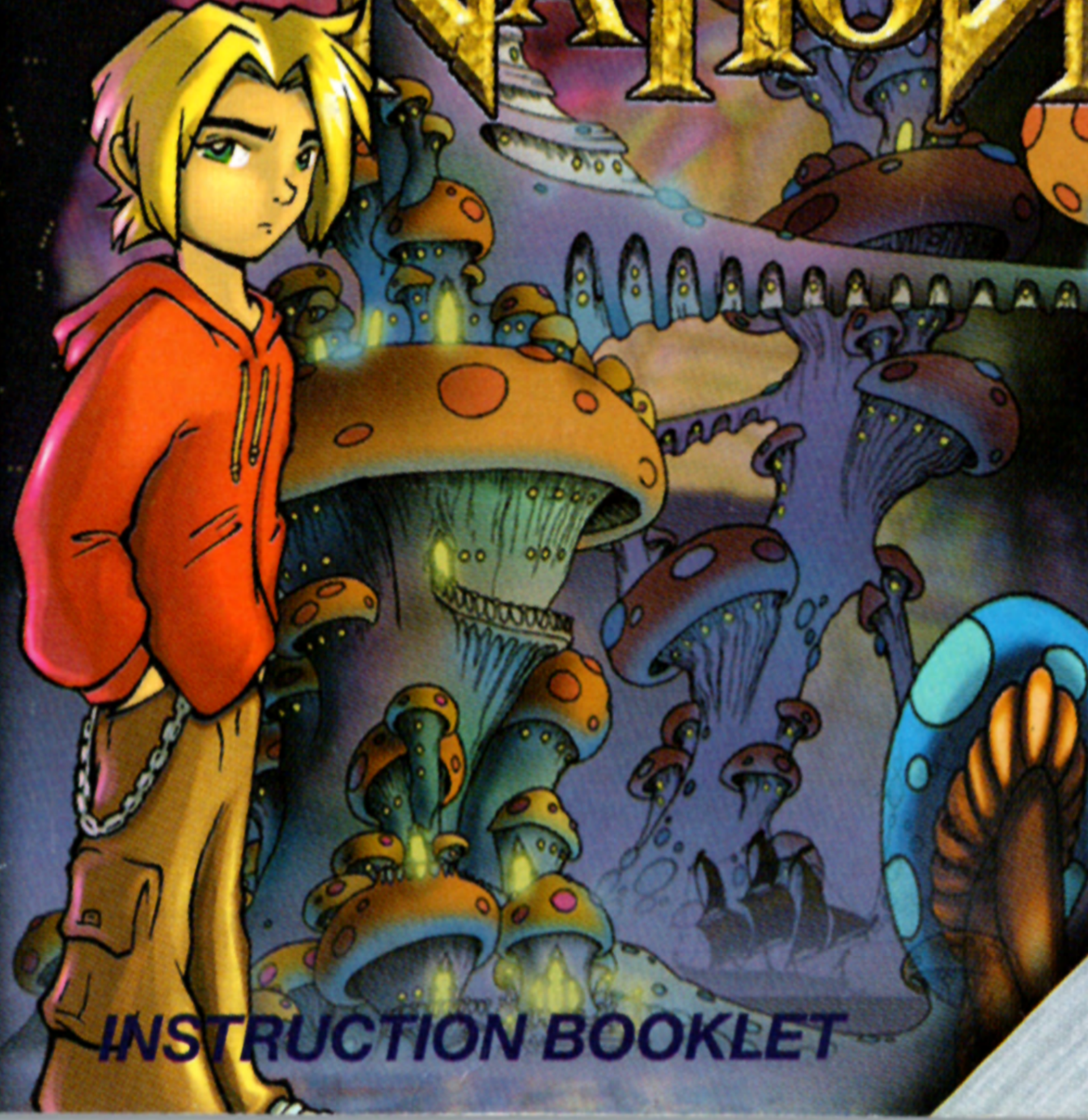
Nintendo

GAME BOY COLOR

CGB-BNNE-USA

MAGI NATION™



INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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INTRODUCTION

After centuries of magical imprisonment, a terrible foe has broken free and now resumes its mission to destroy the inhabitants of Magi-Nation™.

Magi-Nation™'s only hope is a young man from another world named Tony Jones. Join Tony on the adventure of a lifetime as he learns to master the magic of dreams and prepares for the ultimate confrontation with an ancient evil. Begin a journey to the edge of your imagination and beyond!

CONTROLS

+ CONTROL PAD

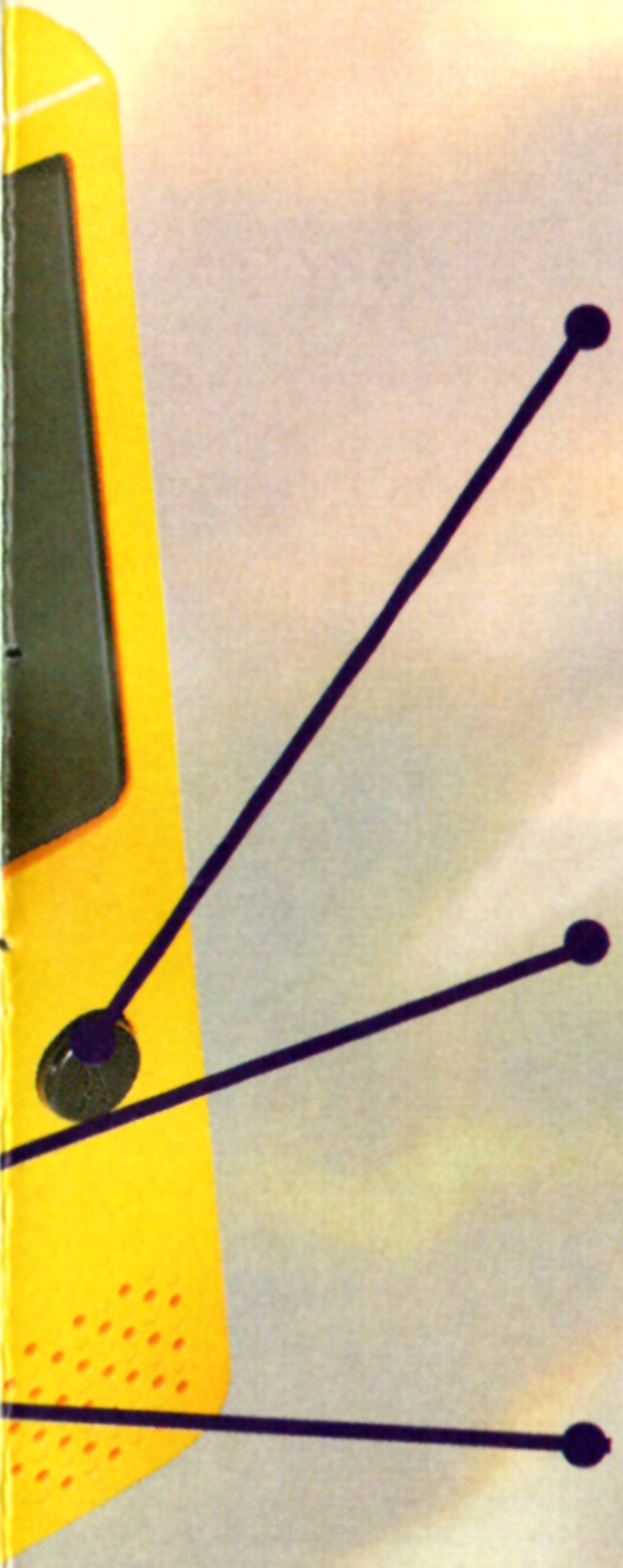
MAIN SCREEN: This will control the movement of Tony throughout the world of Magi-Nation™.

BATTLE SCREEN: Use the +Control Pad to navigate menus and select targets for commands.

SELECT

MAIN SCREEN: This has no use on the main screen.

BATTLE SCREEN: This has no use on the Battle screen.



A BUTTON

MAIN SCREEN: (Action) Pressing the A Button attempts to interact with whatever Tony is currently facing. This can be used to talk to people, open boxes, etc. Try pressing the A Button in many places and when you get new abilities.

BATTLE SCREEN: (Select/Confirm) Use the A Button to select and confirm your choices in the battle.

B BUTTON

MAIN SCREEN: (Run/Jump) Holding the B Button will make Tony run. If faced with an obstacle that can be jumped, holding the B Button while pressing the +Control Pad in the appropriate direction will cause Tony to leap over it.

BATTLE SCREEN: (Cancel) Use the B Button to cancel the current action or selection.

START

MAIN SCREEN: This will bring up the Main Menu screen.

BATTLE SCREEN: This has no use on the Battle screen.

GETTING STARTED

Insert the Magi-Nation™ Game Pak into your Nintendo® Game Boy® Color system and turn the power switch to the ON position.

When the Title screen appears, press START to view the New / Continue Game screen.

New / Continue Game Screen

This screen will allow you to start a new game or continue a previously-saved game. The first time you view the New/Continue Game screen, go through the door on the far left to start a new game. You can only save one game. If you start a new game and save it, all progress on any previous game will be erased.

New Game

Using the +Control Pad, move Tony Jones into the left hand door.

Continue Game

To continue a game, there must be a previously-saved game. Using the +Control Pad, move Tony Jones into the right hand door. You will resume game play from the point where you last saved the game.

The Main Menu

Pressing START on the map brings up the Main Menu. The bottom part of the Main Menu displays:

- **Tony's ordinary 'money' Animite (sphere icon)**
- **Tony's current and maximum Energy (Σ icon)**

The bottom of the main menu also displays the following options, some of which will not do anything at the start of the story:

Tony

This brings up the Tony menu, which displays Tony's Level and Experience.

Tony gains Experience whenever he and his Creatures win battles. Whenever Tony gains 100 Experience Points, he goes up a Level and his maximum Energy increases.

Over the course of the game, the Tony menu will show pictures of certain items Tony gets that give him special abilities, such as the Energy Band that allows him to kick blocks.

Spells

After Tony gets his first spell from Evu, selecting 'Spells' will list Tony's spells, indicated by a scroll icon. Spells are used during battles; see page 13.

Rings

After Pruitt makes Tony his first ring, selecting 'Rings' will display the rings Tony has equipped, showing the statistics of the Creatures he can summon. See 'Creature Statistics' on page 17.

Shown below each Creature's statistics are two slots for Relics, indicated by question mark icons. To attach a Relic to a Creature, select a Relic slot and select a Relic from your collection to fill that slot (or replace the Relic already in there). To detach a Relic from a Creature or to review the Relic effects on a Creature's Statistics, press left or right on the +Control Pad or SELECT, when the pointer is at a filled Relic slot.

Items

Items can be found in treasure chests, given to Tony during story events, won in battles, or bought at shops.

If Tony has any items at all, selecting 'Items' from the Main Menu will list them. Certain items, such as the Baloo healing items and the Water of Life, can be selected and used from this menu. Most other items can only be used during battles and will tell you so when you try to use them.

To find out what certain items, spells, or Relics do, ask a Historian; see page 23.

Relics are not items and are not listed in this menu. To see Tony's Relics, go to the Rings menu.

Items that give Tony special abilities are also not listed here. To see them, go to the Tony menu.

Save

Saving from the Main Menu can only be done on the overworld (when everything

appears smaller and Tony walks in place if you don't touch the Control Pad.) Selecting 'Save' marks the spot from which you will continue your game when you take the right-hand door at the New/Continue Game Screen; see page 6.

At havens such as Inns and Gia's hut, people will offer Tony the chance to record his journey. Recording the journey will save the game without having to use the Main Menu. It will also restore Tony to his full Energy – this will not happen if you save on the overworld.

*List

The star icon is the symbol for Infused Animite, which is used to make summoning rings. Selecting '*List' will list the Creature types Tony has gotten Infused Animite from in alphabetical order, as well as how much Infused Animite Tony has collected from each of those Creature types.

BATTLES

A standard battle is broken up into a series of turns. Each turn the following things happen:

1. **Decide what action Tony will take.**
2. **Decide what action each of Tony's Creatures will take.**
3. **Opposing Magi and Creatures decide what actions they will take.**
4. **The actions are played out.**

Tony's Actions

Tony has five actions he can take, and he can only take one action per turn. The five actions are:

SUMMON

This is the most important action in any battle. To summon a Dream Creature, Tony must

pay Energy equal to that Creature's maximum Energy; the Creature will then appear with that much Energy. If Tony has less Energy than the maximum Energy of a Creature he wants to summon, he cannot summon that Creature.

ITEM

This allows Tony to use one of his items. The types and uses of items vary widely. You can use items to heal a Creature or improve a Creature's statistics. Using an item costs no Energy.

SPELL

Tony will learn new spells throughout his adventures. Casting them will use some of Tony's Energy and have an effect, similar to items. Spells never run out, but you need to have enough Energy to use them.

FOCUS

Focusing allows Tony to 'pass' his turn to gain a small amount of Energy.

RUN

If the battle is not going in your favor, or if you do not wish to waste your time with the battle, you can try to run. You may not be able to run in all situations, and if you do run, the Energy remaining on the Creatures you have summoned is lost.

Tony's Creatures' Actions

A summoned Creature gets to do one action of its own each turn, except during the turn in which it was summoned. Creatures have three kinds of actions:

FIGHT

'Fight' is a Creature's normal attack. Creatures do not have to spend Energy to fight, but it has no special effects.

DEFEND

While the cursor is on Fight, you can change Fight to Defend by pressing left or right on the +Control Pad, and vice versa.

'Defend' allows a Creature to prepare for attacks. When a Creature chooses to

defend for a turn, it takes less damage from attacks during that turn, but it also does not get to attack during that turn. Defend, like Fight, does not cost its user any Energy.

SPECIAL

Creatures must spend Energy to use special abilities, which have a variety of effects. The cost to use a special ability is listed next to the ability's name. A Creature cannot use a special ability if it does not have enough Energy.

Opposing Actions

After choosing what Tony and his Creatures will do, the opposing Creatures (and sometimes Magi) decide what they will do. You will not know what actions your opponents have chosen until the actions are played out.

Resolution

The actions that have been chosen are played out. Tony's action always happens first, followed by the action of the opposing Magi (if any). The Creatures on both

sides then take turns, with Creatures of higher Speed having a better chance to go earlier in the turn. Some Creatures are stronger or weaker against certain types of opposing Creature attacks. For example, Shadow Creatures lose more Energy to the Life-type attacks of Naroom Creatures.

Sometimes when the time comes for its special ability to be played out, a Creature will not have enough Energy to use the planned ability because it lost Energy from another attack earlier in the turn. When that happens, the Creature will Fight or Defend instead, depending on whether the ability was 'friendly'.

Example: Tony's Abaquist, which has 15 Energy, is going to perform an attack that costs 12 Energy. Before the Abaquist's attack executes, the Abaquist is hit by a Weebo and loses 5 Energy. The Abaquist now has only 10 Energy, and since it can no longer afford the 12 Energy attack, it uses Fight instead.

When the actions of Tony, his Creatures, and his opponents have all been played out, a new round of battle begins.

Winning

Against a random appearance of Dream Creatures, you win when there are no more Creatures opposing you. Against another Magi, you win when the Magi has no more Energy AND no more Creatures. Remember that Creatures are an extension of their Magi's Energy. This means Tony himself will lose only if he has no Energy AND no Creatures.

When Tony wins a battle, all his Creatures disappear. All Energy remaining on those Creatures returns to Tony.

"Rally Point" Energy

Whenever Tony defeats an opposing Dream Creature, he gains a small amount of Energy as the defeated Creature returns to the Dream Realm.

Creature Statistics

STRENGTH

Effectiveness of physical attacks (Fight, Pummel, Punch, Tackle, etc.).

SKILL

Effectiveness of non-physical maneuvers (Flame, Gust, Leaf, Tide, etc.).

DEFENSE

Resistance to physical attacks.

RESIST

Resistance to non-physical attacks.

LUCK

The less Luck a Creature has, the more consistent the damage and effects of its attacks will be. If your Creature has high Luck, its attacks will sometimes do very well, but they will sometimes do poorly. As Luck is not necessarily a good thing, it does not change when your Creature goes up a Level.

ENERGY

The amount of Energy you must have to summon the Creature. This is also the Energy the Creature will have when summoned.

LEVEL

With every 100 Experience Points a Creature gains, it will go up one Level. When a Creature goes up a Level, it will also gain points in its statistics and sometimes learn a new special ability.

EXPERIENCE

Your Creatures gain Experience at the end of each battle you win. The amount of Experience that a Creature gains is based on the level of difficulty of the battle. If you fight battles that are too easy or too hard for your Creatures, they will gain less Experience.

Example: You have a Furok at Level 15 and a Weebo at Level 5. If the Furok and the Weebo both get into a battle against Level 5 Creatures, the Furok will gain less Experience than the Weebo. However, if the Weebo and Furok fight Level 15 Creatures, the Furok will gain more Experience.

WORLD OF MAGI-NATION™

The Magi, inhabitants of Magi-Nation™, are driven by their hunger for knowledge and their love of battle. Magi spend their lives exploring their world and collecting the dream mineral Animite, the substance that drives all existence in Magi-Nation™.

Magi use Animite to bring Creatures from the Dream Realm into reality. By using these Dream Creatures to battle others, Magi gain treasures and Experience that will aid them in their search for wisdom.

Overworld

As Tony Jones, you will have many quests to complete before the final battle. In the

world of Magi-Nation™, you can explore unusual terrain, find mysterious hidden areas, meet amazing people, and learn to summon incredible Dream Creatures.

Dream Creatures and Animite

How does one learn to control a Dream Creature?

When Dream Creatures are defeated and sent back to the Dream Realm, they leave behind a small deposit of a mineral called Animite. Animite is what connects the real world with the Dream Realm and allows the Dream Creatures to come into reality. Animite is also the currency of Magi-Nation™, because of its rarity.

Infused Animite

Occasionally, when a Dream Creature is defeated, it will leave behind a small piece of Infused Animite – that is, Animite containing the essence of that particular Dream Creature.

Relics

When attached to a Dream Creature, Relics modify that Creature's statistics. You will find Relics in chests all over Magi-Nation™. To learn more about Relics, see 'Rings' on page 9.

Ringsmiths

Ringsmiths can take Infused Animite of a particular Creature type and forge a ring for you to use to summon and control a Creature of that type. The following menus are accessible from any Ringsmith:

FORGE

When you select 'Forge', you will see the different rings that the Ringsmith can make, as well as how much regular and Infused Animite you need to make a particular ring.

EQUIP

When Tony has equipped a ring, he can summon that ring's Creature. Selecting

'Equip' will display all of your rings, showing whether or not they are equipped. From this menu you can equip, de-equip, or destroy rings. You can equip up to ten rings, one on each finger. Unequipped rings do not appear in the Main Menu Rings submenu (see page 9) and can only be viewed or equipped by using a Ringsmith's Equip menu. Whenever a new ring is made, if you have less than ten rings equipped, you will automatically be asked if you want to equip the new ring.

POWER

A Ringsmith can also 'power up' an existing ring by adding more Infused Animite of the ring's Creature type to the ring. Powering up a ring raises its Creature's Level by one, and the amount of regular and Infused Animite needed to power up increases with the Creature's Level.

Historians

Historians, like Evu, can tell you what your Spells, Items, and Relics do.

GAME PLAY HELP

Vash Naroom

- Follow Eidon to the forest town of Vash Naroom.
- When you first arrive in Vash Naroom, go to see Orwin. Orwin lives in the far upper right corner of the city.
- After Orwin and Eidon argue, go to see Pruitt. Pruitt lives in the lower right corner of the city. Pruitt will make a ring for Tony. Since you have less than ten rings, it will be automatically equipped for you.
- Go to see Evu. Evu lives in the upper left corner of the city. Evu will talk about Jellybeans. Tony will have to find jellybeans for Evu.
- Go to see Poad. Poad lives in the lower left corner of the city. Poad is the innkeeper, and will save a record of the game. Poad will give you jellybeans as a gift.

- Take the jellybeans to Evu. Evu will thank you, and give you a spellbook in return.
- Go down to the entrance of Vash Naroom. Eidon will be waiting for you there. Eidon will

take you to the training grounds.

- In the training grounds, you will meet Yaki, who will explain how battles in the game work. You will also have a chance to fight a training battle with Salafy.
- While in the training grounds, an earthquake begins. Orwin leaves the city to see what caused the earthquake. Orwin runs into the glade to the right of Vash Naroom. Tony should go to the glade. There will be people in the glade looking for Orwin.
- After Tony finds Orwin and the Shadow Geyser, he must go to see Gia. Gia lives to the left of Vash Naroom. Go left on the overworld map to the forest. Go through the forest, staying along the bottom path. You should move down and left to get through the forest.
- After exiting the other side of the forest, try to find Gia's hut, which is next to a windmill.
- When you meet Gia, she will give you a key to get into the Shadow Geyser. You must now go back to the Shadow Geyser and enter it.
- In the Shadow Geyser, pull the levers to open the gates.

Nostalgié

for piano

Slow, with feeling

J. Lim 1988

mp

mf

f

rit.

a tempo

mp

ff

rit.

a tempo

mp

f

mf

3

a tempo

accel.

f

Repeat and fade away

mp

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Our spouses and partners for their patience!

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GAME PAK PRODUCT SERVICE INFORMATION

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