ONLY FOR

NINTENDO GAMECUBE™

AMAZING ISLAND

Imagine, build and collect your own monster creations!

SEGA®

EmuMovies

EVERYONE

Official Nintendo Seal

E
CONTENT RATED BY
ESRB

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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 he 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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, hen hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

1-4 Player Simultaneous

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

Game Boy Advance compa ible

Thank you for purchasing Amazing Island™. Please note that this software is designed for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing Amazing Island™.

AMAZING ISLAND™

CONTENTS

SETTING UP

HARDWARE SETUP

Amazing Island™ is a one to four player game. Connect the NINTENDO GAMECUBE™ Controller to Controller Socket 1 for one player, or to Controller Sockets 1 to 4 for up to four players respectively.

SAVE FILES

Amazing Island™ is a NINTENDO GAMECUBE™ Memory Card compatible game (Memory Card sold separately). 3 blocks of free memory space are required to create a System Data. Never turn OFF the NINTENDO GAMECUBE™ power or remove the Memory Card while data is being saved. See p.9 in this booklet for full details of data types and memory requirements.

Please refer to the NINTENDO GAMECUBE™ booklet (pages 18-20) for directions on how to format and erase Memory Card files.

STORY

One day, an eleven-year-old boy named Andy discovered an old book called "The Secrets of the Amazing Island" stashed away in a dusty storeroom.

The story was an ancient picture book that told all about a mysterious island where incredible creatures lived together happily. Andy found it fascinating!

Our story begins one night, after Andy has fallen asleep…

"Help us!" A voice called. "Won't you save us from our fate?"

Before he knew it, Andy found himself floating above an ancient island. Moments later, he began to fall. As he landed on the ground, he woke up from his dream, but the world he woke up to was not the world he had known before.

WHAT IS AMAZING ISLAND?

The Maboo Elder

The legendary "Amazing Island" exists somewhere in this world. It is a peaceful island inhabited by the Maboo tribe and the fantastic monsters they created.

One day however, trouble found its way to Amazing Island. The dark magician "Black Evil," harnessing the negative power of the human world, overwhelmed and took over the island. One by one the Maboo fell under his grasp, until finally the whole island was his. With Black Evil in charge, even the human world isn't safe.

One of the few remaining Maboo named Lagu called out for help from the human world. Only one with a pure heart can respond to the call...

After Lagu, the Elder, and the other Maboo had finished explaining, Andy agreed to try and save Amazing Island from Black Evil.

"The only one that can oppose Black Evil and his Eviling sidekicks, is a monster created with a pure heart."

Andy went to the Hall of Life that sustains the Maboo, and from the Water Mirror created a monster in his own image to form a perfect partner.
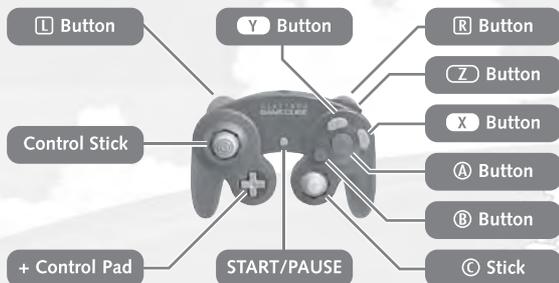
"Before attempting to defeat Black Evil, there are a series of trials that must first be cleared, and a host of Evilings that must be defeated."

Take control of Andy and help him to create his partner monsters, clear the trials, defeat Black Evil, and save Amazing Island!

BASIC CONTROLS

- Ⓛ Button
- Ⓨ Button
- Ⓡ Button
- Ⓩ Button
- Ⓧ Button
- Ⓐ Button
- Ⓑ Button
- Control Stick
- + Control Pad
- START/PAUSE
- Ⓒ Stick

VILLAGE AND MENU SCREENS

START/PAUSE	Game Start, View Status, Set Rumble Feature
Control Stick	Menu Option, Move Character, Scroll Speech
Ⓐ Button	Select, Speak
Ⓑ Button	Cancel
Ⓒ Stick	Move Camera
Ⓛ Button	Position Camera Behind Player Character
Ⓡ Button	View Surroundings

ACTION STAGES

Before each Action Stage begins, the controls are explained onscreen. Read these carefully before continuing.

START/PAUSE	Start Game, Pause Game
Control Stick	Move Monster
Ⓐ / Ⓑ Buttons	Various Actions Depending on Action Stage

GAME START

Before you begin playing, a System Data file used for storing records will be created. Choose a Memory Card to create the file on and press the Ⓐ Button.

🐂 SAVE FILES

The Memory requirements for each kind of Save File are detailed as follows. Please ensure that sufficient memory is available on the Memory Card before attempting to save.

File Type	Content	Space Required
System Data	Ranking and Option settings	3 Blocks
Play Data	Game progress	2 Blocks each
Monster Data	Custom monsters and Fotos	8 Blocks each

At the Title Screen, press START/PAUSE to bring up the Main Menu. Use ▲ ▼ to choose a mode and press the Ⓐ Button to select.

STORY MODE

Control the player character and help save Amazing Island (p.10).

MULTIPLAYER

Choose an Action Stage and play with up to four players (p.16).

TRADE MONSTERS

Exchange Monster Cards. This allows you to trade with friends and play with monsters created within a different game data.

OPTIONS

Check rankings and set the volume levels for background music and sound effects.

STORY MODE

After selecting **Story Mode**, choose between **Begin new game**, or **Continue saved game**.

BEGIN NEW GAME

Use ◀ ▶ to choose whether the player character should be a boy or a girl, and press the Ⓐ Button to select.

Next, enter a name for the player character. Use ▲ ▼ ◀ ▶ and the Ⓐ Button to enter up to 8 alpha-numeric characters. If you get stuck, try selecting **Random** to see the game's suggestion.

Finally, choose whether the Rumble Feature should be set to **ON/OFF** for the new game and press the Ⓐ Button to select.

CONTINUE SAVED GAME

A menu will display all the games stored on the Nintendo GameCube Memory Card. Choose a game and press the Ⓐ Button to select.

You will find your player character returned to the Elder's Hut. Before you can continue playing, you will need to access the System Menu and select **Load Monster** to call your partner. Select the monster you wish to play with and press the Ⓐ Button to select.

✪ Only monsters created within the current Play Data can be selected here.

MABOO VILLAGE INTRODUCTION

HALL OF LIFE

Here you can create your partner monster. The monster you design will be given form and brought to life by 3 Maboo named Folu, Chinto and Lagu.

ELDER'S HUT

The house of the Maboo elder. Here you can hear about Amazing Island, and access the **System Menu**. Make sure you save games here before exiting, and be sure to save your monster too.

SYSTEM MENU

Save Game	Saves your game progress and System Data.
Load Monster	Only displayed when you don't have a monster with you. This allows you to call a monster saved from a previous game. You can also call preset monsters.
Change Monster	Replaces the monster currently in play with a previously saved or preset monster.
Save Monster	Save the monster currently in play.
Delete Monster	Choose a monster on the Memory Card to erase its data.
Monster Cards	Send a monster to a GameBoy® Advance to enjoy Card Battle.

✪ Monsters from Preset Cards cannot be saved.

TRANSPORTERS

These are the areas that connect the village with the various Courses. At each Transporter is a watchman. When you're ready to attempt a Course, speak to the watchman and he'll send your monster to the first Action Stage.

SHOP

Using the money earned at the Action Stages, you can purchase decorations, patterns, voices and various other customizations for your monster. As you clear each Course, a new shop will open with a whole range of new items.

VIEW RANKING

Once you've cleared the first Course, the character **Ow L. Ranking** appears in the center of the village, and by approaching him he can view the scores and ranking of each Course and Action Stage.

MAKING MONSTERS

Make a wonderful monster to act as your partner. You can either request the assistance of the Maboo, or draw your own body shape from scratch.

✪ You cannot draw your own body shape until the first Course is cleared.

MAKE WITH ASSISTANCE

ANSWER FOLU'S QUESTIONS
If you choose to make with asssitance, Folu will ask you a number of questions. Once you have answered these, Folu will design you a monster based on your personality and mood.

ADD ACCESSORIES
Once the monster has been brought to life, Chinto will select some accessories for you. Accessories can be changed or adjusted afterwards.

FINISH
Finally, you can give your monster a name and take a Foto. Your monster is now complete.

MAKE BY YOURSELF

SELECT FRAME
First choose the fundamental shape and movement of the monster, by selecting a frame from those available. Frames increase as you clear each Course.

DRAW BODY
Choose a body part to draw and a method with which to draw it. Draw an outline and the body part will inflate to fill it out. Press the ⓧ Button to set the cursor speed, camera position and help display. You can redraw the body part as many times as you wish until you select "Finish."

ADD ACCESSORIES / FINISH
Once the body is designed, you can add and adjust accessories, and name your monster in the same way as when making with assistance. The monster is complete when you've taken a Foto.

CHANGING ACCESSORIES

If you wish to change the currently selected accessories, you should speak to Chinto. He can also help you change your monster's name. Caution: By applying new accessories, the previous settings will be deleted.

VIEW ABILITIES

Speak to your monster to view abilities. Here you can see the name, class (10 positions), frame, attribute, and ability rating. Ability Rating is reflected in Card Battles and Action Stages. Part of the ability rating will change when you adjust patterns and accessories.

TAKE A FOTO

Approach the monster and press the Ⓐ Button to take a Foto. The Foto you take here will be used on the Monster Card. You can change the current Foto at any time.

Use the following controls while taking Fotos.

Control Stick	Adjust the camera angle
Ⓒ Stick	Move/Zoom camera
Ⓐ Button	Take Foto
Ⓑ Button	Cancel
Ⓨ Button	Communicate with monster

ACTION STAGE GAMEFLOW

GO TO TRANSPORTER
Speak to the Transporter Watchman to be sent off to the first Course. Even if you've already cleared the Course, you can still retry it by approaching the Watchman.

READ THE ACTION STAGE RULES
The rules are different for each Action Stage, and these are displayed before you play. Press the Ⓐ Button to flick through the rules, and START/PAUSE to begin the game. Take a Potion before playing to temporarily increase your monster's abilities.

STAGE CLEAR
Action stages are cleared when you finish with 700 points or more. The higher you score, the more Gold Credits you receive. Select "Next Event" to progress to the next challenge.

If you fail to clear the Action Stage, you have the option to "Retry," or "Quit Course" and return to the village. You can retry once for every Chance Star you possess.

COURSE CLEAR
The final Action Stage of each course is a battle with the Eviling. If you win this, then one of the stolen Vision Orbs will be returned. If you can defeat all of the Evilings in the course, then the road to a new set of courses will be opened.

WHICH ROUTE?

In some Courses, you may face a fork in the road. Which route you should take is up to you, but until you have cleared all possible routes the Course will not be cleared.

✿ When retrying a previously cleared Course, there will be no Eviling to battle.

MULTIPLAYER MODE

Select **Multiplayer** from the Title menu, choose an action stage and enjoy playing against your friends. Additional Controllers are required to play **Multiplayer** mode.

CHOOSE PLAYER DATA

Select the number of players (2 to 4) and choose a Play Data or **Play As Guest** (new character created for one game only) in turn for each player.

CHOOSE CHALLENGE METHOD

Course: Play through each Action Stage of a Course.

Stage: Play one Action Stage only.

CHOOSE A MONSTER AND BEGIN

Each player in turn chooses a monster from those stored in the Memory Card and the preset monsters (though monsters stored on the Memory Card are not available if 1P chooses to **Play As Guest**). The game starts after the Rumble Feature has been set. In Action Stages such as Waterskip Slider, players compete in turn to set the record. Action Stages such as Jungle Dash have players racing simulataneously.

RESULTS SCREEN

When each Action Stage is complete, the scores for each player will be displayed. The player with the highest total score wins. At the ranking screen press the Ⓐ Button to return to the PLAYER DATA SELECT screen detailed above.

MONSTER CARDS

Monsters you create are saved during the game as Monster Cards. When transferred to a GameBoy® Advance, a turn based card battle game can be played.

TRANSFERING CARDS TO A GAMEBOY® ADVANCE

1) Speak to the Elder, and from the **System Menu** select **Monster Cards**.

2) Read the connection instructions on p.18 carefully and connect the Game Boy® Advance system to the Nintendo GameCube™ console via the Nintendo GameCube™ - Game Boy® Advance cable.

3) Switch the GameBoy® Advance power to ON and select **OK**.

4) From the menu, choose **Select Card and Send**.

5) Choose to send the monster presently in play, or one from an album (**Memory Card** or **Preset**).

6) When available, you can also give each monster a skill at this stage. Select **Learn Skill** and choose a Skill Card from the menu.

When the transfer is complete, the Monster Card will be displayed on the Game Boy® Advance screen. Up to 3 Cards can be transfered.

7) Carefully disconnect the cable.

▮ CAUTION

If the power to your Game Boy® Advance is switched to OFF at any time, all data will be lost, so when interrupting your play select "Sleep" from the Title Menu. To recover the system from Sleep mode, press Ⓛ Button, Ⓡ Button and SELECT simultaneously.

CONNECTING THE GAMEBOY® ADVANCE TO THE NINTENDO GAMECUBE™

Required Items
- Nintendo Game Boy® Advance 1
- Nintendo GameCube™ 1
- Amazing Island™ Game Disc 1
- Nintendo GameCube™ - Game Boy® Advance cable . 1

1. Connect the Nintendo GameCube™ - Game Boy® Advance cable to the Nintendo GameCube™.
2. Connect the cable to the Game Boy® Advance.
   * Please do not connect any additional Game Boy® Advance systems or cables to the Nintendo GameCube™.
3. See instructions on p.17 and p.24 for subsequent controls.

Caution on Linked Play

On the following conditions, the game may not be able to communicate, or may malfunction.
- When connected with a cable other than the Nintendo GameCube™ - Game Boy® Advance cable.
- When the cable is not connected all the way in.
- When the cable and Nintendo GameCube™ - Nintendo Game Boy® Advance are not connected properly.
- When the cable is disconnected or reconnected during communication.
- When either the Nintendo GameCube™ or Nintendo Game Boy® Advance is turned OFF or the RESET Button of the Nintendo GameCube™ is pressed during communication.

BASIC CONTROLS

| L Button | | B Button |
| R Button |
| A Button |
| + Control Pad |
| SELECT | | START |
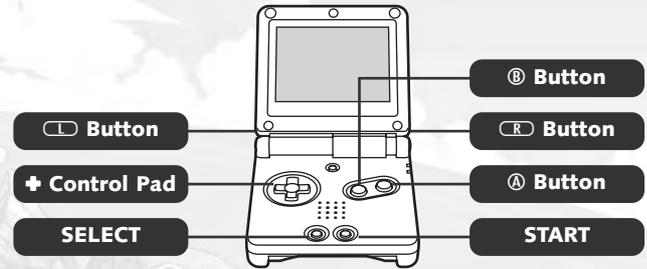
+ Control Pad	Choose Command
START	Game Start
Ⓐ Button	Select
Ⓑ Button	Cancel

Once the Monster Cards have been downloaded, press START at the Title Screen to bring up the Mode Select Screen. Use the ✚ Control Pad to choose a Mode, and press the Ⓐ Button to select.

Single Player
Enter the dungeon and defeat the enemies.

Link Battle
Battle mode for up to 4 players.

View Data
View Monster Cards and collected Treasure Chests.

Connect to GameCube
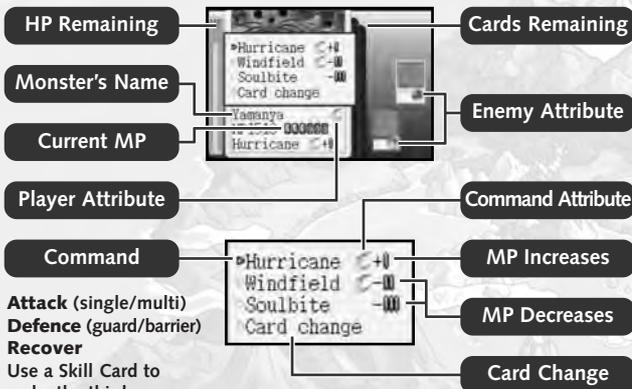Send Treasure Chests won during Card Battle to the Nintendo GameCube™.

Sleep
Put the GameBoy® Advance into Sleep mode.

CARD BATTLE RULES

Card Battle is a turn based game of strategy. Each player in turn selects a command and watches the result. When rival monsters have been defeated, the remaining player is the winner.


VIEWING THE GAME SCREEN

HP Remaining

Monster's Name

Current MP

Player Attribute

Command

Cards Remaining

Enemy Attribute

Attack (single/multi)
Defence (guard/barrier)
Recover
Use a Skill Card to make the third command possible.

Command Attribute

MP Increases

MP Decreases

Card Change

Only displayed when 2 or more cards are available.

CONCERNING ATTRIBUTES

Each Card has one of four Attributes; fire, water, earth and wind. Each Attribute is stronger or weaker depending on the opponent. For example, an attack on Fire by Water inflicts more damage than normal.

FIRE

WIND

WATER

EARTH

→ Stronger against these enemies
→ Weaker against these enemies
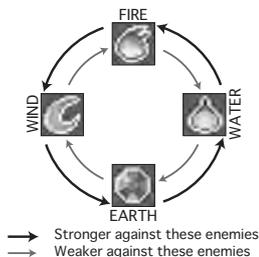
SINGLE PLAYER MODE

The aim is to enter the dungeon for the selected level, defeat all the enemy monsters in each room, and pick up the Treasure Chest when you reach the goal.

Only one card can be used at a time. The monster picture and details of that card are displayed, while a minimum level of information is shown about enemy cards. Battle against each card as they turn over.

COMMAND INPUT SCREEN

Use the **MP** available to your monster and input a command. **MP** reduces or increases by the **MP** requirements of the chosen command. Once decided, the battle will begin.

ATTACK!

The fastest monster attacks first. By matching Types, you can inflict larger amounts of damage.

LEVEL CLEAR

Defeat all enemies to reach the goal and clear the level. Treasure Chests are awarded when the battle is over.
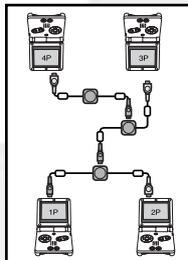
LINK BATTLE MODE

CONNECTION METHODS

For Multi-Player mode it is necessary to connect up to four Game Boy® Advance systems using the Game Boy® Advance Game Link® cables.

Necessary Items
● Game Boy® Advance   2-4
● Game Boy® Advance Game
   Link® cables   1-3

1.   First make sure that the POWER on each Game Boy® Advance is switched to ON.
2.   Connect the Game Boy® Advance Game Link® cables to the external connection sockets on each Game Boy® Advance (see figure). The small plug should be connected to 1P.

Link Battle Mode play is the same as for Single Player Mode, except the enemy cards are controlled by your friends.

LINK BATTLE GAME RULES

Transfer the Monster Cards to each Game Boy® Advance as detailed on p.17, then connect up to 4 Game Boy® Advance systems in accordance with the Connection Methods above.

Each player should select **Link Battle** from the Title menu, and when ready, press the Ⓐ Button to display the Battle Screen. 1P should then press START.
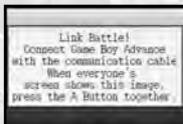
Each player should then decide on a command and character(s) to attack, and place the Game Boy® Advance systems together as instructed on screen.

When the systems are placed together, the screens form one large playscreen allowing you to see graphically each player's cards as they are attacked.

✪ Diagram is for reference only. Please ensure all systems are properly connected as detailed in Connection Methods.

When the turn is finished, the screens will seperate and you will be returned to the Input Command Screen.

✪ Order of attack is the same as for Single Player Mode.
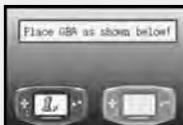✪ The final remaining player will receive a Treasure Chest.

MONSTER CARDS

### ITEMS AND SKILLS

TREASURE CHESTS

Treasure Chests received during Link Battle Mode can be sent to the Nintendo GameCube™ for use in the regular Story Mode.

The following Items can be found in Treasure Chests.

Accessory	Accessories and patterns you can add to your monster in the Hall of Life.
Potion	Temporary power-ups for use in the Action Stages.
Monster Card	Additional preset Monster Cards that can be played in the Action Stages.
Skill Card	Add a special ability to your Monster Card.

SKILL CARDS

Each card contains 2 commands from Attack (single/multi), Defence (guard/barrier) and Recovery. If a Skill Card is sent together with your monster, then a third item is added to the command menu. Skill cards cannot be added until they have been transfered to the Nintendo GameCube™.
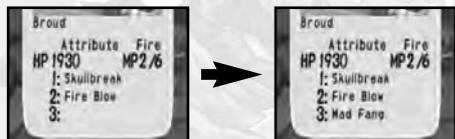
TRANSFERRING TREASURE CHESTS

1) Speak to the Elder, and from the System Menu select **Monster Cards**.
2) Connect the Game Boy® Advance to the Nintendo GameCube™ in accordance with the instructions on p.18.
3) From the Title Menu, select **Connect to GameCube™** on the GameBoy® Advance. Then select **OK** on the Nintendo GameCube™.
4) Select **Receive Treasure Chest**, and then **Back** to end the connection.

HINTS & TIPS

DRAWING MONSTERS

Try using the + Control Pad, and move the cursor very slowly. Bear in mind also that when you clear each course, the functions available for drawing monsters increase.

By drawing your own monster, you also receive a chance star increasing the number of times you can retry uncleared Action Stages.

MONSTER CLASSES

Monsters come in a total of 10 classes, and these are chosen automatically when they're created. The higher the class, the more powerful the monster. Class can be checked by selecting "View Abilities" (p.14)

ACTION STAGE TIPS

WATERSKIP SLIDER

Watch the crosshair sight on the water surface and time your commands with that.

BASKET BARRAGE

During Fever Mode, repeated firing by itself is no good. Careful timing is crucial.

EVILING VOLLEY

Practice your timing carefully. The Feint command using the ® Button is also particularly useful.

CREDITS

Manual Production
Yoshihiro Sakuta
Hisakazu Nakagawa
Satoru Ishigami
Colin Restall

NOTES

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