GAME BOY® ADVANCE

AGB-AKLE-USA

# KLONOA®

## Empire of Dreams

***INSTRUCTION BOOKLET***

namco®

***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**

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# KLONOA®

## Empire of Dreams

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# WHEN DREAMS BECOME NIGHTMARES

**Where did I come from?**
**Where the blue winds blow...**
**Where am I going?**
**Where the white clouds flow...**
**So if I dream,**
**I'm sure to wake...**

Klonoa and his best friend Huepow are always dreaming about adventure. But they never expected their daydreams to lead them astray in a strange land. Now they've been brought before the Emperor, and it's beginning to sound like they're in big trouble!

The Emperor is afflicted with an illness that prevents him from sleeping. He's unreasonably forbidden his subjects to dream, since he himself is denied that pleasure. To Klonoa's surprise, he discovers he's been arrested for the crime of dreaming!

"Why is it so wrong to dream?" he asks. Minister Bagoo is horrified. No one talks that way to Emperor Jillius!

For Klonoa's impudence, and for the "crime" of dreaming, Minister Bagoo prepares to lead the boy away to be executed. But the Emperor sees an opportunity to solve his own problem. He agrees to release Klonoa on one condition. If Klonoa can defeat the four monsters that are ravaging the Empire, then his execution will be canceled. But only if...

Klonoa and Huepow are released to begin their quest.

"Looks like we're in trouble now," Huepow says.

"Where IS this place?" wonders Klonoa.

"Let's take a look around. Maybe we'll find a clue,"

"You're right. Let's go!"

If only Klonoa and Huepow knew what dangers lay ahead...

# CHARACTERS

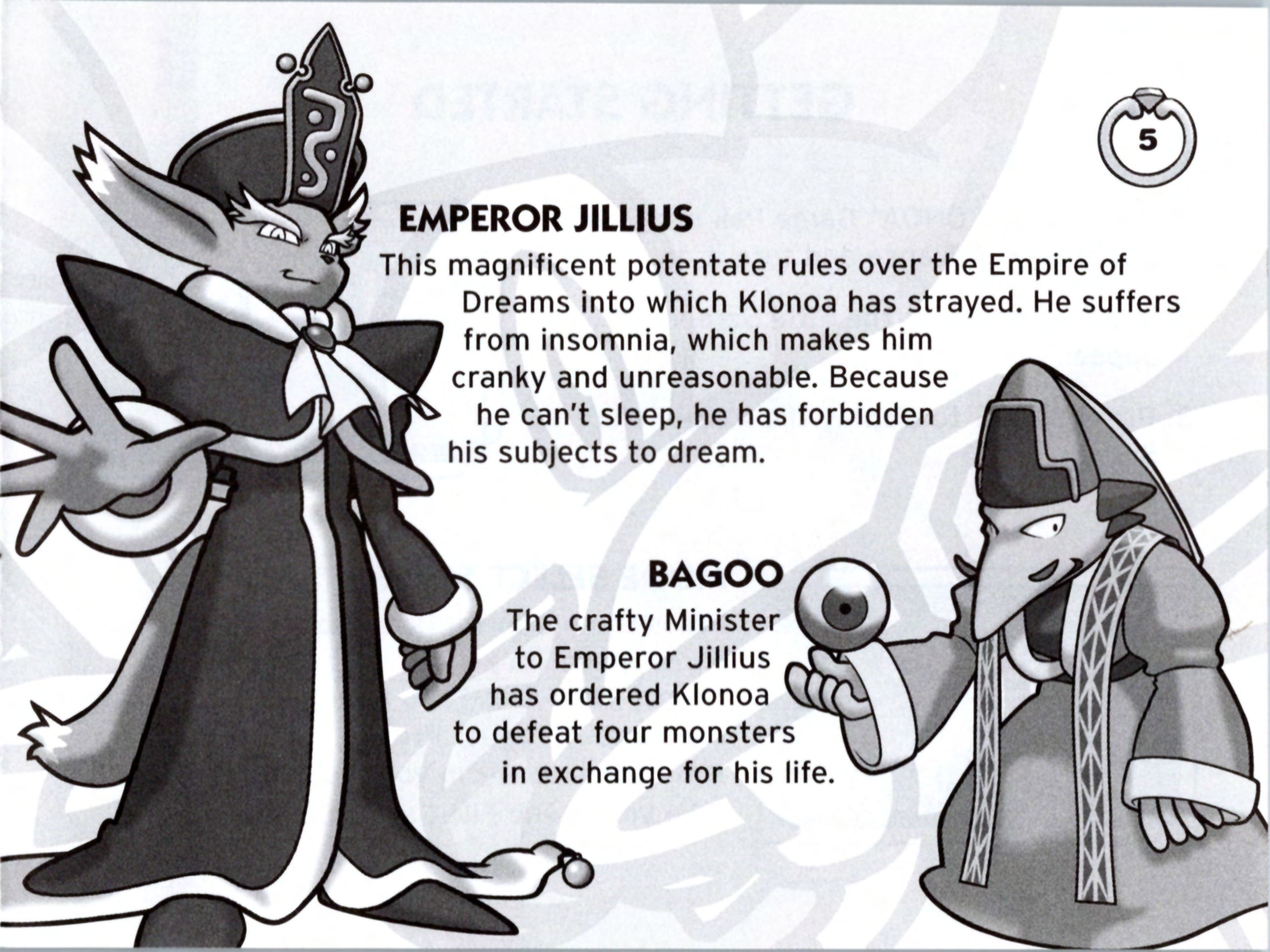
You'll come to know these main characters very well as you travel through the Empire of Dreams. You'll also meet many others who will aid you...or get in your way!

## KLONOA

Klonoa is a playful boy bubbling with curiosity. His special power is his ability to manipulate the wind. By getting help from his best friend Huepow, Klonoa can intensify this amazing skill.

## HUEPOW

Huepow is an imp who dwells in Klonoa's magic ring. He helps Klonoa whenever he can.





## EMPEROR JILLIUS

This magnificent potentate rules over the Empire of Dreams into which Klonoa has strayed. He suffers from insomnia, which makes him cranky and unreasonable. Because he can't sleep, he has forbidden his subjects to dream.

## BAGOO

The crafty Minister to Emperor Jillius has ordered Klonoa to defeat four monsters in exchange for his life.

# GETTING STARTED

1. Insert the KLONOA® Game Pak into your Game Boy® Advance and turn it on.
2. In a few moments the Title Screen will appear.
3. Press START to display the Mode Select Screen.

## MODE SELECT SCREEN

Press the + Control Pad ▲ or ▼ to choose a game mode. To play from the beginning, choose NEW GAME. To resume an old game, choose CONTINUE. Press START or the A Button to confirm your selection. This will take you to the File Select Screen.

## FILE SELECT SCREEN

Press the + Control Pad ◂ or ▸ to choose a Save File and press START or the A Button.

- If you chose NEW GAME on the Mode Select Screen, the game you play will overwrite any previously saved game. To continue, highlight YES with the + Control Pad and press START or the A Button.
- If you chose CONTINUE on the Mode Select Screen, you will now resume a previously saved game. To continue, highlight YES with the + Control Pad and press START or the A Button. Your progress will be saved automatically, overwriting the old file.

## THE AUTO SAVE FEATURE

KLONOA® has an Auto Save feature that automatically saves your game both during a Vision (Stage) and whenever you clear a Vision. You can resume saved games by choosing CONTINUE on the Mode Select Screen.

## CLEARING SAVE DATA

To erase all KLONOA® save data, hold down the L, R, A, and B Buttons and press the + Control Pad ▸ as you simultaneously turn the power on. Continue holding down all the buttons as the Game Boy® logo appears, until the screen to erase the save data appears. Highlight YES with the + Control Pad and press START or the A Button to erase all saved games.

# CONTROLS

| | |
|---|---|
| **+ Control Pad** | Move Klonoa<br>(Not used in Hover Board Stages) |
| **START** | Skip Story Screens<br>Display Pause Menu |
| **SELECT** | Not used |
| **A Button** | Jump |
| **B Button** | Shoot |
| **L Button** | Rotate map (on Vision Select Screen) |
| **R Button** | Shoot<br>Rotate map (on Vision Select Screen) |

**Note:** These are default control settings. You can reassign the controls using the Button Configuration option in the Pause Menu (see page 16).

# PLAYING THROUGH THE GAME

The Empire of Dreams has 5 Worlds, and each World has 8 Visions. Klonoa must use various skills to clear each Vision.

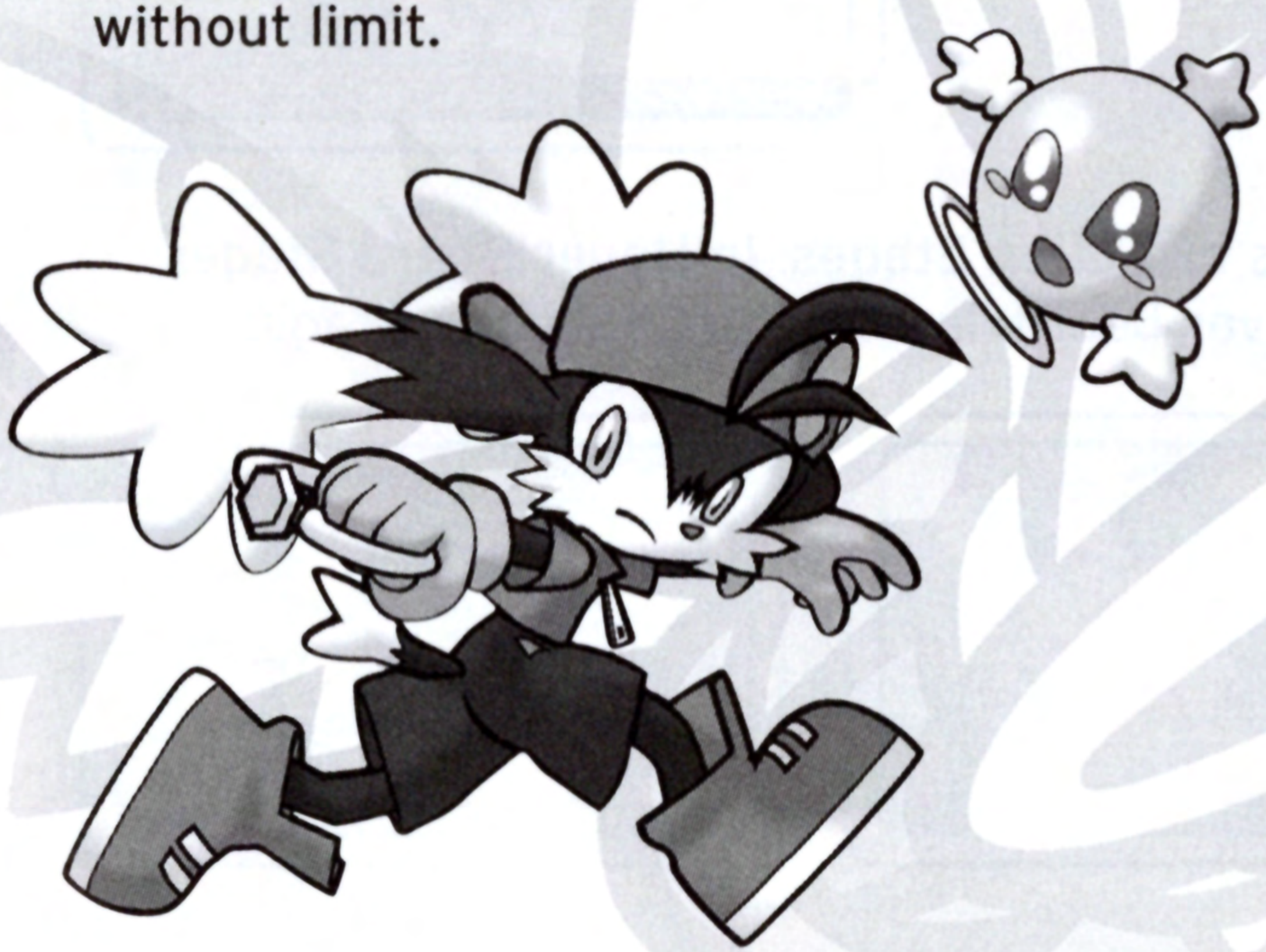
## WORLD MAP

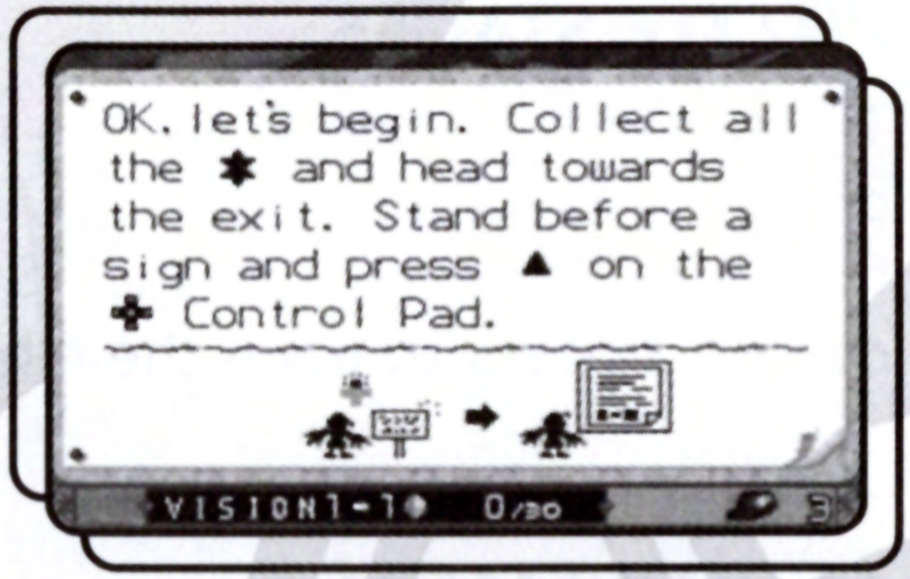
Start here by selecting the World you want to play in. You can select any World that has already been cleared. In New Games, only the first World is available. Other Worlds open up as you clear previous Worlds.

You clear a World by defeating its Boss. Even if all the Visions in that World have not been cleared, you can progress to the next World once you've overcome the Boss. You can return to the World as many times as you want in order to clear all the Visions.

## VISION SELECT

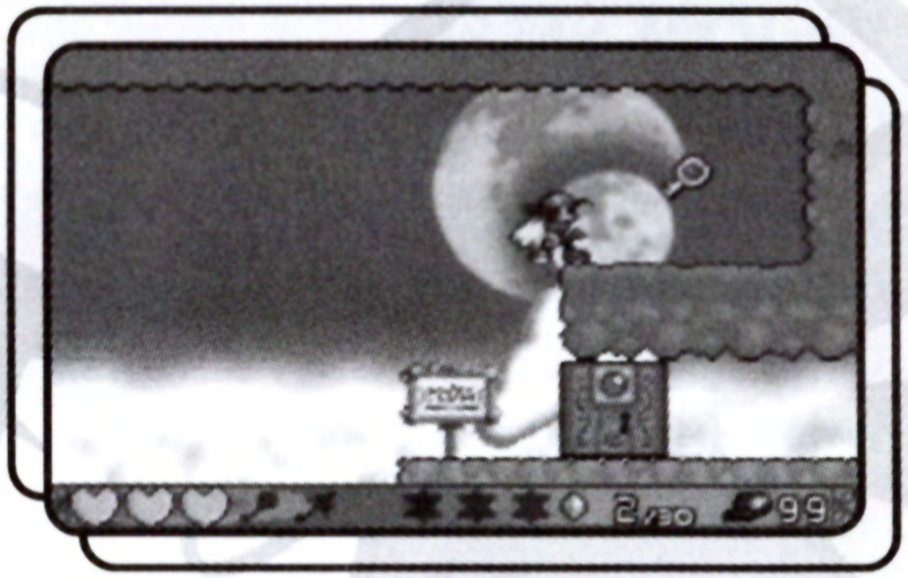
Before each Vision, a Mission Screen tells you what you must accomplish. As you clear each Vision, more Visions open up for you to try. You can replay cleared Visions without limit.





## PUZZLE STAGES

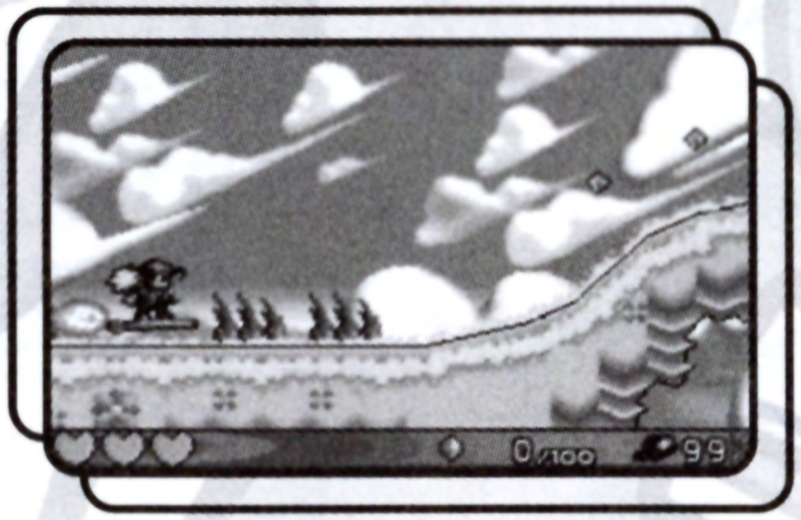
The goal for Puzzle Stages is to clear different challenging puzzles using items found in the Stage. For each Stage, you must collect 3 Stars to open the Moon Door.

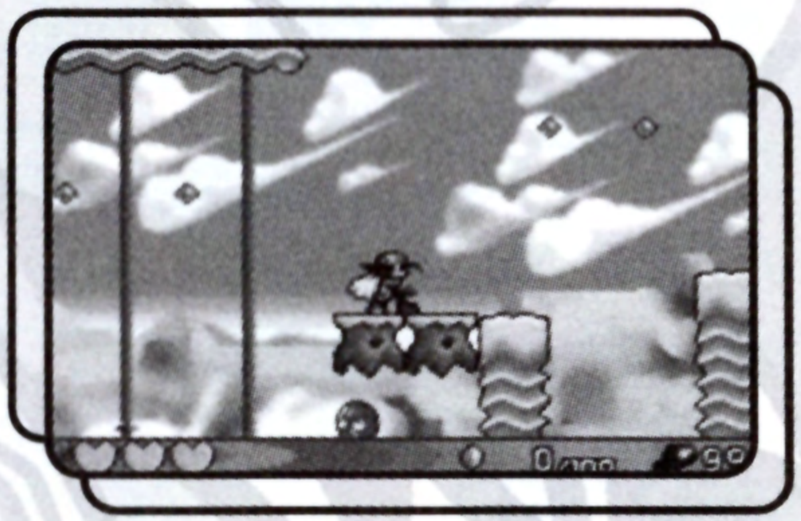


## ACTION STAGES

Test Klonoa's powers in two types of Action Stages. In Hover Board Stages, you'll glide on a self-propelled hover board. In Athletic Challenge Stages, you make progress by overcoming obstacles.

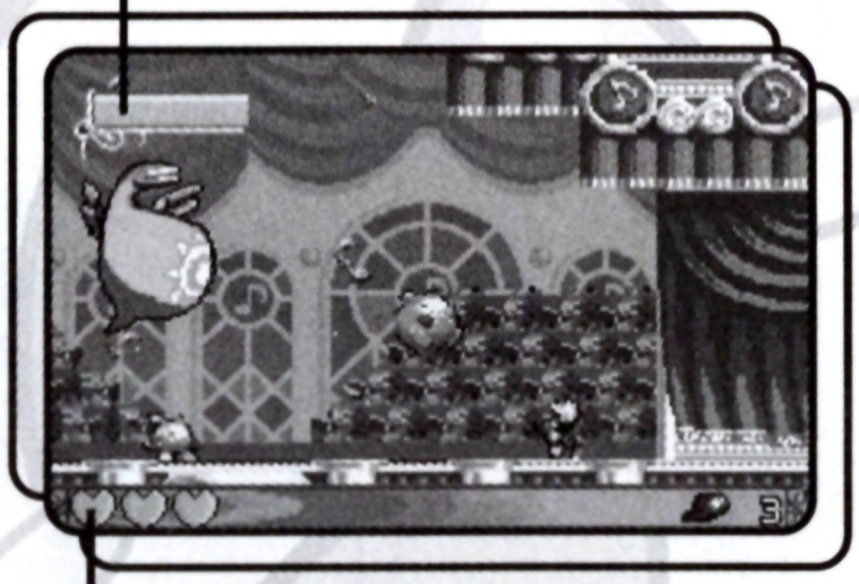
Clear both types of Stages by reaching the goal.



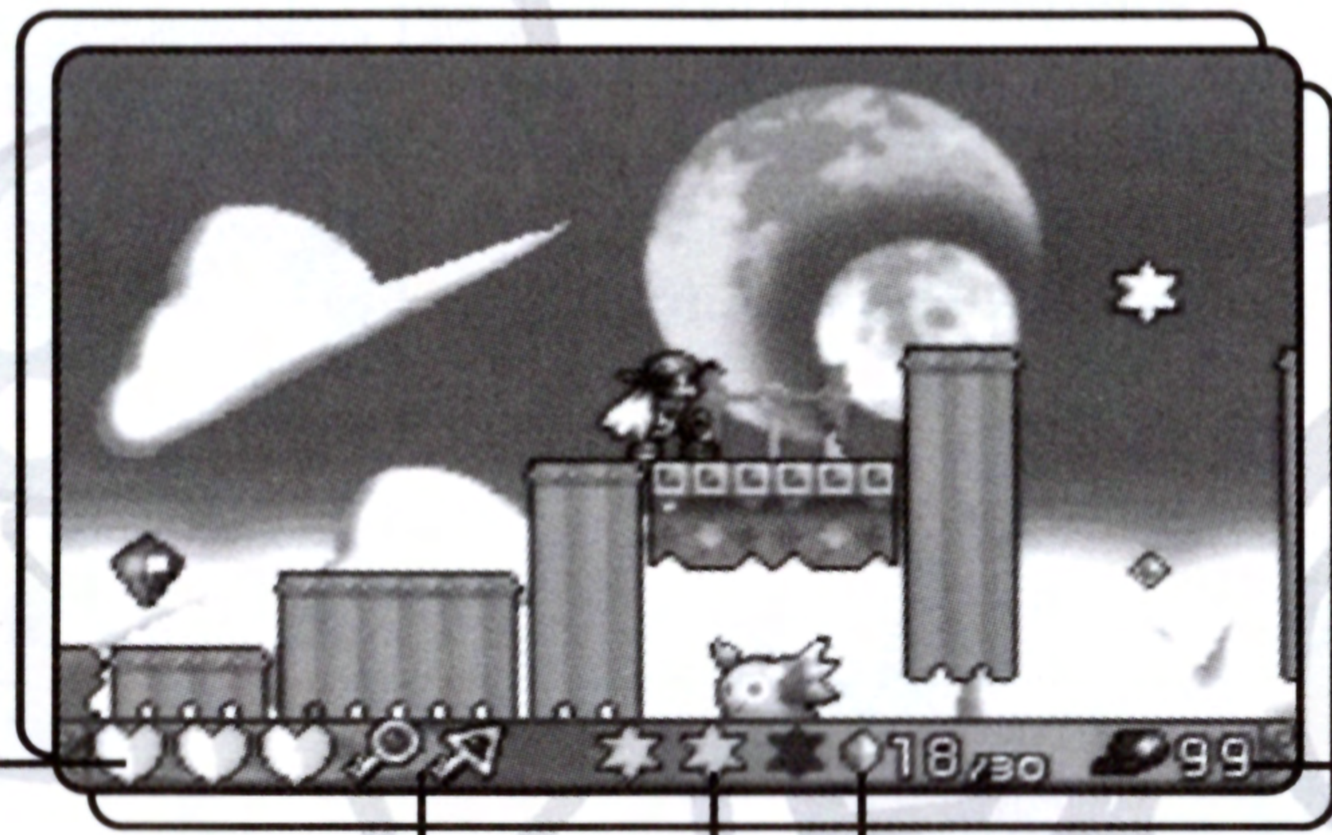


## BOSS STAGES

These Stages consist solely of battling the Boss characters. Shoot at a Boss's weak point with enemies you capture. Clear these Stages by draining the Boss' Life Meter at the top of the screen. Keep an eye on Klonoa's Life Meter – if it drains first, you'll have to try again.



# GAMEPLAY SCREEN




Life Meter

Remaining Lives

Keys

Stars

Dream Stones

Klonoa's adventure takes place on the Gameplay Screen. Use these guidelines to play through the Vision.

1. Getting touched by an enemy or falling into water or spikes will reduce Klonoa's Life Meter by one Heart. (You can collect more Hearts to restore the Life Meter.)

2. When Klonoa's Life Meter is used up, he is defeated. He can continue as long as he has Remaining Lives.

3. If you run out of Remaining Lives, the game ends. (You can collect 1 Ups to restore your Remaining Lives.)

4. Open locked doors using Keys that have a matching symbol.

5. Collect 3 Stars to open a Moon Door.

6. Clear a Puzzle Stage by going through a Moon Door.

7. Clear an Action Stage by reaching the goal.

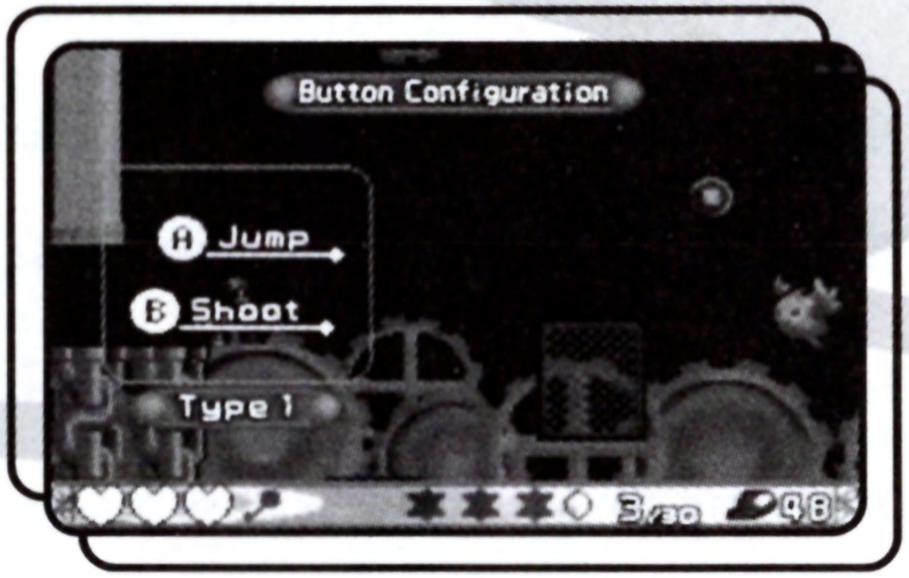
# PAUSE MENU

Press START during the game to pause and display the Pause Menu. Select a menu item with the + Control Pad and press the A Button to confirm your selection.

**CONTINUE GAME** – Resume the game. (You can also press START or the B Button to resume.)

**RETRY** – Restart the game from the beginning of the area you are currently playing.

**SELECT VISION** – Return to the Vision Select Screen.




**BUTTON CONFIGURATION** – Reassign the button controls by pressing the + Control Pad ◀ or ▶ to choose Type 1 or Type 2. Press the A Button to confirm your choice.

# CONTINUE SCREEN



The Continue Screen appears when Klonoa loses all of his Remaining Lives.

- Highlight CONTINUE and press START or the A Button to continue the game from the beginning of the Vision.
- Select QUIT to end the game.

## WHAT IF YOU CAN'T PROCEED?

Sometimes a mistake you make in solving a puzzle will prevent you from going any farther. If that occurs, select RETRY in the Pause Menu. Retrying does not reduce the number of Remaining Lives you have.

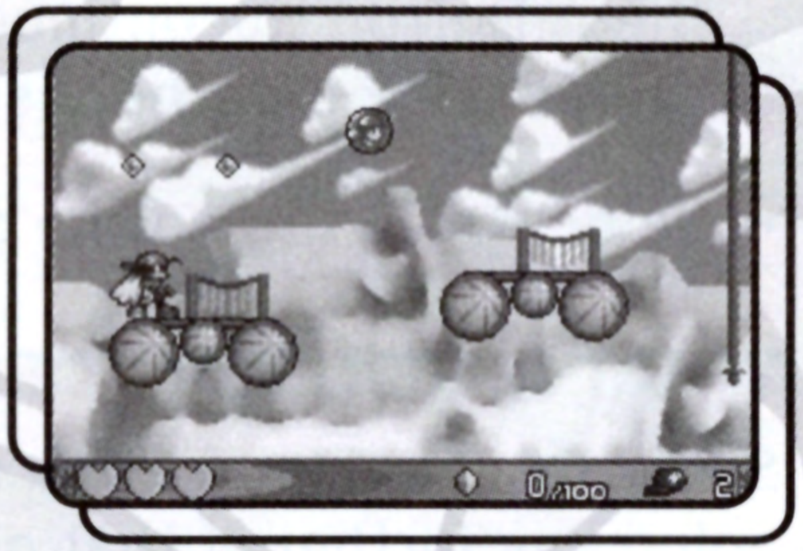
# ACTIONS

Klonoa is extremely athletic. His many moves give you lots of options for moving around the Visions and solving puzzles.

## MOVE

Press the + Control Pad ◀ or ▶.

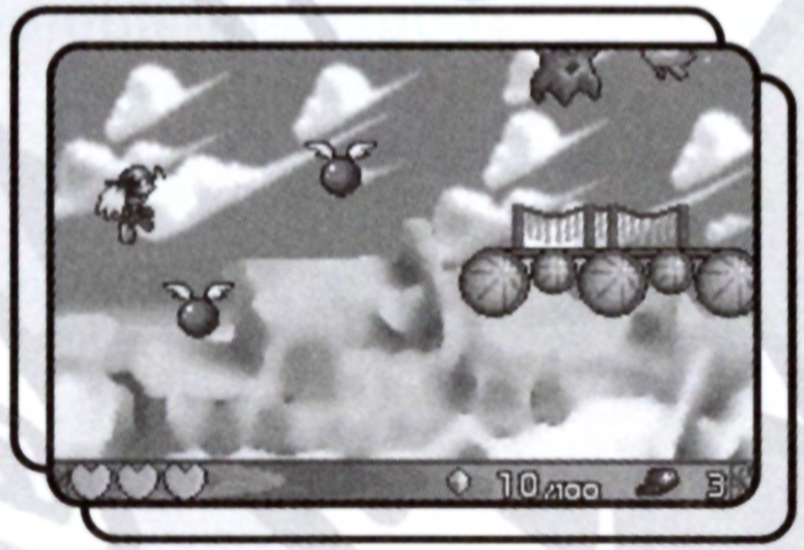
Klonoa will move in the direction you press. When Klonoa is riding his hover board, the screen scrolls automatically, so you don't need to use the + Control Pad to move.



## JUMP

Press the A Button.

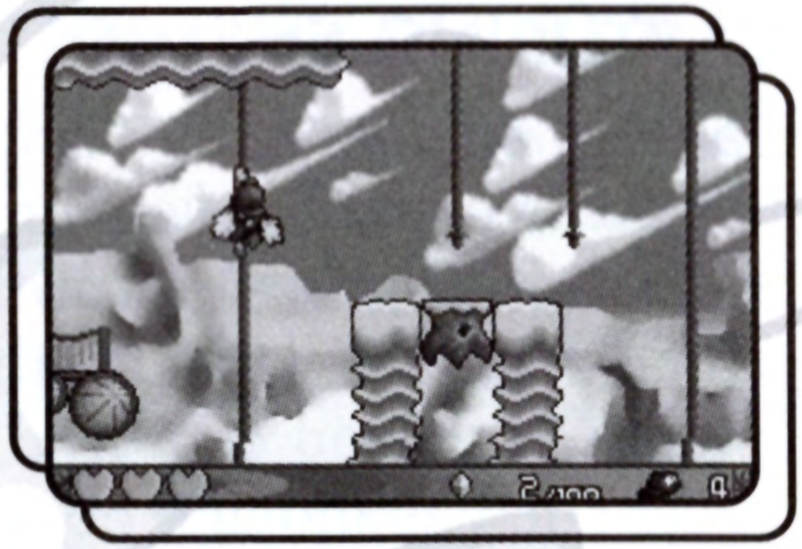
Klonoa will jump, even while carrying an enemy or a box.



## CLIMB UP AND DOWN

Press the + Control Pad ▲ or ▼.

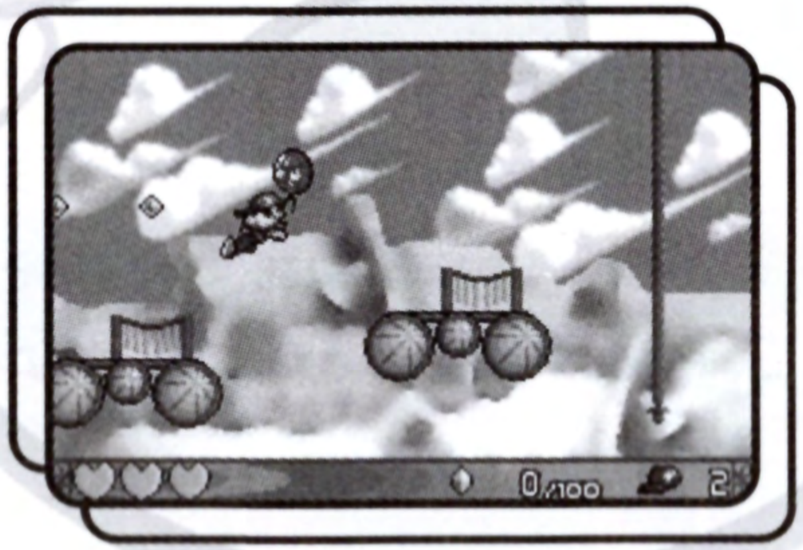
Klonoa will climb up or down on ladders and ropes. Unfortunately, Klonoa cannot climb while he has his hands full with an enemy or a box.



## HOVER

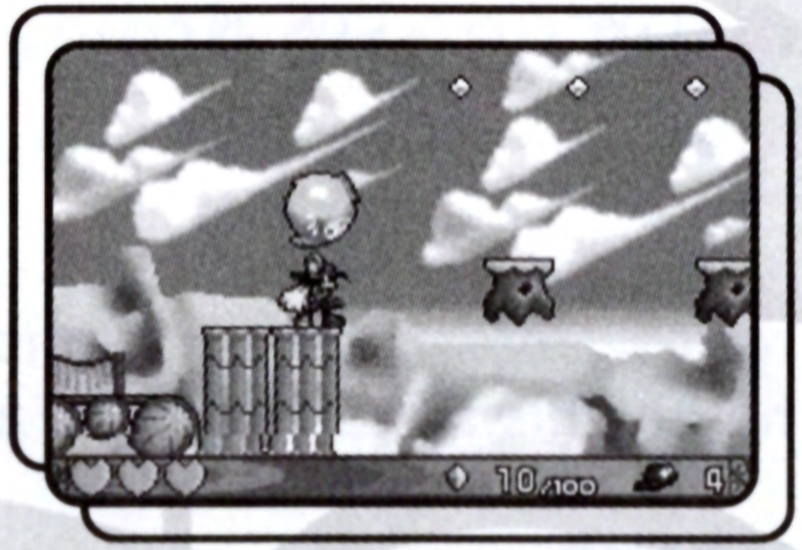
Hold down the A Button while jumping.

Klonoa will flap his ears and hover in midair for a short time. While he's hovering, you can move him slightly to one side or the other with the + Control Pad. Klonoa's hovering ability doesn't work when he's carrying an enemy or a box.



# SPECIAL ACTIONS

## CAPTURING ENEMIES

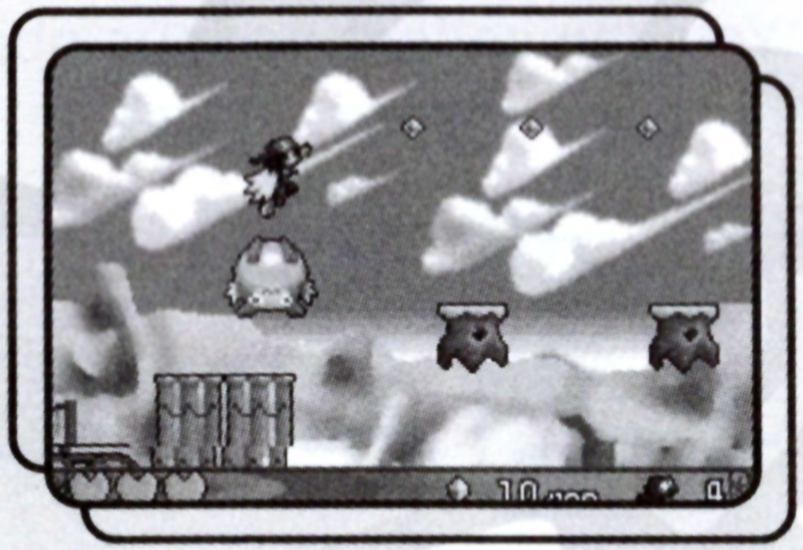



Capture an enemy by firing a wind bullet at it. For some enemies, you'll need to jump to aim at them. You can then throw the captured enemy, which explodes when it hits a wall or another enemy. Try using captured enemies for other tasks such as moving objects.

**To capture an enemy:**

1. Get close to an enemy and press the B or R Button to fire a wind bullet.
2. You will capture the enemy if the wind bullet hits it.
3. Press the B or R Button again to throw the captured enemy.

## DOUBLE JUMP



Use captured enemies to jump high! Your jumps will be twice as high because you're bouncing on top of the enemy. Then, you can attack another enemy with the same enemy you used as a trampoline.

**To perform a double jump:**

1. Capture an enemy.
2. Press the A Button to jump, then press the A Button again in midair.
3. When you perform a double jump, the enemy is kicked down. At this point you can capture another enemy and do yet another double jump.

# OBJECTS

You can collect various objects in the Visions. Plan how you'll use them to help you clear the area.

## BOXES

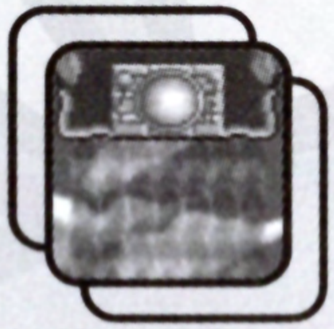
Boxes can be thrown, but they do not explode like enemies do. You can also use them as stepping stones.

## BOMB BOXES

Boomies can trigger Bomb Boxes, which explode in the direction of the arrow. Bomb Boxes can also be lined up as stepping stones.

## MAGNET BLOCKS

Throw Magnet Blocks against walls with matching patterns, and they will magnetically stick together. Magnet Blocks also have a use as stepping stones.



## WATERFALLS

Since Klonoa can't swim, waterfalls could be insurmountable barriers. Figure out how to stop them using enemies and Boxes.

## SWITCHES

Hit them with wind bullets or enemies to activate them. Then watch what happens!

## PRESSURE SWITCHES

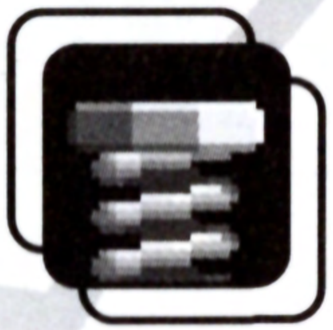
To activate these special switches, stand on them or place an object on top of them.

## GOOMI

Hit Goomis with a wind bullet to hang from them. Some Goomis are mobile.

## ARROW PANELS

Bounce an object or enemy off an Arrow Panel, and the projectile will go flying in the arrow's direction. Use a wind bullet to change the direction of blue arrows.

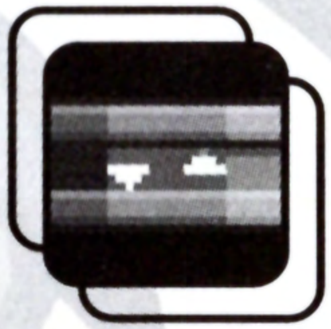


## SPRINGS

Press the A Button as you step on a Spring for a high jump. Timing is everything.

## SCALES

Stand on one side of a scale to raise the other side. Use them as stepping stones.



## FOUNTAIN FOOTHOLDS

These bubbling geysers rise and fall with water power. Time your jumps to hop across them.

## DOORS

Only the correct number of Stars can open Moon Doors. Key Doors can only be opened with Keys having matching symbols.

# ITEMS

These are a few of the items that you can collect during your adventure. They may be hidden in unexpected places, so be sure to search each Stage thoroughly. See what other items you can find – and discover what they do.

## STARS

With three of these in hand, you can open a Moon Door. They are key items in the Puzzle Stages.

## KEYS

They open Key Doors. Be sure to pair each door with its corresponding Key by matching up the symbols.

## DREAM STONES (small)

Collect all of these small stones for a special surprise.

## DREAM STONES (large)

Each one of these big stones is worth 5 Dream Stones.

## HEARTS

When you collect a Heart, Klonoa's Life Meter recovers by one level.

## 1 UPS

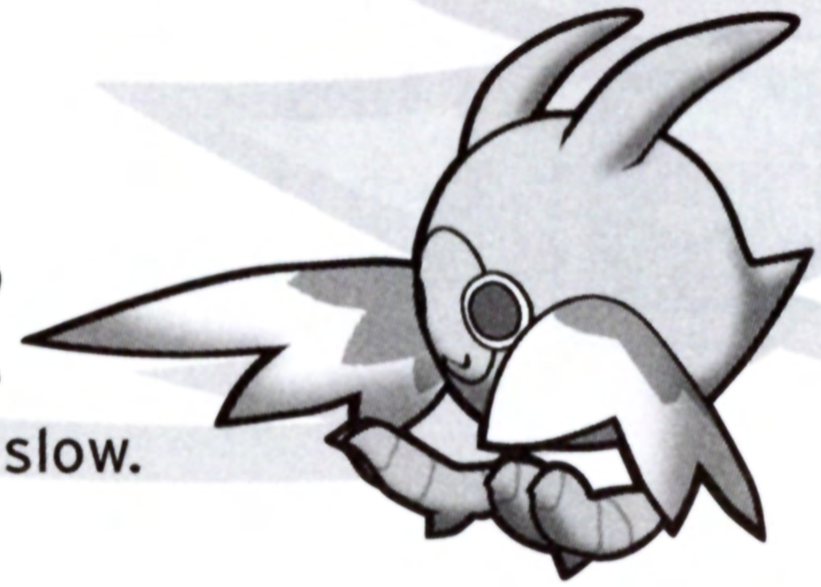
Each 1 UP you collect adds another life to Klonoa's Remaining Lives.

# BADDIES

These cute yet bothersome characters stand in the way of your progress. You'll earn points by defeating these mischief-makers. Some of them are even useful, for example, for double jumps. Keep in mind that dealing with them is essential to clearing the Stages.

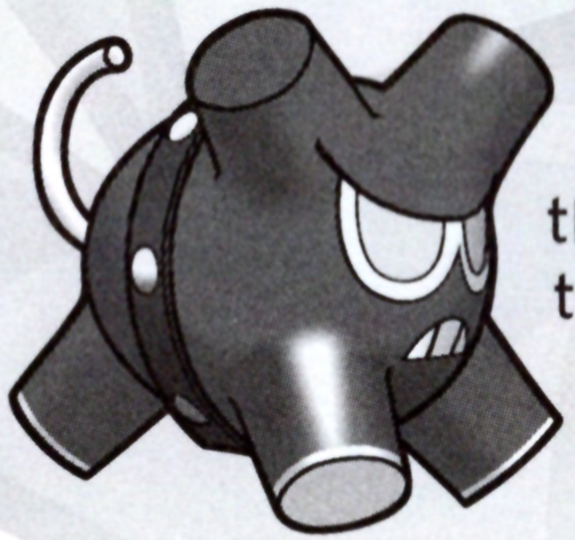
## MOO

They waddle along paths, seemingly oblivious to the world. They should be easy to catch, since they move so slowly.



## FLYING MOO

These airborne Moos are as cute as their earthbound cousins, but not as slow.

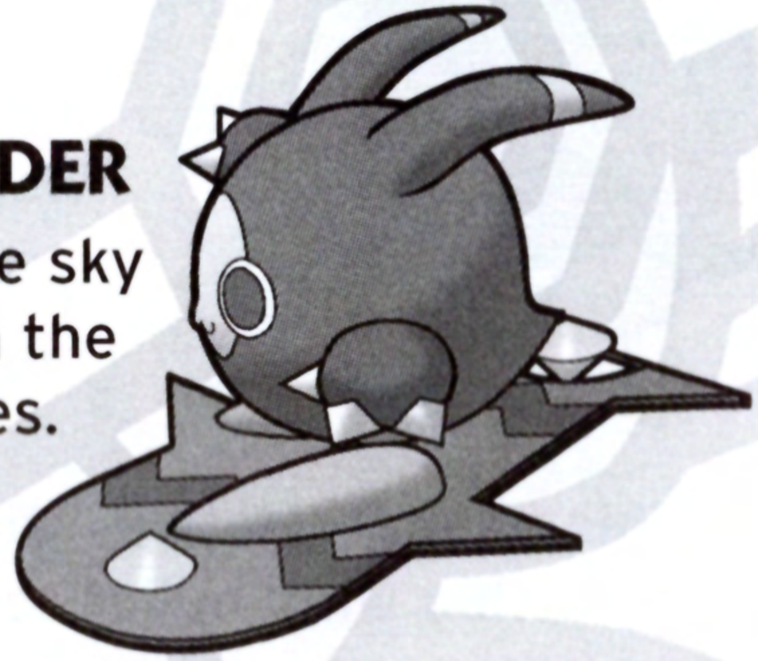


## BOOMIE

Once you pick up a Boomie, a countdown starts. Throw the Boomie like any other Baddie, and nothing will happen to you. But if you're still holding it when the countdown reaches 0, the Boomie will explode!

## MOO BOARDER

These Moos speed through the sky on Hover Boards. They appear in the Action Stages.



## SPIKER

Nothing can hurt these guys. Try to get around them without getting injured.

## GLIBZ QUAD CANNON

This enemy sprays rapid rounds of bullets. Wait for your chance when it stops firing.

## TETON

This enemy floats in midair, so hit it with a wind bullet to catch a ride.

# KLONOA NOTES

# KLONOA NOTES

# KLONOA NOTES

# CREDITS

| | |
|---|---|
| **Published by:** | Namco Hometek Inc. |
| **Developed by:** | Namco LTD. |
| **Project Supervisor:** | Yas Noguchi |
| **Producer:** | Noriko Wada |
| **Project Manager & PR:** | Hugo Reyes |
| **Sr. Marketing Manager:** | Stacey Sujishi |
| **Quality Assurance Manager:** | Brian Schorr |
| **Product Coordinator:** | James Guirao |
| **Test Lead:** | Dae Kim |
| **Testers:** | Adrian Escultura<br>Jesse Mejia |
| **Package and Manual Design:** | Price Design Team |
| **Special Thanks to:** | Yoshi Homma<br>Jesse Taylor<br>Garry Cole<br>Robert Ennis<br>Jennifer Tersigni |

# NAMCO LIMITED WARRANTY

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