Nintendo

GAME BOY COLOR

CGB-BWLE-USA

WARLOCKED™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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EVERYONE
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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.
Save this booklet for future reference.

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The Story

Though there had been skirmishes near the southern border for nearly a century, Queen Azarel's kingdom had remained relatively safe.

But with the recent rash of Beast raids in territories farther north, it had become obvious that Chief Zog was determined to destroy the Humans once and for all. Left with no other choice, the Queen sent a call throughout the land for the Wizards to come to her aid.

Now, from high atop the walls of Konjo Castle, Azarel gazed down upon her troops. Loyal and brave to the last man, the soldiers awaited her orders...

Prepare for Battle

Properly insert your Game Pak into your Game Boy® Color system and turn the power ON. After an introductory sequence, the Title Screen will appear. Press the A Button to move more quickly through the introduction or press START to go directly to the Title Screen.

The first time you play, you will be asked to enter your name. "Set Name" will flash on the Title Screen. Press the A Button to go to the Name Entry Screen. Use the + Control Pad to move the cursor to the appropriate letter, then press the A Button to enter it. When you have finished, move the cursor to "OK" and press the A Button. You will then go to the Main Menu.

Main Menu

Choose to play as either the Humans or the Beasts. Press left or right on the + Control Pad until the side you want begins flashing.



- Play: Start a new game, load a saved game or replay a previously completed scenario.
- Option: Turn the music and sound effects on or off, or listen to samples.
- VS: Play a multiplayer game using the Game Link® cable.
- Armies: Manage your armies for statistic-based multiplayer mini-battles.
- Extras: Review hints you have seen, get info on your Wizards and trade Wizards with a friend via the Infra-Red Communications Port.

Play

At the beginning of each scenario, the Mission Briefing will appear. Press up and down on the + Control Pad to scroll through the text. A summary of your main objectives will flash at the bottom of the screen. Once you are familiar with your goals, press the A Button to get started.

- Play: Begin a new game (the first time you play) or start playing at the beginning of the highest level you have reached.
- Load: Resume playing at the spot where you last saved. (This option will appear only after you have saved a game.)
- Replay: Replay any level you have successfully completed. Press left and right on the + Control Pad to scroll through the available scenarios and see the best time and score for each. (This option will appear only after you have completed a mission.)
- Swap: Switch between playing as Humans or Beasts.

Game Screen

Humans

Trees (Fuel)

Enemy Unit

Mine (Gold)

Construction

Grunt

Barracks

Farm

Knight

Main Hall



Beasts

Farm

Guard Tower

Mine (Gold)

Warrior

Skeleton

Goblin

Rocks (Fuel)

Brawling Pit

Main Hall





Unit Lost: A skull will appear when one of your units is destroyed by an enemy.



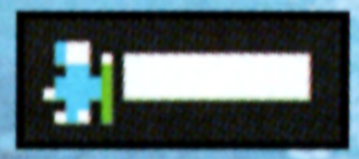
Alarm: You will see a ringing bell when your main hall is attacked by the enemy.

Variable Indicators:

Health Bar: Place the cursor over a unit or building. A bar will appear, indicating how healthy or damaged it is. A solid white bar means that the unit is completely healthy or that the building has taken no damage.

Building Options: Building icons will appear here when you order a Grunt or Goblin to start construction. See page 20 for more details on how to build.

Status: Place the cursor over a construction site or building where a new unit is being trained.



A white bar will indicate how far the constructing or training has progressed.



If the bar has a red slash through it, you do not have enough food to train a new unit. You will need to build a new farm. The gold symbol ($) or fuel symbol (F) will turn into a red circle with a slash through it when you don't have enough of that resource to train a new unit.

Selecting Your Troops

To Select a Unit: Move the hand cursor over a unit and press the A Button. Brackets will appear around the unit once it has been selected.

To Select a Group of Units: You can simultaneously select several units that are near one another. Move the hand cursor over a single unit, then hold down the A Button and use the + Control Pad to move the cursor over the other units. When you have all the units you want selected, release the A Button.

To Form a Team: Select a group of units as described above, then hold down both SELECT and the A Button (to form Group A) or SELECT and the B Button (to form Group B). You will receive voice verification when you have sucessfully created a team.

To Deselect a Unit or Group: Press and hold the A Button or press SELECT.

To Reselect a Group: Place the hand icon on any one unit in the group and double-tap the A Button. All members of the group will be selected.

To Reselect the Last Unit or Group: While the hand icon is visible, press SELECT.

To Reselect a Team: Hold down SELECT and the A or B Button to reselect the appropriate group.

Other Controls

To Demolish Your Own Building: Place the hand cursor over the building you want to destroy, then press and hold the A and B Buttons simultaneously. Some buildings cannot be destroyed.

To Move the Cursor at Double Speed: Hold the B Button while using the + Control Pad to move the cursor at double speed.

To Access the Pause Menu: Press START.

Cursors

You will use a variety of different cursors in the game. The cursor will automatically change depending on the situation, making it easier for you to control your army.



Select a unit or group.



Command the selected unit to move to the specified location.



Instruct a fighting unit to guard a building or follow and guard another unit.



Tell a Grunt or Goblin to work. The specific work done will depend on what is targeted.



Order a fighting unit or Wizard to attack an enemy unit or building.



Train a new unit (at main hall, barracks or brawling pit) or retrieve a previously saved Wizard from a temple.



Demolish one of your own buildings. Press both the A and B Buttons at the same time to get this icon.



Assign selected units to a single team. Hold down both SELECT and either the A or B Button to get this icon.



The building is already in use and cannot be selected again.



The selected unit cannot do anything where the red "X" appears.

Units



Grunt (Human) / Goblin (Beast)
Cost: $50
Training: Main hall, press the A Button



Abilities: These are the worker units. They collect resources, construct and repair buildings and demolish enemy structures.



Knight / Warrior
Cost: $100
Training: Barracks or brawling pit, press the A Button



Abilities: These fighting units are experts at hand-to-hand combat with swords. They are stronger than archers and can guard buildings and other units.





Elven Archer / Skeleton
Cost: $50 + 10 Fuel
Training: Barracks or brawling pit, press the B Button
Abilities: Skilled with bows and arrows, archers can attack from a distance and from heights. They are effective against Dragons and can guard buildings and other units.



Dragon
Cost: Find egg
Training: Raise hatchling in main hall
Abilities: With the ability to fly and breathe deadly fireballs, Dragons are powerful creatures. They can be attacked only by other Dragons and units or buildings capable of firing arrows. Each player may command only one Dragon at a time. If you hatch more than one Dragon on a level, you may use the second one only after the first one has been defeated. Also, on some levels, you must destroy all enemy Dragons in order to complete the mission.

Wizards

When you find a Wizard, return him to a temple to store him in your Wizlist. You can then use him in campaign missions and add him to an army for a two-player face-off (see Armies on pg. 27). You must trade with another Warlocked Game Pak in order to collect all the Wizards (see pg. 32).

Some Wizards will ally with only the Humans or only the Beasts, while others are mercenaries and will join either side. The following are just a few of the Wizards you will encounter.



Bombwiz
Alignment: Mercenary
Magic: Turns enemy units into bombs that explode, damaging any nearby buildings and units
Placement: Near target



Goldwiz
Alignment: Mercenary
Magic: Turns units into sacks of gold, which add to the player's resources
Placement: Near target



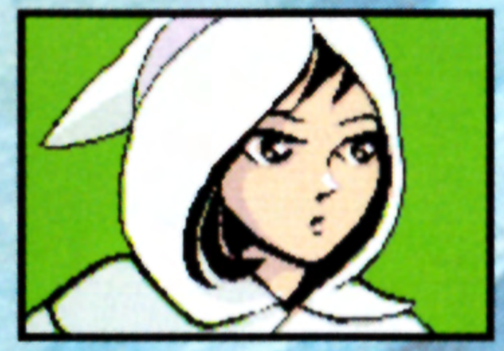
Necromancer
Alignment: Beast
Magic: Turns enemy units into Skeletons
Placement: Near target



Pigwiz
Alignment: Beast
Magic: Turns enemy units into pigs, which are weak but still do some damage if they attack
Placement: Near target



Poxwiz
Alignment: Mercenary
Magic: Infects both enemy and friendly units with fatal Blobby Pox. Unless a diseased unit is destroyed before the virus runs its course, the unit will "pop" and spread the virus to any nearby units.
Placement: Near target



Sage
Alignment: Human
Magic: Turns enemy units into hearts, which heal any wounded friendly units that are nearby. Can also heal friendly units directly.
Placement: Near target



Stormwiz
Alignment: Mercenary
Magic: Causes lightning to strike the target, causing damage to any nearby buildings and units
Placement: Near target



Sweatwiz
Alignment: Mercenary
Magic: Makes friendly Grunts or Goblins build and gather resources more quickly
Placement: Outside temple

Buildings

To create a building, select a Grunt or Goblin. Move the bracket cursor to the area where you want the structure to be built, then press the B Button.

The list below describes the icons that will appear at the bottom of the screen. Press left and right on the + Control Pad to select an icon, then press the A Button to begin construction.



Cancel building. If this is the only icon that appears, you do not have enough gold or fuel to pay for the structure.



Build a farm.



Erect a guard tower.



Construct barracks or a brawling pit.





Farm
Cost: $100 + 20 Fuel
Purpose: A farm can sustain up to five units.




Guard Tower
Cost: $100 + 40 Fuel
Purpose: Guard towers automatically attack any enemy units within range.




Barracks / Brawling Pit
Cost: $100 + 40 Fuel
Purpose: These structures are used to train new Knights and Elven Archers or Warriors and Skeletons.




Main Hall
Cost: Cannot build
Purpose: A main hall is used to train new Grunts or Goblins and to raise young Dragons.




Temple
Cost: Cannot build
Purpose: Wizards are stored and summoned from here.

Other Map Features



Fuel
A variety of materials can be used for fuel, including trees and outcroppings of rock.



Mine
A large cave is a sure sign of a gold mine.



Unexplored Territory
As units move around the map, hidden territory will be revealed.



Construction Site
This marks an area where a building is being erected.



Treasure Chest
Collecting a treasure chest will add 200 gold pieces to your treasury.



Scroll
Scrolls can provide handy tips.



Blue Scroll
Rare blue and white scrolls are actually maps for use in multiplayer games.

Option



- **SFX:** Press the A Button to toggle the sound effects heard in the game on or off. A music note indicates that the sound effects are turned on, while an "X" means they are turned off.
- **Music:** Press the A Button to toggle the music heard in the game on or off. A music note indicates that the music is turned on, while an "X" means it is turned off.
- **SFX Test:** Press the A Button to listen to the music and sound effects used in the game. Press up and down on the + Control Pad to switch between Tune and Sound Effect. Then press left and right to scroll through the available tracks and press the A Button to hear one. When you are finished, press the B Button to return to the Main Menu.
- **Cheats:** Go here to see any secrets you have found. (This option will appear only after you have uncovered a secret.)

- **Reset:**
  - **Set Name:** Change the name you have saved.
  - **Campaign:** Erase the game data you have saved and restart your game from the beginning of the first scenario. Your army and Wizard information, however, will not be deleted.
  - **Game Pak:** Erase all the data saved on your Game Pak, including your army and Wizard information.

VS

A few multiplayer maps will be available the first time you play–you must find the others in the single-player game. To play a multiplayer game, connect two Game Boy Color systems, each with a Warlocked Game Pak inserted, using a Game Link cable (sold separately).

The first player to choose VS on the Main Menu will play as the Humans; the other player will control the Beasts. On the Head 2 Head Screen, press SELECT to switch sides. Press left and right on the + Control Pad to scroll through the available game maps, then press the A Button to play.



Armies

- **Show Army Stocks:** See how many of each unit and building you have available and how much gold you have saved.

- **Manage Armies:** Create and edit armies for use in a two-player face-off. Use units, buildings and gold you have collected in the single-player scenarios to create your own custom armies, which you can then test against a friend's army.

Creating an Army

You may save up to 32 armies. To create an army, highlight an empty save slot by pressing up and down on the + Control Pad, then press the A Button.

On the following screen you will see five wave slots. Press up and down on the + Control Pad to highlight an empty wave slot and press the A Button. The question mark to the left of the slot will light up.

Next, press up and down on the + Control Pad to scroll through the available units. The number on the left-hand side of the screen indicates how many units of that type you have saved. Press right on the + Control Pad to add units to your army or left to remove units. If you want to add more units to your army than you have saved, money will be taken from your bank (shown at the bottom of the screen). Once you have finished adding units to the wave, press the A Button. Then press up and down on the + Control Pad to move on to another wave.



Number stored
Name
Number in wave
Elemental power
Elemental type
Bank

When you have finished entering units into each wave, use the + Control Pad to highlight "OK" and press the A Button. You must have at least one unit in each wave before you can complete your army.

Finally, you must enter a name for your army. Use the + Control Pad to move the cursor to the appropriate letter, then press the A Button to enter it. When you have finished, move the cursor to "OK" and press the A Button.

Managing an Army

Press up and down on the + Control Pad to highlight a slot with a saved army, then press the A Button. You will then see a screen displaying how many of each unit are in each wave of the selected army. The Experience Points indicate how many battles that army has won.



Press left and right on the + Control Pad to scroll through the icons at the bottom of the screen:



- Fight Army: Send the currently selected Home Army into battle against a Visiting Army in your list.



- **Trade Army:** Accept a friend's army as a Visiting Army using the built-in Infra-Red Communications Port. Line up the arrows on the tops of two Game Boy Color systems, each with a Warlocked Game Pak inserted, and press the A Button to conduct the trade.
- **Recycle Army:** Disperse your troops, making them available for use in another army.
- **Back to List:** Return to the Stored Armies Screen.

- **Check Code:** Once you have defeated a Visiting Army, enter the code you receive to review the results of that battle.
- **Exit:** Return to the Main Menu.

Battling a Visiting Army

To test your army against a friend's, you must first trade with him. His army will become a Visiting Army in your Army List (see Trade Army above). Next, choose Fight Army (see pg. 29) and select which Visiting Army you would like to battle.

The two armies will face off, each starting with the units in its first wave. As one of an army's waves is defeated, the next wave steps up to take its place. This will continue until all the units in a single army have been defeated.



Each unit type in Armies Mode has an elemental force–earth, fire, air or water. The elements affect each other in the following ways:

- Earth beats water.
- Fire beats air.
- Earth and fire are equal, and water and air are equal.
- Water beats fire.
- Air beats earth.

If your army wins, a code will appear on the Stored Armies Screen. Select Check Code (see pg. 30) to review the results of the battle. To take all the units from the defeated army and add them to your own supply, highlight the defeated army on the Stored Armies Screen and press the A Button.

If you lose, however, you will lose the defeated units forever.

Extras

- **Hint Review:** Press left and right on the + Control Pad to scroll through hints you have found in the game.
- **Wizard Data:** Press up and down on the + Control Pad to scroll through the Wizards you have saved. Press the A Button for information on the highlighted Wizard. On the information screen, press up and down on the + Control Pad to scroll through the text.
- **Wizard Exchange:** Trade one of your Wizards for one of your friend's using the built-in Infra-Red Communications Port. Line up the arrows on the tops of two Game Boy Color systems, each with a Warlocked Game Pak inserted, and press the A Button to conduct the trade. Once the trade is complete, a picture of the Wizard you received will appear on your screen. **Note: You must trade with another Warlocked Game Pak to collect all the Wizards.**

Walk-Through

This section is designed to help you get started by guiding you step-by-step through the first two Human levels. Grab your Game Boy Color and play along as you read. You'll be charging into battle in no time!

Level 1–Harvest

Your objectives for this first mission are simple: mine $500 worth of gold, collect 100 units of fuel and build three farms.

You can review your mission briefing at any time during the game by pressing START to access the Pause Screen, then selecting the scroll icon.

You will start with four Grunts. To make things easier, these workers will be referred to as Grunts A, B, C and D. This will be a peaceful mission—you won't encounter any enemies, so there will be no need to train soldiers.



Start by selecting Grunts A and B (see Selecting Your Troops on pg. 10) and move them to the scroll just west of the main hall. You will notice that as the Grunts move, the question marks will disappear, and more of the terrain will be revealed. When the Grunts reach the scroll, the information it contains will immediately appear on the screen. When you are finished reading the scroll, press the A Button to return to the game.

To review scrolls you've seen, select Extras on the Main Menu, then choose Hint Review.

Next, with the same two Grunts selected, move the cursor over the stand of trees in the southwest corner of the map. When the cursor changes to an ax, press the A Button. Grunts A and B will begin to harvest the lumber and automatically take it to your main hall. After they drop off their loads, they'll return to the woods and continue chopping.

Check up on your Grunts occasionally. They may run out of things to do or even get lost in the woods! If so, they'll need some help from you to get back on track.

Now let's get back to the rest of your units. Select Grunt D and send him due east. Pretty soon he'll discover a treasure chest worth $200. Once the Grunt has touched the chest and claimed the treasure, press SELECT to deselect him. You'll know he's been deselected when the brackets surrounding him disappear, and the cursor becomes a hand.

Scroll back to the main hall and select Grunt C, who has been patiently awaiting your orders all this time. Send him northeast to find another scroll. Just a few steps north of the scroll is a large cave—don't go in yet. Let Grunt C continue to look around, since he's starting to get the hang of it. Send him a little farther, then press SELECT to give him a break.

Grunt D should be well rested by this time, so scroll back to the southeast corner of the map and select him using the hand icon. Next, target the cave—which is actually a gold mine—to tell the Grunt to start digging. He'll bring out $50 worth of gold at a time and automatically take it to the main hall. As with the Grunts harvesting fuel, the miners will continue gathering gold until they have collected all of it.

While his three coworkers are busy mining and chopping, send Grunt C all over the map. Be sure to uncover every bit of terrain and pick up any goodies you come across.

Once you've checked out the entire map and seen all there is to see, get all four of your Grunts busy mining. Any gold you have collected at the end of the mission can be used to

build your own armies (see Armies on pg. 27), so you'll want to get as much as possible before completing your main objectives. When your Grunts have mined all the gold, the mine will collapse.

When you move the cursor over the mine, the amount of gold left will show up in the center of the bar at the bottom of the screen.

At this point, the only thing left to do is build the three farms. Select a Grunt–they're probably all hanging around outside the defunct mine by now–and move the cursor over any open plot of land nearby. Flashing brackets surrounding the arrow cursor indicate that the area is suitable for construction. Press the B Button to make the building icons appear at the bottom of the screen. (See pg. 20 for more on building.) At first, the circle with a slash through it will flash. Press right on the + Control Pad to make the second icon–a farmhouse–flash, then press the A Button so that the appropriate Grunt will get to work. Repeat this process two more times. Then, as long as you have the amount of resources Queen Azarel requested, your job will be done.

Level 2–Army Training

The second Human mission will introduce the fighting units–Knights and Archers–as well as the first of many Wizards. Your objectives here are to build barracks, train soldiers and wipe out the Beasts. Here's what you should do...

First of all, select Grunt D and have him start collecting lumber to the north of the main hall. Next, select Grunts A and B, have them pick up the scroll just west of the main hall, then send them to the gold mine a little farther north.

Grunt C is going to be your main explorer, so send him west. He'll discover a scroll and a treasure chest along the far edge of the map. A little farther north, there will be a farmhouse, and you'll notice a Beast Warrior just past that. You're not prepared for a confrontation just yet, so have your Grunt head east and start mining.

This is a good time to save your game. Press START to access the Pause Screen. Highlight the chest and press the A Button twice, then highlight the hourglass and press the A Button to return to the game.

Now go back and check on Grunt D who has been chopping trees. When he has harvested all the lumber, have him build a barracks in the clearing. This will be close to the enemy, so you won't have to move your troops very far. To start construction, select the Grunt and move the cursor—an arrow with brackets surrounding it—to an open area in the clearing. Press the B Button to bring up the building icons, then press right on the + Control Pad until the last icon—a shield—is flashing. Finally, press the A Button to tell the Grunt to start building.

When the construction is completed, move the cursor, which will turn into a stick figure, back over the barracks. Press the A Button to train a Knight. The cursor will change to an hourglass while the new unit is being trained, and a white bar at the bottom of the screen will indicate how far the training has progressed. Continue to train Knights until you have a total of five.

To turn your five Knights into a team, first select them all at the same time (see pg. 10). To assign them to Team A, hold both SELECT and the A Button at the same time. Before you take them into battle, save your game.

Once your force is larger, you'll be ready to clear the area of Beasts. Send Team A toward the northeast corner of the map. Battle your way through the Warriors and make your way to the Wizard. Once you've rescued him, move the Wizard away from the Knights so that he is no longer cornered by them. Then reselect Team A, place the cursor over the Wizard and press the A Button to have them guard him.

Select the Wizard once more and send him west. He can walk right past the Warriors because the team of Knights will protect him. When you find the temple, send the Wizard there to store him in your Wizlist.

Finally, collect the treasure chest north of the temple, then attack the last of the Beasts. Mission completed!



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