

ONLY
FOR

GAME BOY ADVANCE

COLUMNS CROWN



THQ

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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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

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.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



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

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

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



Table of Contents

Story	5
Game Objective	6
Controls	7
Starting the Game	9
Mode Explanation	10
Columns Crown Basic Rules	11
Survival Mode	12
VS - CPU Mode	16
One and Two Game Pak VS Mode	20
Flash Columns	23
Options	25
Trading Magic Gems	26
Character Introductions	27



Story

**Long before our time,
there was a small kingdom that shone like the sun, glowing with light from mysterious
jewels...**

**The day for Princess Dazzle to ascend the throne as Queen was approaching...
However, before she can become Queen, Princess Dazzle must complete the “Columns
Crown”, the symbol of her sovereignty.**

**The Columns Crown is encrusted with 24 Magic Gems. It is said that those who wear it
will have any wish granted.
...But, most of the Magic Gems were lost.**

Princess Dazzle had decided to have two of her classmates look for them.

**It seems that the Magic Gems have been scattered throughout the kingdom. According
to rumors, forest-dwelling thieves are collecting the Magic Gems as well. In addition,
some Magic Gems have been hidden in the Sparkle Shrine.**

**Princess Dazzle gave each of her friends two Magic Gems that had been left in the castle.
Now the adventure begins for the two who had been charged with fulfilling the wish of
the Princess.**



Game Objective

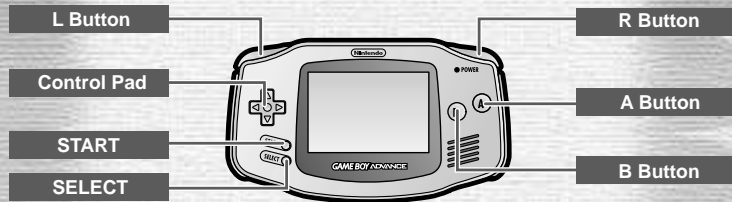
The objective of Columns Crown is to collect 24 kinds of Magic Gems. A few of the Magic Gems are hidden in each of the game modes. For example, there are Magic Gems that become available if you achieve a high grade in Survival Mode, and there are those that become available if you defeat the thieves in VS - CPU mode. The conditions that must be met to obtain the Magic Gems are a secret. You can also use Game Boy® Advance Game Link® cable to exchange Magic Gems with your friends. Good luck, and do your best to collect all 24 kinds of Magic Gems.



- ◆ The conditions that must be met for JADE and RUBY to obtain Magic Gems differ from time to time. Some Magic Gems are harder for JADE and easier for RUBY, and vice versa.



Controls



Basic Operation

Control Pad	Selects mode options, etc.
A Button	Enters choice of selected item.
B Button	Cancel / Return to previous screen.
START	Enters choice of selected item.
SELECT	Selects mode, options, etc.
L/R Buttons	Not used.



Controls

Survival Mode Operation

Control Pad	Move jewels.
A Button	Change jewels arrangement / Enter.
B Button	Change jewels arrangement / Cancel.
START	Starts game/Pause.
SELECT	Select level.
L/R Buttons	Not used.

Vs. Mode Operation

Control Pad	Choose jewels / Move jewels.
A Button	Change jewels arrangement / Enter.
B Button	Change jewels arrangement / Cancel.
START	Starts game / Pause.
SELECT	Not Used
L/R Buttons	Not used.

Flash Columns Operation

Control Pad	Choose jewels / Move jewels.
A Button	Change jewels arrangement / Enter.
B Button	Change jewels arrangement / Cancel.
START	Starts game / Pause.
SELECT	Not Used
L/R Buttons	Not used.



Starting the Game

After the opening sequence ends, the character name entry screen will appear. There are two characters, JADE (a boy) and RUBY (a girl).

You can give them any names you please.

Choose the letters with the Control Pad and use the A Button to enter them.

The Select Mode screen will appear once you have entered their names.



- ◆ This Game Pak features a data backup with auto saving. Turning the power switch ON and OFF recklessly, or removing the Game Pak while the device is ON may cause the backup data to corrupt. Make sure to return to the Select Mode screen before switching the device OFF.



Mode Explanations

Survival Mode: Do your best to remove all of the jewels in this mode. The speed of the falling jewels will increase little by little. A Report Card will be displayed at the end of the game. → PAGE 14

VS Mode: You can battle it out against the CPU or with friends connected by the Game Boy Advance Game Link® cable in this mode. Change the Magic Gems you have acquired into attack items to battle. → PAGE 16

- **VS -CPU:** Battle the forest thieves.
- **One-Pak VS:** Use one Game Pak to battle with a friend.
- **Two-Pak VS:** Use two Game Pak to battle with a friend.

Flash Columns: This is a variation of Survival Mode. The field is already packed full of jewels. Clear the sparkling jewels from the field. Then move onto the next stage. → PAGE 23

Options: Change all settings here. → PAGE 25





Columns Crown Basic Rules

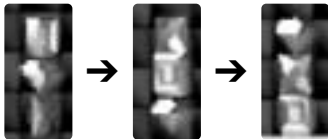
1

Jewels will fall in sets of three. Skillfully layer the jewels as they fall by using the Control Pad to move them left or right and the A and B Buttons to change the jewels' arrangement.



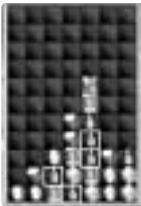
2

Arrange the set of jewels each time you press the A or B Buttons.



3

Arrange three or more jewels of the same color vertically, horizontally, or diagonally and they will pop and disappear.



4

The game ends if the middle column reaches the very top.



Survival Mode

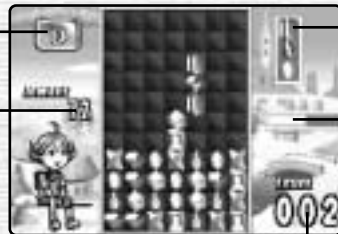
Do your best to remove all of the jewels in this mode. The speed of the falling jewels will increase little by little. Your grade will change according to how many jewels you remove and how skillfully you play.

GRADE

Your current grade.

NUMBER OF JEWELS

The number of jewels you have removed.



NEXT JEWEL

Displays the next set of jewels to fall.

GAUGE

Increases as jewels are removed. Black Magic Gems (pg. 12) appear once the gauge becomes full.

LEVEL

This indicates the level of speed at which the jewels are falling.



Survival Mode

How to begin Survival Mode.

1. Select "Survival Mode" from the menu screen.
2. Select the starting level.
 - **EASY:** Game starts at level 0. Hints for removing the jewels appear until level 2.
 - **NORMAL:** Game starts at level 5.
 - **HARD:** Game starts at level 10. This level is fast and difficult, but there are positive aspects to it as well.
3. Start the game by selecting JADE or RUBY.

What are Black Magic Gems?



Black Magic Gems appear when the gauge becomes full.
Black Magic Gems remove all jewels of the same color that they land on in the field.



Survival Mode

Report Card

When the game ends, a player's performance will be analyzed and evaluated according to five elements and they'll receive a grade. There are a total of twelve grade rankings. Refer to the advice on the appearing report card and aim for the Master Grade!

- **I.Q.:** Intelligence. Judges a player's ability to place jewels in appropriate spaces.
- **AGI:** Agility. Measures a player's ability to drop jewels quickly and smoothly.
- **MAG:** Magic. Analyzes a player's use of the Black Magic Gems.
- **VIT:** Number of jewels. Rates a player on the number of jewels removed.
- **LUK:** Luck. ???

Name Entry

You can enter your name if your grade places you in the rankings. When two players receive the same grade, the one who removed more jewels is placed higher.





Hint # 1: “Survival Mode”

1. **Beginners should not try to create chain reactions.**

Beginners are not very good at starting chain reactions, so they should concentrate on steadily removing jewels instead.

2. **Try removing jewels diagonally.**

Removing jewels of the same color in a diagonal line is the greatest feature of Columns Crown. There are often times when the greatest number of chain reactions can be set off by giving preference to areas for diagonal removal as the jewels pile up.

3. **It is OK to build up as long as it is not in the center column.**

The game only ends when the center column rises to the top. It is OK to build up the columns on the sides. One trick is to pile up the hard-to-place pieces to the right or left.

4. **You can change the arrangement of jewels that have landed.**

You can arrange jewels that have already landed for a short time by using the A and B Buttons. Another trick is to arrange jewels right after they have landed when the speed of the falling jewels increases.



VS-CPU Mode

Battle the thieves in this mode. Use the elementals that reside in the Magic Gems to battle.

Your Battlefield

NEXT JEWEL

Displays the next set of jewels to fall.



Your Enemy's
Battlefield

TIMER

Shows time elapsed from
STAGE 1.

GAUGE

The gauge increases as
jewels are removed.
Magic Gems appear
when the gauge becomes
full.



VS-CPU Mode

How to begin VS-CPU Mode.

1. Select "VS-CPU Mode" from the menu screen.
2. Select JADE or RUBY. Use the Magic Gems they have each acquired to battle.
3. Choose 5 Magic Gems to use in battle. Magic Gems will appear in the set order.



MAGIC GEMS HOLDER

Choose five Magic Gems to be used in battle. The Magic Gems will appear in the set order.

MAGIC GEMS EXPLANATION

Explains the attack effects of the Magic Gems and the number of jewels necessary to remove before they appear.

MAGIC GEMS

Displays the Magic Gems possessed by the selected character as well as their quantities.

ELEMENTAL

These are the elementals that live in the Magic Gems.

4. After selecting the Magic Gems, press START to begin the battle.
- ◆ This mode returns a player to the Magic Gems Selection screen when cleared.
 - ◆ If you collect multiple Magic Gems of the same type, you can use them more than once on the same stage.



VS-CPU Mode

How to attack using Magic Gems.

Each Magic Gem requires a certain number of jewels to be removed before it appears. Use the gauge as a guideline as to how many more jewels must be removed. The Magic Gems will appear when the gauge is full.



Magic Gems are those jewels with letters of the alphabet inscribed on them. Remove these and....



Jewels sparkle and elementals fly out to attack the rival's field.

- ◆ Unlike the Black Magic Gems in Survival Mode, Magic Gems do not disappear on their own. Remove them by lining them up with jewels of the same color.





VS-CPU Mode

Magic Gems (Elementals)

There are 24 Magic Gems in all, and the elemental residing in each one performs a different attack. There are also Magic Gems among them that help themselves as well.

I

Invisible

Your rival's falling jewels become invisible for a certain period of time.



V

Vacuum

Sucks up your rival's entire gauge.



J

JINX

??? Demon elemental. Sometimes he'll cause big trouble for your rival, but sometimes it will mean big trouble for you...



Q

Quake

Causes a great earthquake to disrupt your rival's field.



Name Entry

Clear the final stage and place in the rankings to display the name entry screen. The shorter your clear time is, the higher in the rankings your name will appear.



One and Two Game Pak VS- Mode

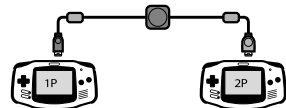
You can use two Game Boy Advance Systems and one or two "Columns Crown" Game Paks to battle. Use two Game Paks to play Two Game Paks VS- Mode and one Game Pak to play One-Game Pak VS- Mode.

Required Items

Game Boy Advance :	2
Columns Crown Game Pak:	1 or 2
Game Boy Advance Game Link® Cable:	1

Connecting Two Game Boy Advance

1. Make sure that the power switches on both Game Boy Advance Systems are switched OFF. Insert the Game Pak(s) into the Game Boy Advance System(s).
 2. Connect the Game Boy Advance Game Link® Cable to the outer expansion connector of each Game Boy Advance System.
 3. Turn both of the Game Boy Advance systems ON.
- ◆ Please see page 21 for further instructions.
 - ◆ Single players use the Game Boy Advance System that has the smaller plug connected to it.



2-PLAYER GAME



One and Two VS- Mode

Starting Two VS Mode

1. Both players make sure that they have selected "Two VS" and the game begins.
2. Select JADE or RUBY. Either player can play the game with the character they prefer.
3. Choose five Magic Gems from those in the character's possession. Press START and the game begins.

Starting One-Cartridge VS Mode

1. Both players make sure that they have selected "One VS" and the game begins.
 2. Player 1 can choose JADE or RUBY. Player 2 will automatically use the character not chosen by Player 1.
 3. Data transfer begins.
 4. Choose five Magic Gems from those in the character's possession. Press START and the game begins.
- ◆ Player one's Game Boy Advance option settings decide the number of battles to be fought.
 - ◆ Player two's graphics drop below those of Two VS mode when playing in One VS mode.

Rankings Exchange

When Two VS Mode is chosen, rankings for Survival Mode and VS CPU Mode are exchanged and compared.



Hint #2: "VS- Mode"

The first thing to do when not winning is to collect Magic Gems.

There are CPU characters that use unusually powerful Magic Gems. Sometimes a player cannot win with the Magic Gems in hand. When that happens, a player should play in other modes in order to acquire more Magic Gems before challenging that character again.

Combine Magic Gems.

You can combine Magic Gems for your attacks. For example, play "Quake" during an "Invisible" attack and a great earthquake will break out in addition to your rival's jewels being invisible. You can also multiply the staying power of Magic Gems by removing several of them at once. Try a variety of combinations to come up with your own original attack.

I Invisible + **S** Speed = Falling jewels not only become invisible, but will also speed up.

U Up + **U** + **U** = Remove three U Gems at the same time to have your opponent's field rise six levels.

Quota and Chain Reaction Clear

The number of jewels that must be removed in order to make a Magic Gem appear differs according to each Magic Gem. The stronger a Magic Gem is, the larger the quota. However, you can make the Magic Gems appear faster by gaining bonus points for the number of jewels cleared in chain reactions.



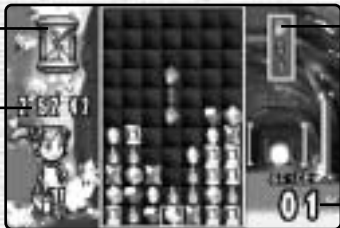
Flash Columns

The field is packed with jewels from the start. Some sparkling jewels are buried among the others. Clear the screen by removing all of the sparkling jewels before time expires to continue on to the next stage.

HOURLASS

Indicates time remaining.

TIME REMAINING



NEXT JEWEL

Displays the next set of jewels to fall.

STAGE NUMBER

Remove all of the sparkling jewels to clear the stage.

- ◆ There is no gauge for Flash Columns. "Black Magic Gems" do not appear either.



Flash Columns

How to Start Flash Columns

1. Choose "Flash Columns" from the menu screen.
2. Choose JADE or RUBY and start the game.

- ◆ You can skip the levels you have already cleared five stages at a time. After selecting JADE or RUBY, choose the opening stage by pressing up or down on the Control Pad and enter your selection by pressing START.
- ◆ A Challenging Stage appears every five stages. Remove all of the sparkling jewels to clear the stage and acquire the Magic Gems.



Options

Trade Magic Gems: Magic Gems are exchanged using two Game Paks and the Game Boy Advance Game Link® Cable → PAGE 25

Rankings: You can view rankings for Survival Mode and VS- CPU mode.

Erase Data: Erases all data, such as Magic Gems collected, names, and rankings.

Number of Matches: Set the number of battles to be fought in One and Two VS- Mode. Choose from one, three, or five matches.



Trading Magic Gems

You can trade Magic Gems with your friends by using two Game Boy Advance Systems and two "Columns Crown" Game Paks.

How to Trade (In Options)

1. Choose "Trading Magic Gems" and check your friend's Game Pak.
2. Choose JADE or RUBY.
3. Choose the Magic Gems you want to give to your friend.
4. A confirmation screen appears after selection.
5. The exchange begins when your friend chooses the Trading Gem.



- ◆ Please see page 19 for the direction on how to connect two Game Boy Advance Systems.
- ◆ Removing the Game Boy Advance Game Link® Cable while exchanging data can cause transmission problems and may result in the loss of all data.



Character Introductions

RUBY & JADE

They are the main characters of this game. They are classmates of Princess Dazzle as well as her best friends. They leave on an adventure, charged with a mandate to search for the Magic Gems.



PRINCESS DAZZLE

Princess of Columns Kingdom, she will soon assume the throne as the next Queen. She is a bit willful, as you might expect from a Princess.



THE FOREST THIEVES

These enemy characters stand in the way of our heroes. They are collecting Magic Gems, too. They are CPU characters for VS- mode.

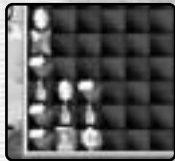
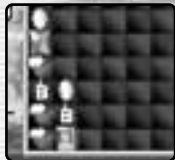




Hint #3: Setting-up Chain Reactions

These are the basics for starting three-jewel chain reactions.

1. First, wait for a group with two jewels of the same color (A) to fall. Make sure the different colored jewel is on top and drop it to the left edge of the field.
2. Next, place the next jewel so that it lines up color (B) diagonally downward. Position color (A) on top of the structure on the left edge.
3. After that, wedge it in with any other jewel and place it so that (B) comes on top of it. ...Remove (C) here and (B) will drop and be removed, then (A) will drop and be removed - making a 3-step chain reaction.



Tricks for Making Chain Reactions

- Make Diagonal Chains.
- Place a different jewel in the space you would use to remove the jewels diagonally. Then place a jewel you would like to remove directly above that space.
- If you have 2 jewels of the same color lined up diagonally, instead of removing them right away with a third jewel, place a different type of jewel in the "trigger" spot and place the third jewel one spot higher.
- When the lower jewel is removed the third jewel will fall and complete the diagonal line.

Keep placing the jewels one spot higher and set up really long chain reactions.

Practice and see how long you can build them!



Credits

The following credits list the staff responsible for the localization, marketing and manual for the US version of Columns Crown. Credits for the original development staff are listed in the game itself.

VP of Product Development

Jin Shimazaki

Localization Manager

Osamu Shibamiya

Localization Producer

Klayton Vorlick

Lead Tester

Chester Lee

Assistant Lead Tester

Derek Wong

Testers

Davidson Talag

Alex Vaughan

Neil Sorens

Ramin Rouya

Eric Ling

Amy-Geene Williamson

Group Director of Marketing

Mike Fischer

Product Manager

Rich Briggs

Associate Product Manager

Noah Musler

Creative Services Director

Bob Schonfisch

Creative Services Designer

Vicki Morawietz

Public Relations

Gwen Marker

Teri Higgins

Special Thanks

Peter Moore

Chris Gilbert

Jane Thompson

Izora Garcia de Lillard

John Amirkhan

Joe Aragones

Shinobu Shindo

Makoto Nishino

Yoshihiro Sakuta

Kyoko Drumheller

Sandy Castagnola



Notes

****THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN GAME BOY ADVANCED PAKS MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!***

Limited Warranty

Sega of America Dreamcast, Inc. warrants to the original consumer purchaser that the Game Boy Advance Game Pak shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Game Pak or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Game Pak, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site http://www.sega.com/customer_service
- e-mail support@sega.com
- 800 number 1-877-336-1000

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, DREAMCAST INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. All Rights Reserved. This game is licensed for use with The Nintendo Game Boy Advance System only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Original Game © SEGA CORPORATION. © WOW ENTERTAINMENT/SEGA 2001. Sega of America Dreamcast, P.O. Box 7639, San Francisco, CA 94120. All rights reserved. Programmed in Japan. Made and printed in the Japan.

This software partially uses LCFONT for input characters. The half-sized characters, however, are not LCFONT. LCFONT and LC logo are trademarks of Sharp Corporation