ASTRO BOY
TM
EVERYONE
E
CONTENT RATED BY
ESRB
SEGA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing ASTRO BOY™. Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start the game.

ASTRO BOY™

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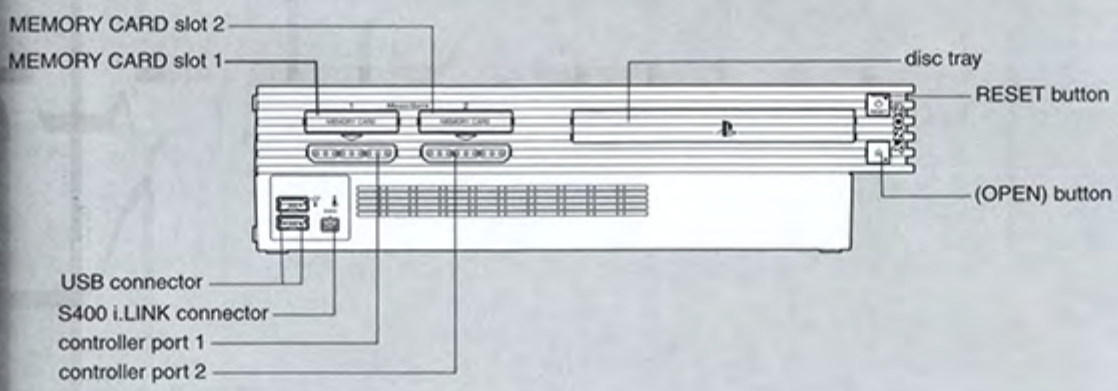
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ASTRO BOY disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

ASTRO BOY is a memory card (8MB) (for PlayStation®2) compatible game. Insert the memory card into MEMORY CARD slot 1 before you turn on the game. A previously saved game of ASTRO BOY will be loaded automatically during start up.

NOTE: ASTRO BOY requires a minimum of 356KB on your memory card to save each game. You may only insert the memory card into MEMORY CARD slot 1 for this game, and do not insert or remove the memory card while saving or loading your game.

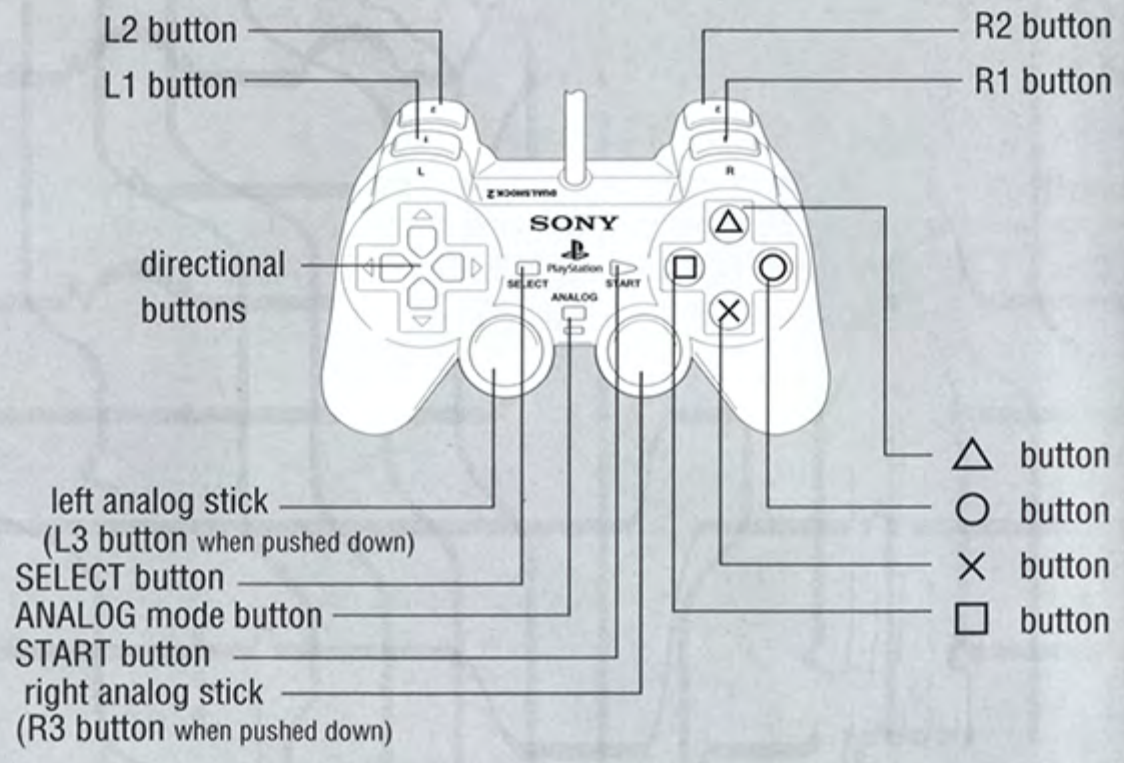
See P.18 on details on saving and loading your data.

CONTROLLER

ASTRO BOY is a 1 Player game. Connect either a DUALSHOCK® or DUALSHOCK®2 analog controller to controller port 1. The controls expressed in this manual assume the default configuration based on the DUALSHOCK®2 analog controller.

NOTE: Controllers other than the DUALSHOCK® or DUALSHOCK®2 analog controllers are not supported by this game.

DUALSHOCK®2 Analog Controller Configurations



Controls are set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode button - the LED display is always lit in red.

This game supports the vibration function present on the DUALSHOCK®2 analog controller. This can be set ON/OFF from the Vibration option in the OPTIONS menu (P.14).

STORY & CHARACTERS

When his son died in a tragic car accident, Dr. Tenma, a brilliant robotics engineer, created a super-human robot in his son's image, named Astro. Dr. Tenma believed that robots would some day rule the world, and created Astro with abilities unlike any other robot.

Another brilliant scientist, Dr. O'Shay, envisioned a different kind of world where robots and humans could coexist. He opposed Dr. Tenma's motivation for creating Astro and later took custody of him. Dr. O'Shay decided to raise him as a symbol of peace, hoping to remove once and for all the negative feelings associated with robots.

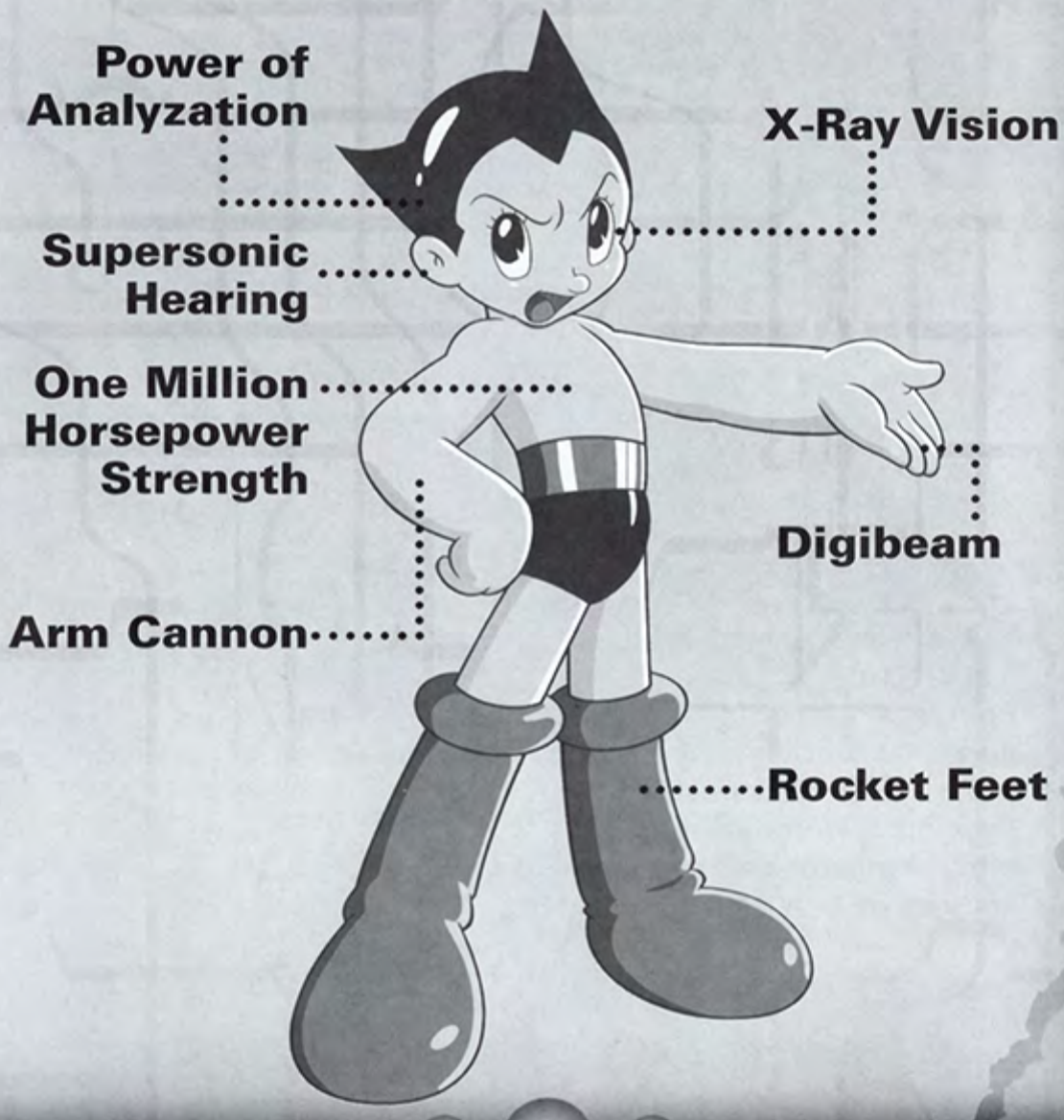
Astro now lives in Metro City, under the great care of Dr. O'Shay. Unfortunately, the city is suffering from a series of raids at the hands of evil robots, and they consider Astro their enemy. To stop this injustice, Astro and Dr. O'Shay must fight to bring peace back to Metro City.

• CHARACTERS

Astro

A miraculous super-robot with the world's greatest artificial intellegence and the soul of a human being. Pure-hearted with a strong will for justice, Astro may be small but he confronts gigantic foes. Astro is gifted with special abilities that are even unknown to Dr. O'Shay. These abilities will be revealed as Astro matures.

Seven Forces of Astro



Dr. O'Shay

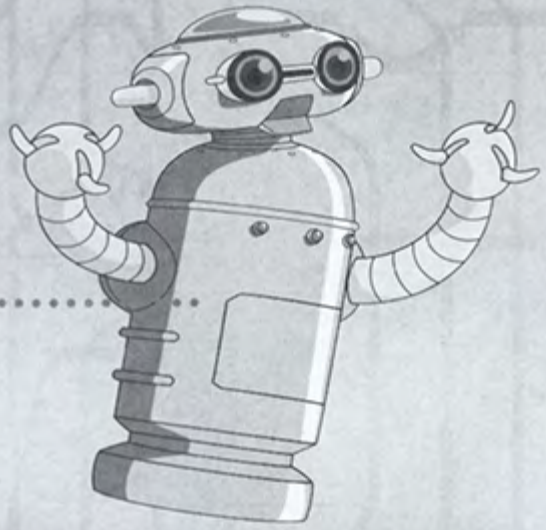
A compassionate scientist who is currently the Director of the Ministry of Science. As an adopted parent of Astro, he is one of the first to acknowledge the maturity of the robot's soul. He firmly believes that robots and mankind can be friends.

Zoran

Astro's younger sister created by Dr. O'Shay. Her spoiled and childish personality often causes trouble for Astro, but she is actually kind and charming at heart.

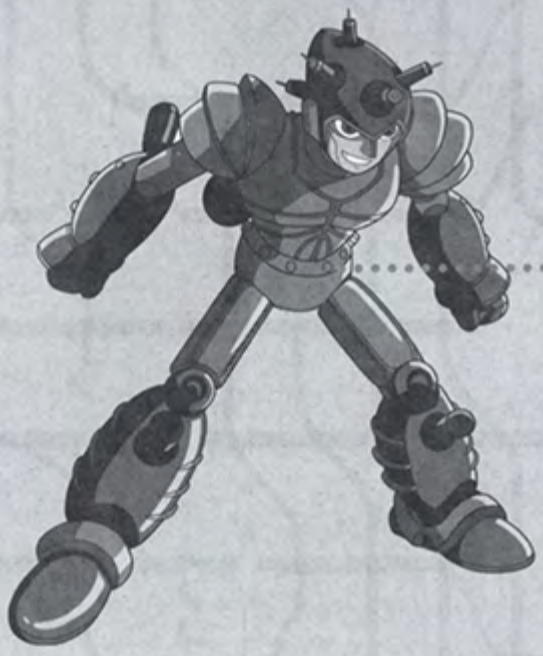
Nora

Nora (Nanny Organizer Robotic Android) is a domestic robot in charge of all the housekeeping at Home. Nora must also educate and keep an eye on Astro.



Dr. Tenma

An advanced robotic scientist. As former Director of the Ministry of Science, he created a robot while grieving for his deceased son, Tobio. He is a self-centered man who despises all human beings.



Atlas

A mysterious robot who challenges Astro for the title of strongest robot champion in the world. He has lost some of his memories, concealing a secret surrounding his identity.

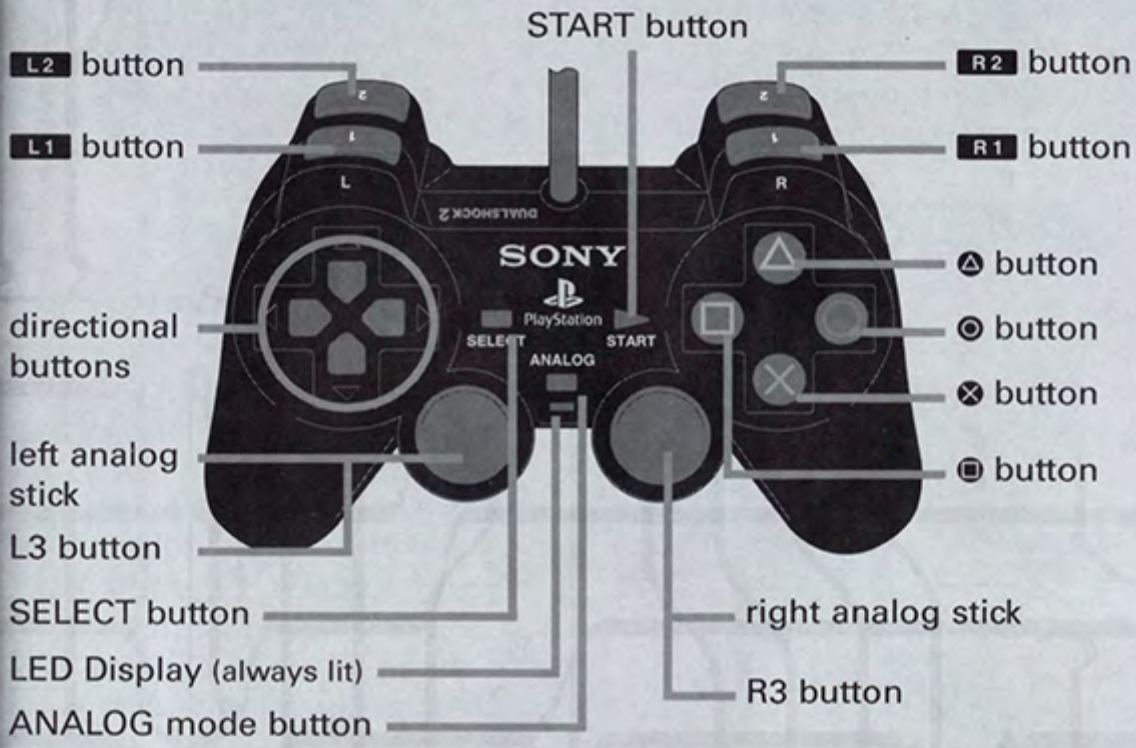
Blue Knight

Riding Leto, the robot horse, Blue Knight vows to liberate robots everywhere. He uses his sabre to fire electric beams at anyone who commits injustice against robots.

BASIC CONTROLS

Controls explained in P. 8 through 13 are based on the default button configuration. See P.14 for details on switching the control settings for Target (Lock-On target) and Direction (maneuvering Astro).

ANALOG CONTROLLER: DUALSHOCK®2



● MENU SELECTION

MOVE CURSOR	directional buttons
ENTER	✕/START button
BACK	△ button

You have complete control over Astro's actions whether flying across the sky or dashing through the city.

FLIGHT CONTROLS

Use the following controls to move Astro when he's flying or hovering above ground.

PUNCH

QUICK DASH
w/ left analog stick

LANDING
(click button)

MOVE ASTRO	left analog stick
ASCEND / DESCEND	right analog stick ↑↓
PUNCH / SPIN ATTACK	◉ button
QUICK DASH	⊗ + left analog stick
STOP FLYING	R3 button (click)

SPIN ATTACK

Defeat enemies with Spin Attack whenever your Force Gauge (P.15) is above the required energy level. Hold down the ◉ button to boost Astro's speed while flying or to attack your enemy with the Spin Attack!

Hold Down

MOVE LEFT / RIGHT	left analog stick ←→
ASCEND / DESCEND	left analog stick ↑↓

GROUND CONTROLS

Use the left analog stick to move Astro while on the ground. When it's time to fly, use the right analog stick or press ⊗ button twice (second time while in air) for take-off!

MOVE	left analog stick
JUMP	⊗ button
PUNCH	▣ button
FLY UP	right analog stick ⬆

CAMERA CONTROLS

Use the commands below to control the camera. Note, you cannot move the camera if you are locked on to something (P.12).

BROWSE	directional buttons
PAN LEFT/RIGHT	L2 / R2 button
POINT OF VIEW	SELECT button
RESET CAMERA	L1 button

*Note that you cannot simultaneously control the camera angle and perform an action during first-person (Astro's point of view) mode.

ACTION COMMANDS

Check the top right corner of the screen and find the assigned actions (e.g. Punch and Talk) for ■, ▲, and ● button. The two options you are given are called the Action and Sub Action respectively.

(top) Sub Action Icon
(bottom) Action Icon

Depending on the object/subject Astro approaches, Action commands such as Grab, Throw, Talk, Open, and Search will be assigned and displayed. Keep your eyes on the Action Icon to check the current Action available.

SPECIAL MOVES

Astro can perform Special Moves whenever a Special Move Icon appears in the bottom left corner of the screen. Simply execute the displayed commands to give your enemy an attack they will never forget. Keep your eyes peeled and take advantage of all your Special Move opportunities!

Check Here !

Pulling

Knockout

Swing Around

LOCK-ON CURSOR

Lock onto the target enemy using L1 button when the blue Lock-On Cursor is displayed. Once the enemy is locked, Astro will automatically face the target enemy and remains this way until you press L1 button again to release the lock. Check the status of the Lock-On Cursor based on the below chart.

LOCK-ON CURSOR

— SIZE & COLOR OF LOCK-ON CURSOR —

	LOCKED	UNLOCKED
SIZE	Smaller	Wider
COLOR	Green /Yellow*	Blue

*The cursor turns yellow to indicate your target enemy is locked on from a distance above ground.

In most cases, ● button will allow you to perform whatever the Action Icon represents. But when an enemy is locked, Astro will most likely Punch the enemy when locked to a green cursor, and Spin Attack when locked to a yellow cursor. When an enemy is unlocked (blue cursor), Astro will either Punch or Spin Attack based on the distance from the enemy.

ASTRO'S ABILITIES

Astro possesses seven amazing abilities that no other robot has. But these abilities cannot be used until Astro learns about them and their use throughout the game. The abilities you can control are flying and three Force abilities below (see P.5 for all of Astro's abilities).

DIGIBEAM*	◎ button
X-RAY VISION	R1 button
ARM CANNON*	△ button

*Digibeam or Arm Cannon cannot be used when the Sub Action (P.11) is assigned to that button.

■ DIGIBEAM

Press ◎ button to fire a laser beam from Astro's fingertips to attack enemies or melt down (burn down) solid objects. Hold down ◎ button to project the laser as long as Astro has power left in the Force Gauge (P.15).

■ X-RAY VISION

Press R1 button to see through objects with Astro's X-Ray Vision. Using X-Ray Vision requires power on the Force Gauge. Press R1 button again to return to normal vision. The X-Ray Vision will also display names of surrounding buildings while flying through Metro City.

■ ARM CANNON

Hold down △ button to charge the cannon, and release to fire. When the red target beam is displayed, the cannon is ready to be fired. Every shot requires a power of the Force Gauge.

GAME START

Press the START button when the Title screen appears to display the Main Menu and start your game.

● MAIN MENU

■ FROM THE BEGINNING

Play a new game from the very beginning.

> Please note that when you already have a previously saved game (P.18), starting a FROM THE BEGINNING and saving your progress will overwrite and erase your previous data.

■ CONTINUE

Continue the game from the last point you saved.

■ OPTIONS

Adjust various game settings such as controls of the game.

SOUND	**Set audio output: STEREO / MONAURAL**
VIBRATION	**Set the vibration function of the analog controller: ON / OFF**
UP / DOWN	**Set control options for Arm Cannon and Digibeam targets: NORMAL / REVERSE**
BOOST CONTROLS	**Set control options during Spin Attack: NORMAL / REVERSE**

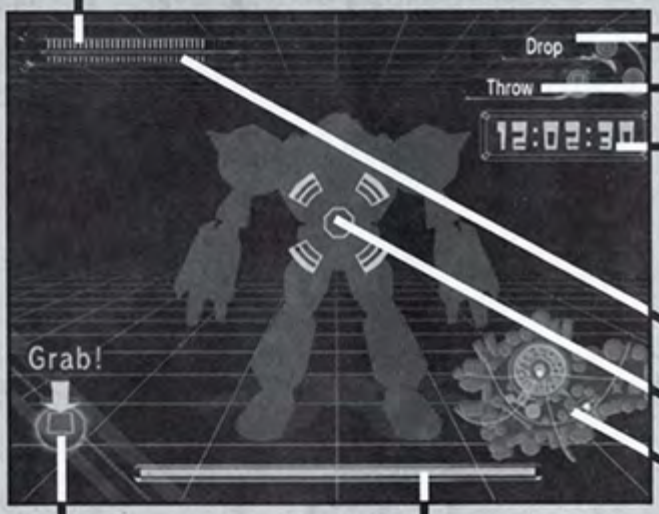
NORMAL: Movements correspond to the direction you enter.
REVERSE: ↑↓ controls are reversed (↑ will move down).

GAME SCREEN

• MAIN GAME

Various information is displayed during gameplay. The screen below can also be viewed via the Pause Menu - SCREEN SETTINGS.

HEALTH GAUGE The gauge will decrease whenever Astro is attacked - game is over when the gauge is empty. Pick up Items or go to Sammy (energy robot) to recharge the gauge.



SUB ACTION ICON (P.11)

ACTION ICON (P.11)

TIME COUNTER (BOSS) / COUNTDOWN (ENEMIES)

*One of the above is displayed accordingly.

FORCE GAUGE

LOCK-ON CURSOR (P.12)

MAP VIEWER (P.17)

*Map displayed when Astro is in Metro City.

SPECIAL MOVE ICON (P.11)

BOSS GAUGE

*Displayed only during the Boss Stage. Deplete this gauge to defeat the boss.

• PAUSE MENU

Press the START button during gameplay to display the Pause Menu with the following selections. Press the START button again to return to your game.

POWER DATA	**Identify Astro's Forces (abilities) currently available for use**
CONTROLS	**Display the controls using the analog controller**
SCREEN SETTINGS	**Explains each on-screen gauge that appears during gameplay**

GAME FLOW

● STORY - MAIN EVENTS

The below chart shows the basic flow of this game.

Astro can travel freely around Metro City (P.17).

↓

State of emergency! Fly to the area where Astro is needed!

↓

Defeat enemies (bosses) or solve mystery to bring peace to the city!

↓

Event completed - return to the city.

After troubleshooting an Event, you can return to any area of the city you have completed or fly, venture, or battle anywhere in the city until the next emergency Event breaks out.

● GAME OVER

The game is over when Astro takes damage and his Health Gauge is completely empty. When the game is over, select one of the options below from the Game Over screen.

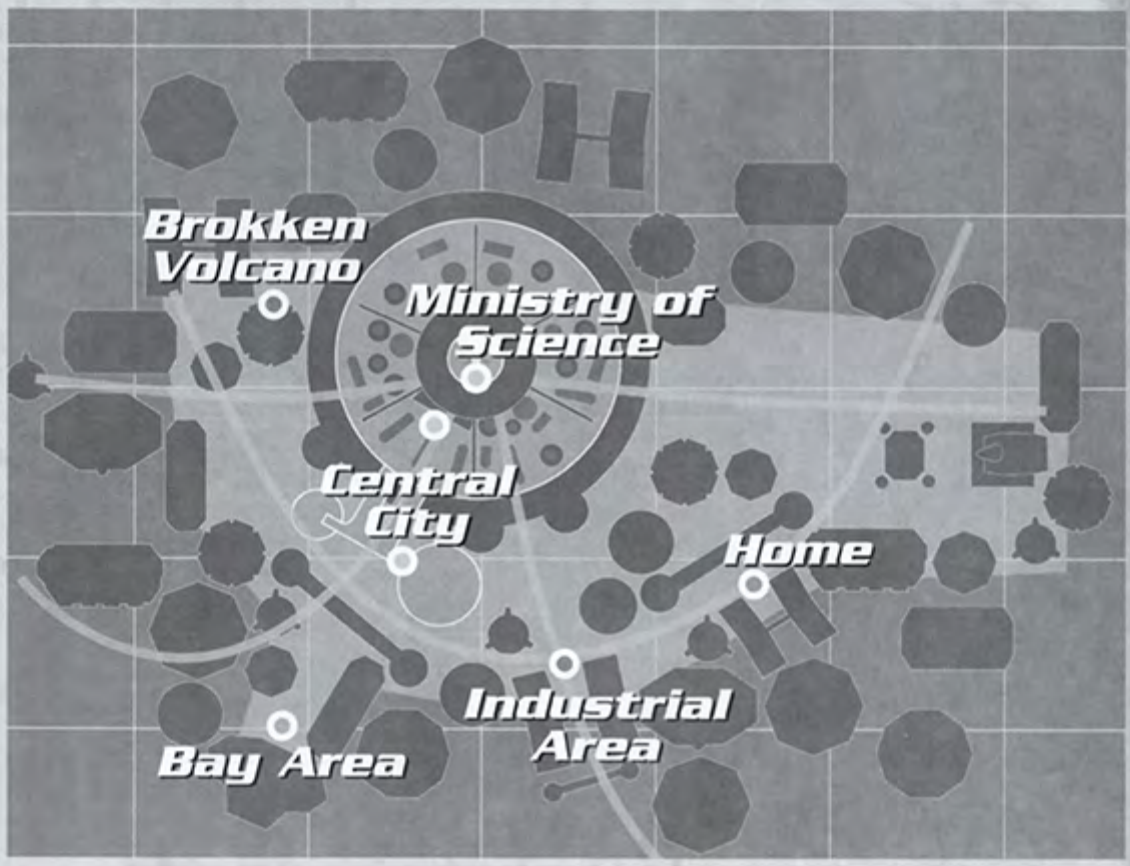
ONE MORE TIME!	**Retry from the beginning of the battle or the same area of the city**
QUIT	**Return to the Title screen**

METRO CITY

• MAP OF THE CITY

The illustration below represents the overall map of Metro City. Note that you can only fly within the light-shaded region of the map.

Check the Map Viewer located on the bottom right corner of your screen when you get lost or have trouble finding an area while flying above Metro City. Whenever an Event is waiting for Astro, a given area on the map will be highlighted (blink).



• RING COURSES

There are two types of rings found in the skies of Metro City which allow you to practice Astro's flight. Pass through the yellow ring to start the course and pass through a series of blues rings which can be locked on to complete the course (*course ending in the yellow ring). Once you complete the course, report your time to the time keeper (robot) stationed at the Ministry of Science Helipad.

● HOME

Back home, you can meet Zoran, Nora, and Sammy, the energy robot. Occasionally, Dr. O'Shay will return from his office.
Use ◉ button to talk to Zoran or Nora, to display their respective menu, or even replenish Astro's Health Gauge by pressing the ◉ button in front of Sammy.

■ NORA MENU

The following menu items are accessed via Nora who can be found at Home or the Director's Office at the Ministry of Science.

SAVE*	**Save progress of current game**
HINTS	**Receive hints to advance the game**
OPTIONS	**Adjust system and game controls settings (see P.14)**
QUIT GAME	**Return to Title screen**

*SAVING YOUR GAME

- If you have not yet saved a game data of Astro Boy on your memory card (8MB) (for PlayStation®2), a Save File is created when you save your game. Creating a Save File requires a minimum of 356KB of free space on your memory card.
- Note that you may only save one game (Save File) per memory card.
- This game does not automatically save the progress of your game.

■ ZORAN'S CARD VIEWER

Trading cards collected from various areas can be viewed from Zoran's Card Viewer (P.20). The Card Viewer is not available while the city is in a state of emergency.

MENU SELECTION

SELECT CARD	↑↓ buttons
SELECT TYPE	←→ buttons
OPEN	⊗ button
BACK	△ button

VIEWING SCREEN

ZOOM	L1, R1 button
ROTATE	left analog stick
MOVE FIGURE	right analog stick

■ ENERGY ROBOT

Go to Sammy whenever Astro is low on his Health Gauge and needs a full recharge! Sammy is on a standby at Home and the Director's Office at the Ministry of Science.

● OTHER AREAS

Revisit any area of Metro City once the Event of the area is completed. Explore and find hidden items that you might have missed during your first trip.

ITEMS & SUB-EVENTS

• ITEMS

Items can be found midair, in Item Boxes, and in other kinds of containers.

■ ENERGY CAPSULE

The blue capsule recovers Astro's Health Gauge and can be found when enemies are defeated.

■ FORCE ENERGY CAPSULE

The red capsule recovers Astro's Force Gauge and can be found when enemies are defeated.

■ GAUGE-UP ITEM

The item increases the maximum values of Astro's Health and Force Gauge.

■ COLLECT CARD

Popular trading cards are available in Metro City. The cards give you characters and extra information about the Astro Boy universe. To view the cards you collected, go to Zoran who is waiting at Home.

• SUB-EVENTS

Enter various Sub-Events by revisiting an area of Metro City where you have already completed your main Event. Meet the legends from classic Tezuka comics, or be a hero and help out the people who need assistance.

You can find billboards and objects throughout areas of Metro City. Billboards will post news updates of Astro's heroics. Objects such as boxes and boulders can be picked up and tossed around, so feel free to interact with such objects for play.

BOSSES

Here are the first four Boss Stages Astro must face.

VS. MAGNAMITE

STAGE 1

Damage Magnamite by pulling the tentacles away from it's body. When Magnamite finally surfaces from the ground, watch out for the claws and lasers and lock on to the face!

VS. DENKOU

STAGE 2

Dr. Tenma has set up a time bomb on Denkou's belt, and he must be stopped before it explodes in the arcade. Astro must catch Denkou by grabbing on to his cape to pull him down.

VS. ATLAS

STAGE 3

Attack Atlas while avoiding his powerful plasma attacks. Aggressively hit Atlas to earn a knockout (Special Move) opportunity and give him what he demands!

VS. VENUS ROBOTS

STAGE 4

Attack the Venus Robots, turning them into helpless balls. Once they are immobilized, pick them up and use them as a projectile to attack their mates.

CREDITS

CAST

Astro
Candi Milo

Dr. 0'Shay / Blue Knight
Wally Wingert

Zoran / Denkou
Susan Blu

Pluto
David Rasner

Atlas
Greg Cipes

Nora
Jennifer Darling

Yuko Kisagari
Faith Salie

Dr. Tenma / Magnamite
Dorian Harewood

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Micheal Hack

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Special Thanks:
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Obtaining technical support/service

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

- web site..... http://www.sega.com
- e-mail..... support@segaamerica.com

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BANDAI

ASTRO BOY™

Look for these Out-of-this-World Astro Boy Toys!

5" Rocket Boot Astro with Light Up Flames

Arm Cannon Astro

Searchlight Astro

5" Atlas with Light Up Eyes

Astro Lab Playset

Check out Astro Boy at
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