

**GAMEBOY ADVANCE**



®

AGB-AJQE-USA



**ISLAND ATTACK**

**INSTRUCTION BOOKLET**

**ADVENTURE**





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VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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## PROLOGUE

Using DNA samples, Ingen, in their plans to build a "Jurassic Park", brought dinosaurs back to life and attempted to recreate a Mesozoic world in the present. Although the dinosaurs were successfully recreated, their unanticipated ferocity condemned the company's designs to failure.

Several years have since passed –

In "Site B", where the dinosaurs were bred and now roam freely, a new ecological system has begun to take shape and continues to thrive to this day...

Paleontologist Alan Grant has been left stranded on this island of dinosaurs by an ill-fated airplane accident during an airborne observation of Sorna Island. In this jungle infested with ferocious carnivorous dinosaurs, he cannot risk making even the slightest careless move. The only source of information available to him is a single wireless transmitter, fortunately left unscathed by the accident. Through transmissions with the rescue team headquarters, he is provided with information that he must rely on to reach the port where a rescue boat awaits his arrival...



## GAME OBJECTIVE

Your objective is to get off the island in one piece. To do so, you must travel through 8 challenging areas and reach the port where the rescue boat is waiting for you. Elude vicious dinosaurs and solve puzzles and traps in order to make it out alive.



## BASIC CONTROLS

### Control Pad

Moves the player / press twice in the same direction to dash ; moves the cursor

### L / R Buttons : Toggle items

### A Button

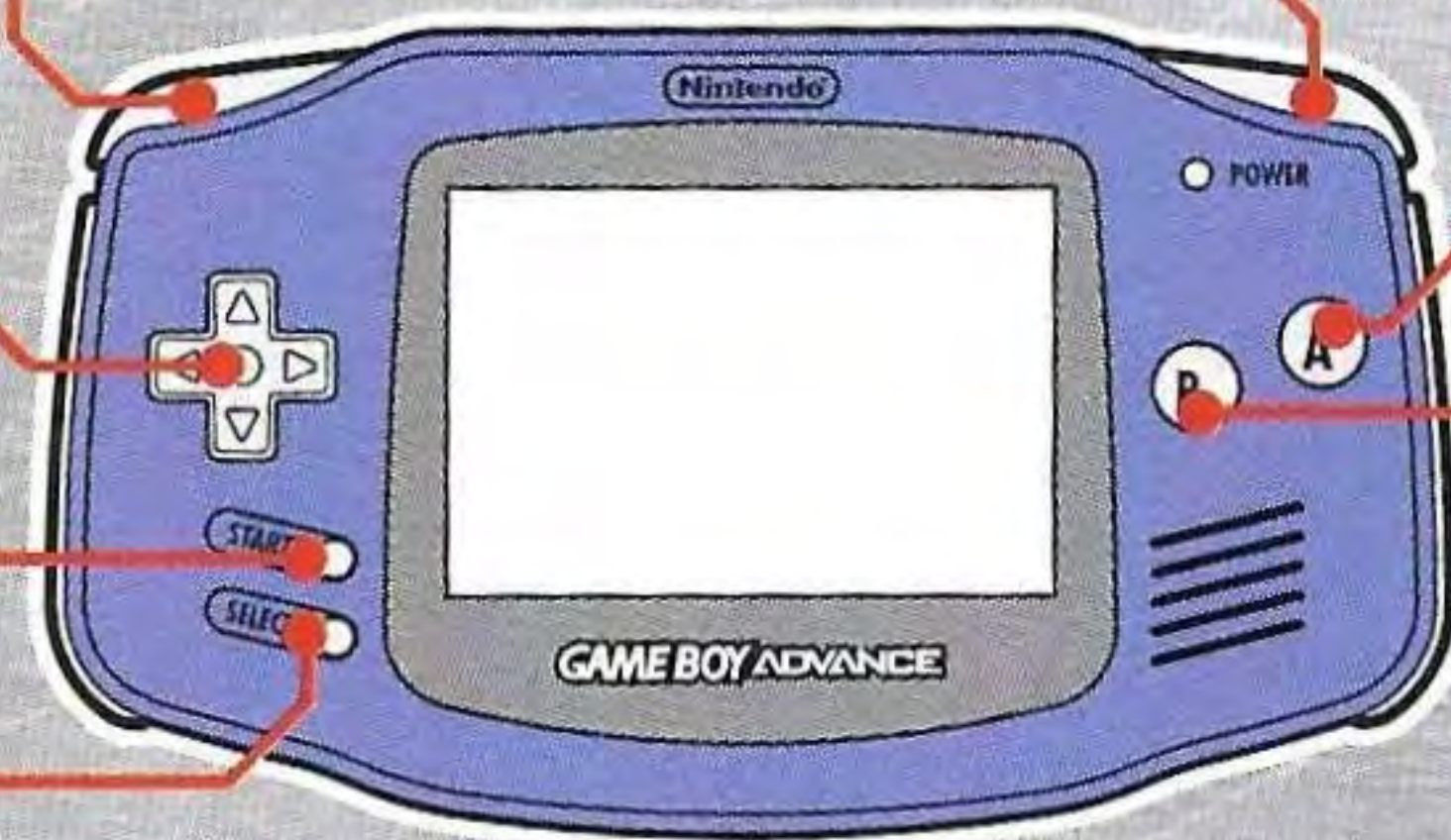
Jump; Choose items; Pop a wheelie (when riding the motorcycle)

### B Button

Search; Use items; Cancel item selections; Open doors; Attack (when riding the motorcycle)

### START : Pause

### SELECT : Not used



■ Press the **START**, **SELECT**, **A Button** and **B Button** together at the same time to reset.

■ Choosing "Key Config" from the "Options" menu screen allows you to change button controls for the **A Button**, **B Button**, **L Button** and **R Button**.



## STARTING A GAME

Properly insert the game pak into the Game Boy® Advance and turn on the power. Press START at the Title Screen to select the game mode.



### Story Mode

Game mode in which the player sequentially progresses through the stages in the search for the port where a rescue boat awaits their arrival.

**New Game** : Start a game from the beginning.

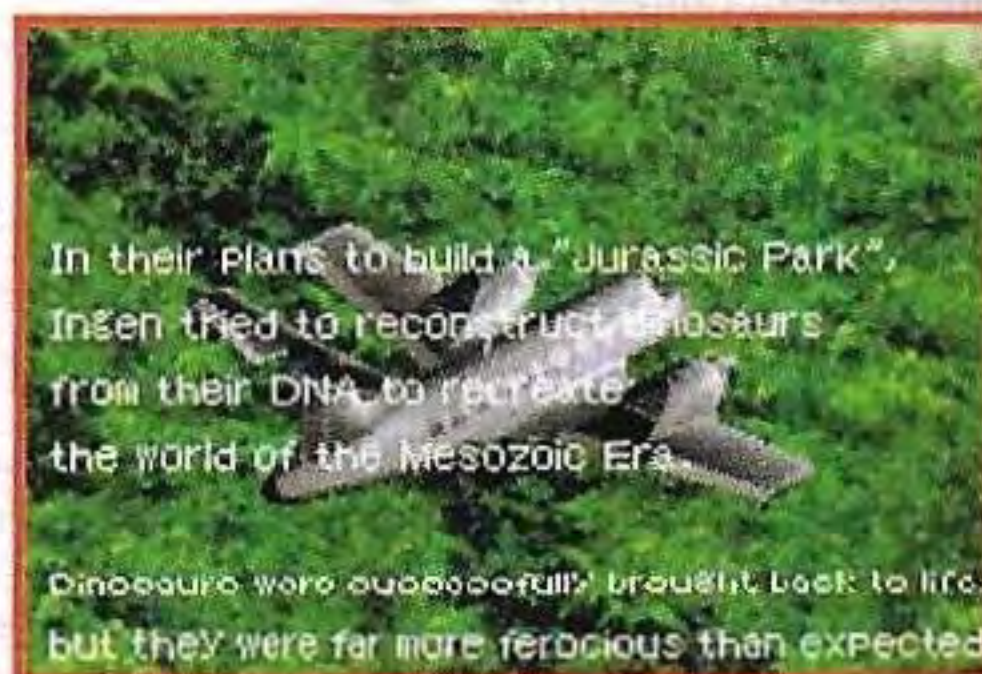
**Load Game** : Resume a game from saved game data.

\*Note that if data from a newly started game is saved when previously saved game data already exists, the previously saved data will be erased.



### Stage Select Mode

A mode in which you can choose to replay stages that have already been cleared in "Story Mode".



## STARTING A GAME



### Options

Adjust game play settings and listen to game sounds.

**Key Config** : Change button control settings.

**Data Clear** : Erase all settings, records, and game data.

**Exit** : Exit the Options menu.



### Records

Previous best records can be viewed.

**Time Record** : The record for the fastest time to complete each stage is displayed.

**Hit Record** : The record for the most dinosaurs defeated (number of hits) in each stage is displayed.



## SAVING AND ENDING THE GAME



### Save

In Story Mode, clearing a stage allows you to save the current time and any records. If you beat any records in Stage Select mode, you will be able to save them here.

*\*In "Stage Select" Mode, stages cannot be saved in progress.\**



### Gave Over

The game is over when the character's life gauge reaches 0. However, in "Story Mode" if the player has one or more credits, they can select whether or not to continue the game. Continuing the game uses up one credit and the game can be resumed from the stage that had been played up to that point. The player begins the game with 3 credits.



## VIEWING THE DIFFERENT SCREENS



### Main Screen

The screen from which the player is controlled and game progress is made.



### Life Gauge

This displays the player's endurance. It is reduced when the player is damaged, and when it runs out, the game is over.

### Items

The currently equipped item that can be used with the B Button. The number of times it can be used is displayed to the bottom right.

### Level Items

Important Items, such as keys that are necessary for continued progress in the game are displayed here.

## VIEWING THE DIFFERENT SCREENS

### Pause Screen

Press START during the game to pause the game and bring up this screen.

Current player condition is displayed.

**Stage :** Current stage

**Credit :** Number of credits remaining

**Hit :** Number of dinosaurs killed in the current stage

**Time :** Amount of time currently spent in the stage



## ACTIVE CHARGE SYSTEM

This system is used during the game when the player carries out actions that require a large amount of energy, such as moving heavy objects or breaking things.

Search things that look like they could be moved or broken apart to bring up the "Active Charge Meter". Press the B Button in fast succession to store up energy. If the meter is filled up within the allocated time, the action is carried out. The meter is returned to 0 if the rate of pressing the button is not fast enough or if the player is damaged while charging.



Approach a cracked crate.



The Active Charge Meter appears. Pressing the B Button repeatedly raises the meter.



By building up energy, the player is able to break apart the crate.



## ITEMS

Items are used with the B Button. Useable items are displayed in the center of the screen. Use the L/R Buttons during game play to toggle between items.



### ■ Wireless Transmitter

Use this item to contact the rescue team headquarters and receive advice. It does not have to be used as an item to receive incoming messages from the rescue team.



### ■ Flare Gun

This weapon will allow the player to elude enemies or to move switches by hitting them. Push and hold the B Button to bring up the targeting sight.



### ■ Tranquilizer Gun

Paralyze enemies with tranquilizing smoke to temporarily stop them from moving.



### ■ Wire

Fire into a high spot and dangle from the wire. When hanging from the wire, press the A Button to release the wire and jump.



### ■ Medicine

Partially recovers the player's life gauge when it has been reduced by damage received from enemy attacks.



### ■ First Aid Kit

Greater life gauge recovery than the medicine.



## TRAPS AND GIMMICKS

A variety of different traps and gimmicks exist in each of the stages. Release the traps and use the gimmicks to progress through the game. The following is an introduction of the most basic traps and gimmicks.



### ■ Drum Can / Gunpowder Boxes

These explode when shot with a flare. Explode them near dinosaurs to inflict severe damage and cause them to recoil away.



### ■ Switch

Shoot the switch with the flare gun to toggle it.



### ■ Cracked Box

This can be broken using the "Active Charge System". Items may appear from inside the box.



### ■ Empty Box

This can be moved using the "Active Charge System". It is possible to move the box into a better position.

## STRATEGY ADVICE

Dinosaurs have more stamina and attacking capacity than humans. It is recommended that if you run across a dinosaur that instead of challenging it you try to get away. Alternatively, blow up gunpowder boxes and utilize other surrounding items to inflict serious damage on a dinosaur.



## ISLA SORNA (STAGE INTRODUCTIONS)



### 1 Crash Landing Spot

A jungle where the private plane crash-landed. There are signs that people were here once before.

### 2 Laboratory

The laboratory where dinosaur eggs were incubated. Equipment and such has been left behind.

### 3 Grassy Plain

An expansive prairie found on the island. It has become the habitat of the Velociraptors.

### 4 Gorge

A gorge with nothing but jagged rocks. One characteristic of the area is the difference in height between the footholds.

### 5 Museum

This building was constructed to become a dinosaur museum. Some of the items on display have strange tricks to them...

### 6 Breeding Ground

This place was the breeding ground for Pteranodons. The entire mountain has been turned into a gigantic birdcage.

### 7 Jungle

A densely forested area that continues to the port. Traverse precipitous trails trodden flat by dinosaurs.

### 8 Port

A district of warehouses in the port where the rescue team's boat awaits your arrival. Get free of the labyrinth of narrow roads to reach the port.





## CHARACTER & DINOSAUR DESCRIPTIONS



### Alan Grant

A paleontologist researching Mesozoic period dinosaur ecosystems. His Cessna airplane crash-landed during observation of Sorna Island from the air when it came into contact with a group of airborne dinosaurs.



### Compsognathus (Compy)

Small framed dinosaurs. They cling to their prey and attack them repeatedly with their sharp teeth.



### Velociraptor (Raptor)

Their personality is definitely different than the normal dinosaur. They are highly intelligent and attack their prey with razor-sharp teeth and claws. They are also superb jumpers.



### Dilophosaurus

These dinosaurs frighten their prey by spreading their frilled crest, and attack by spitting poison from their mouth.



### Gallimimus

They have long legs with powerful muscles and are particularly skilled as runners. Using their long tails to keep their balance, they run as a herd.



### Pachycephalosaurus

They attack any enemies spotted by ramming them with their head. Their half-sphere heads are extremely hard and can even break apart boulders.

### **Pteranodon**

Using their massive wings with evolved forearms to gracefully soar the skies, they attack their prey by swooping down directly at them.



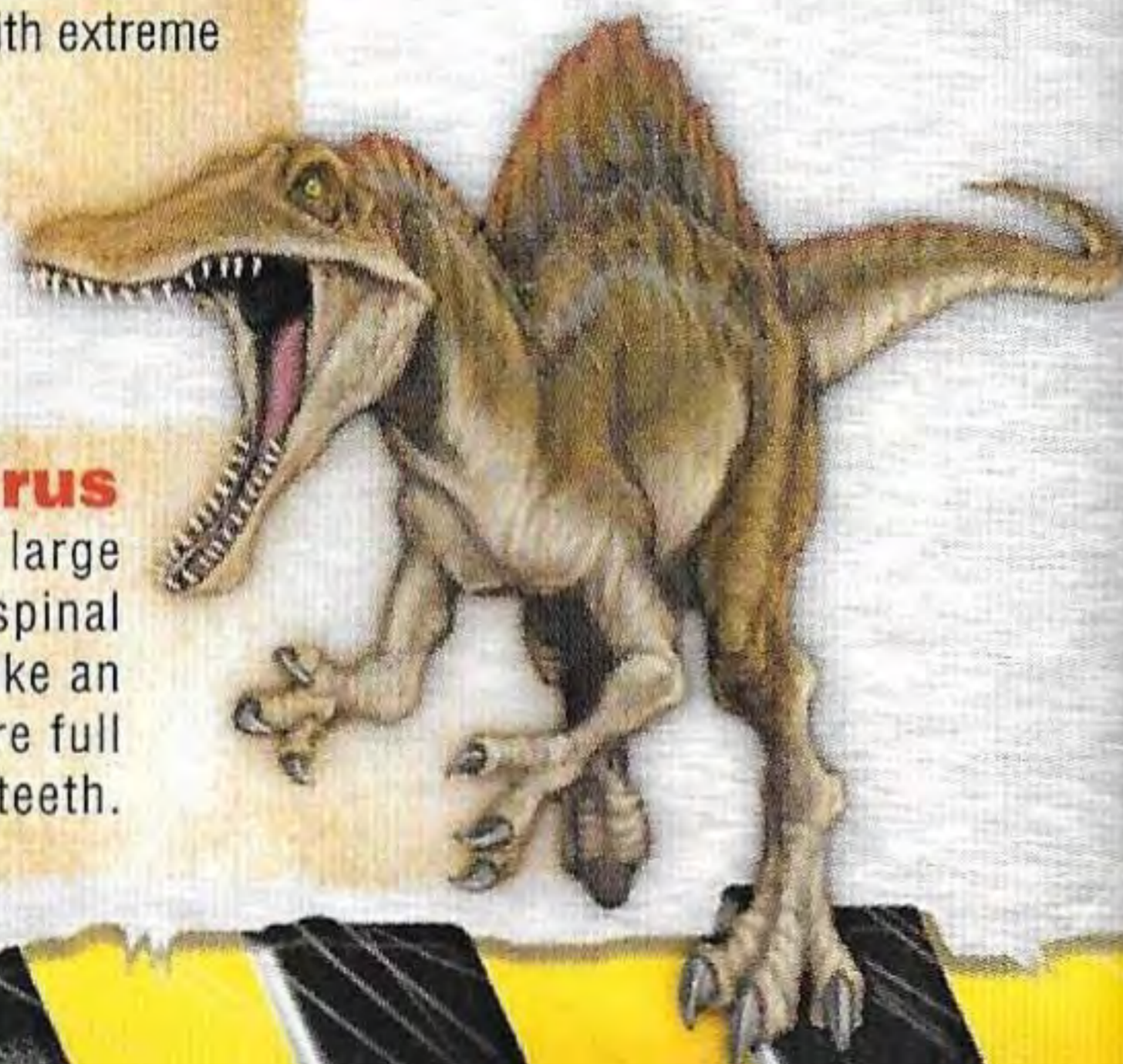
### **Tyrannosaurus**

The most fearsome of the great carnivorous dinosaurs. Their immense bodies are 12 meters high, yet they can move with extreme agility.



### **Spinosaurus**

One characteristic of this large carnivorous dinosaur is the huge spinal crest on its back that protrudes like an open sail. Its alligator like jaws are full of sharp teeth.



## **NOTES**

A series of horizontal lines on a grey background, intended for writing notes.



## NOTES

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**Konami Game Hint & Tip Line: 1-900-896-HINT (4468)**

- 95¢ per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

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