max will then climb aboard Ord so that he can be ferried back to the other side where Quetzal is waiting.

4 — Story: Carry Max & Emmy

At last it's the day of the Mushroom Meadow Fair and Max & Emmy can't wait to attend. Unfortunately, Zak & Wheezie's singing, as they flew through the mountain pass, has caused a minor landslide and blocked the path for Ord, Max and Emmy. In this level Ord will have to clear the fallen boulders from the pass and deposit them elsewhere. Then he'll have to go back to Max & Emmy and fly them individually over the gaping chasm to the Mushroom Meadow Fair so that they can all enjoy the festivities together.

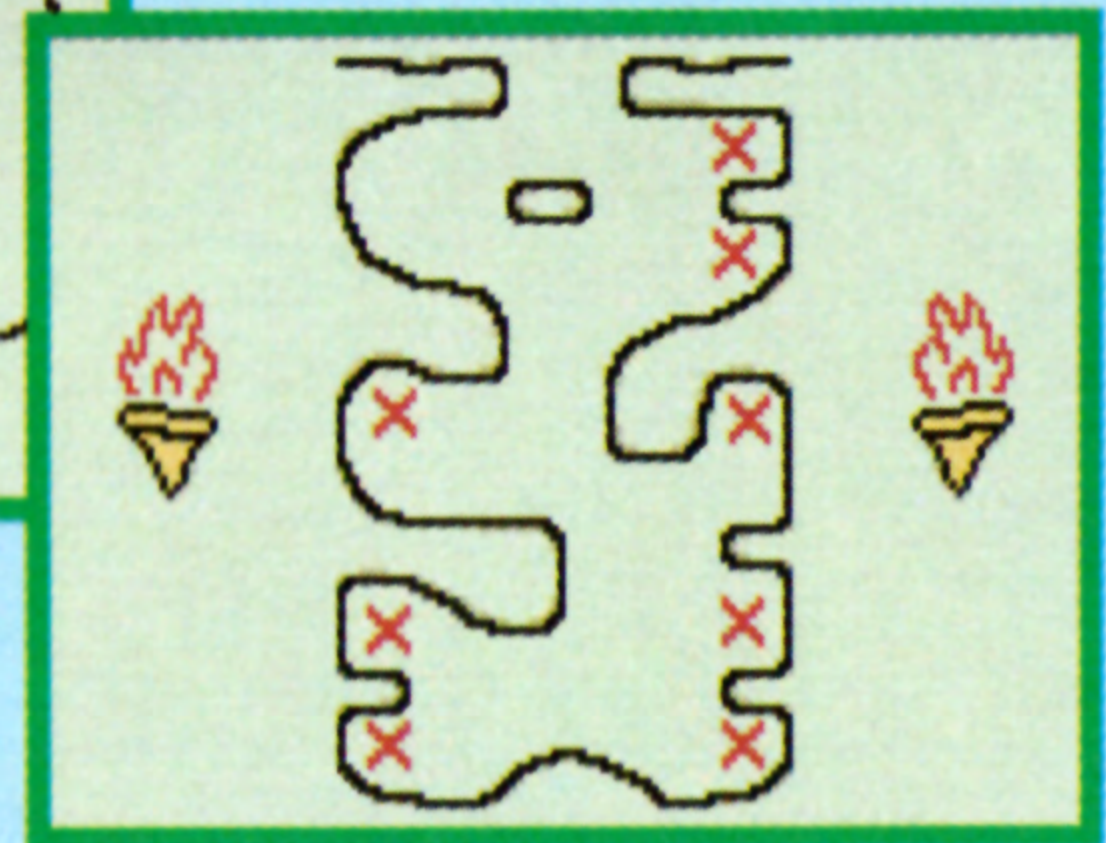
Tasks: Take off
Move 2 boulders
Take Max and Emmy to meadow (2 trips)
Land

5A, 5B – School: Using Dragon Breath and Lighting the Way

Ord has now become quite an accomplished flyer, but he's still some way from earning his Dragonwings. This latest lesson has been set up to test both the skills he's gained so far and teach him the delicate art of lighting his way while still in flight.

Quetzal has purposefully blocked the entrance to a musty cave nearby to his home. Ord's task is to venture inside to light the 8 extinguished torches. This will be a tough challenge for Ord as he's never been keen on the dark...

Tasks: Take off
Activate 8 torches
Land



6 — Story: Light up the Fair

The fair is now in full swing and tonight is the night of the big party. However, the unseasonably chilly weather has caused the trees to shed their leaves a few weeks early, and they're now fluttering about the party area. It's up to Ord to clean them all away by blowing them into the pond by flapping his wings.

After he has rid the area of the leaves, he's also been given the task of lighting the torches so that everyone is kept warm while they have fun.

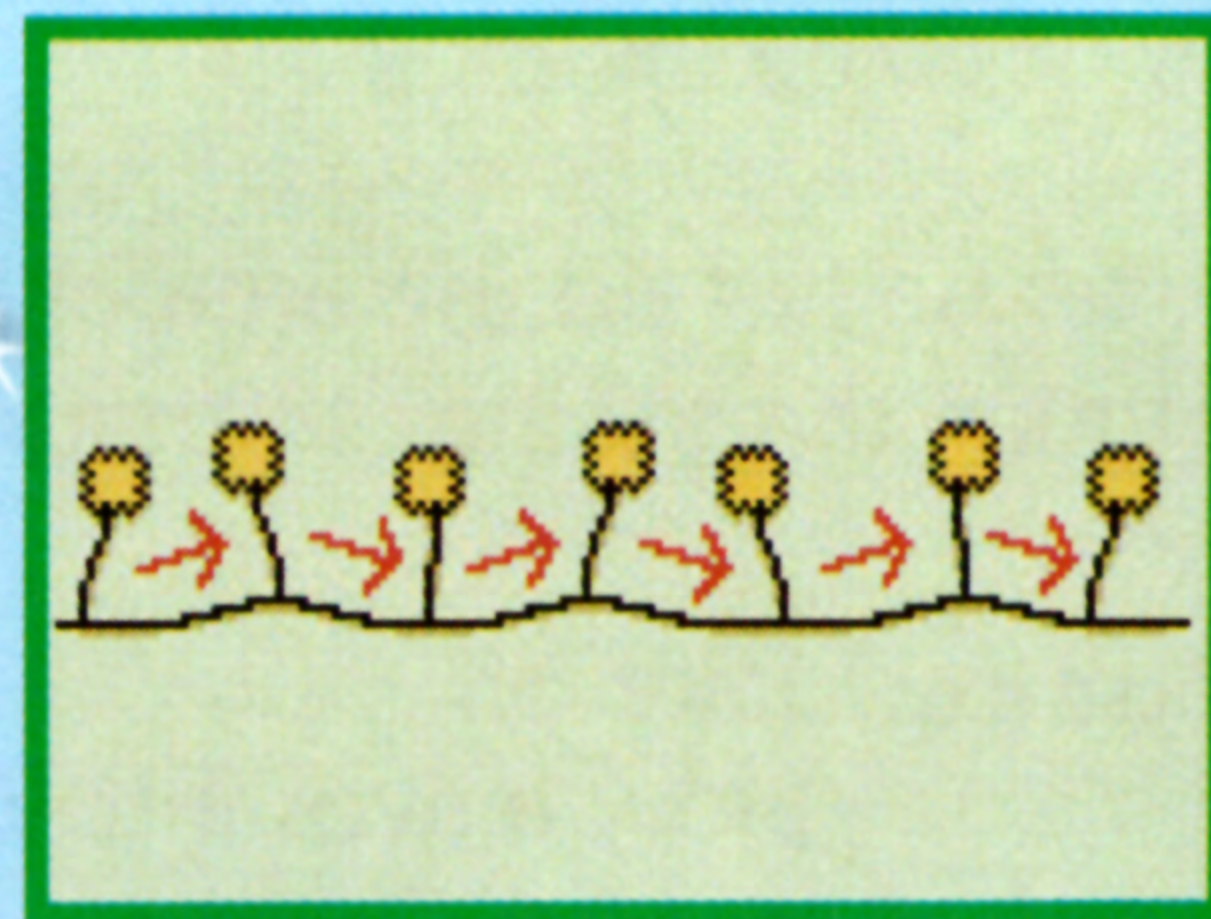
Tasks: Take off
Blow leaves into the pond
Activate torches
Land

7 — School: Speed flight

Sometimes the leisurely pace at which dragons normally fly just isn't quick enough, and with this in mind Quetzal has made Ord's next lesson a fast-paced fun-ride.

Only when Ord is flying fast enough will the waypoints appear for him to collect and thus complete the level.

Tasks: Take Off
Follow the butterfly quickly and
avoid the obstacles
Land



8 — Story: The Big Race!

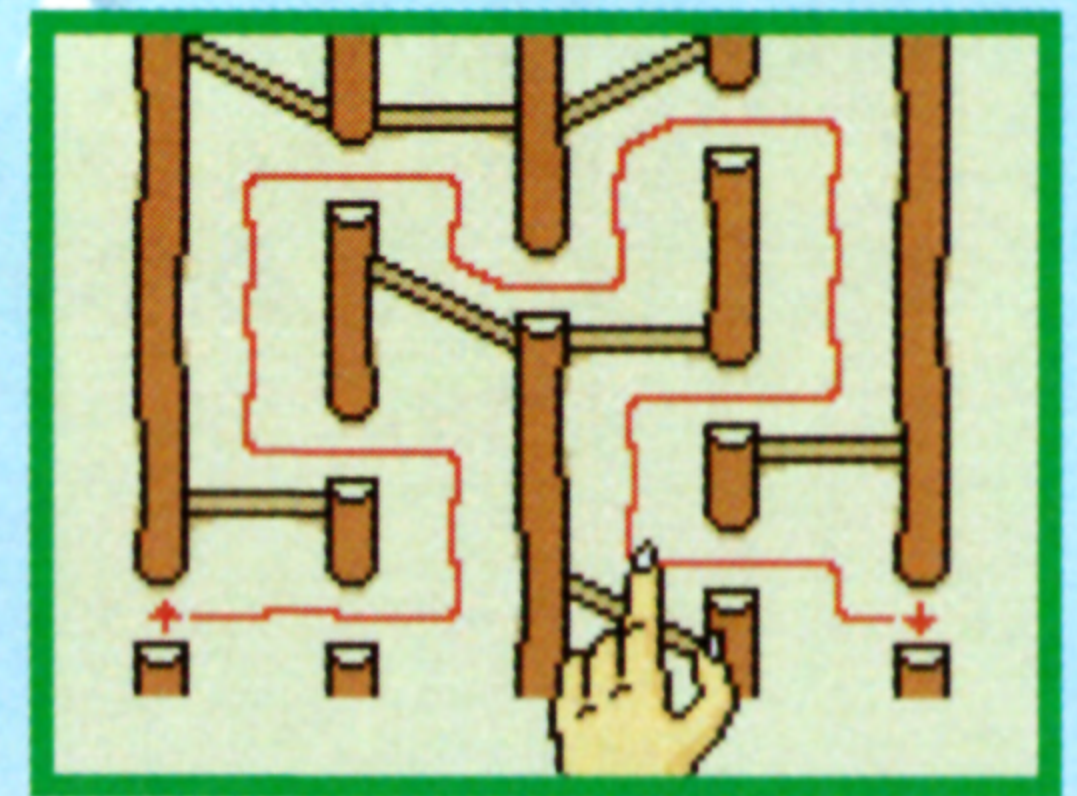
After the previous night's party it's time for the Mushroom Meadow Fair's games to begin. Ord will have to give it his all if he is to win the race to

Rainbow Canyon and back. To make things even trickier, the contestants will also have to pick up a can of paint while they are at the canyon to prove that they went all the way there.

Tasks: Take Off
Race to Rainbow Canyon
Pick up paint
Race back to the Fair
Drop the paint
Land

9 — School: Night flight

Ord has already braved the dark once in his quest to get his Dragon Wings back, but this challenge will really test him. The problem with flying at night is that you really can't see much at all unless you're constantly puffing out flames to light the way.



Tasks: Take Off

Navigate giant tree-house at night,
avoiding bumping into things.

Land

10 — Story: Help Max and Emmy

While playing around in Dragon Land, Max and Emmy have fallen down a deep Knucker Hole and can't get out. Ord will have to find his way to the Knucker Hole, but it will mean travelling through the Forest Of Darkness in the dead of night.

Tasks: Take Off

Navigate to the underground passage at night through the
Forest Of Darkness

Land

11 - Story: Big Adventure Part One

Quetzal has informed you that Knucker Hole connects with the Gnomish Mine Shafts, and you will have to find your way through the darkened tunnels of the Knucker Hole to the entrance of the mine shafts. Ord will have to be careful though, as there's a myriad of confusing passages below the surface and he doesn't want to get lost...

Tasks: Find your way to the entrance to the Gnomish Mine Shafts. Land

12 - Story: Big Adventure Part Two

Having found his way into the Gnomish Mines, Ord is informed that Max & Emmy have become trapped deep within the network of mines. To even get to that area he'll have to unlock some of the barriers that have been put in place to stop this kind of thing from happening in the first place.

As the barriers are extremely heavy, he'll need to carry out two tasks to open each of them. Firstly a large counterweight will need to be located and placed onto the right-hand side of the door controls - this will provide the machines with the pressure they need to operate. Then you'll have to locate one of the gnomish elders and give them a lift to the left-hand side of the machine. Once deposited there they will activate the machine and open the barrier.

Ord will probably also find that a few of the entrances have been boarded up. He can probably smash his way through these by dropping rocks onto the rickety planks.

Tasks: Collect counterweight for use with barrier
Drop counterweight on right-hand side of barrier machine
Carry the Gnomish Elder to unlock main barrier
Get a rock and drop it on wooden boards
Obtain a second rock to break the next boards
Collect second counterweight for use with final barrier

Drop counterweight on right-hand side of barrier machine
Carry the second Gnomish Elder to the second barrier to
unlock it
Land

13 - Story: Big Adventure Part Three

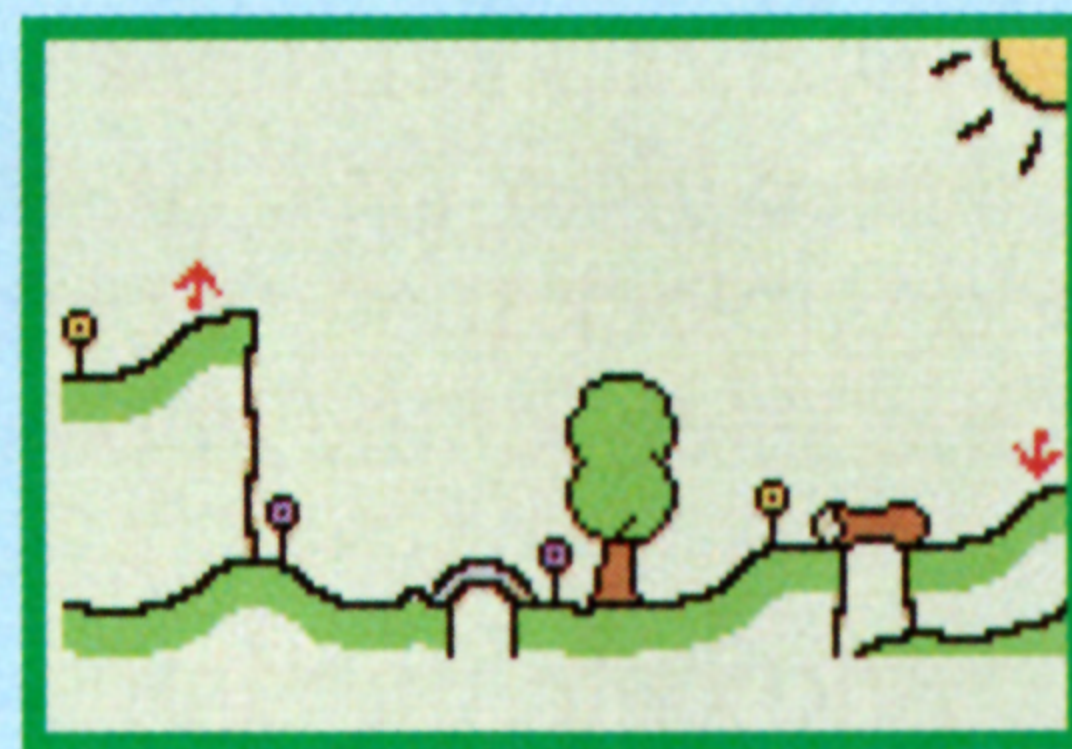
At last Ord has gained access to the abandoned Gnomish Mine Shafts. Here he will encounter tunnels through which wind howls at high speeds, making flight a tricky task. He will also have to negotiate the maze-like mines and unblock tunnels before finding Max & Emmy and taking them back to the safety of the gnomish living area.

Tasks: Find path through windy passages to blocked tunnel.
Unblock tunnel.
Navigate through more windy tunnels until Max + Emmy are found.
Carry children safely back to start of level.

14 — School: Formation Flying

This is probably the most challenging task that a dragon can master. To assist you, Quetzal has enlisted the help of a Butterfairy who you must follow as she weaves a complicated pattern in the skies. To qualify you'll have to stay fairly close to her throughout the demonstration. Only once you've passed this last test can you graduate your flying classes.

Tasks: Follow the Butterfairy as she weaves a path in the sky. Don't stray too far from her.



15 – School: Graduation Ceremony

Well it's the final day and Ord has passed all his tests with flying colors. The only thing that now remains is for him to participate in the formation flying with his fellow classmate. After that he will finally have his Dragon Wings awarded to him as official acknowledgement of his achievements.

★ **Tasks:** Fly alongside your classmate as you both enact the ceremonial air display.



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