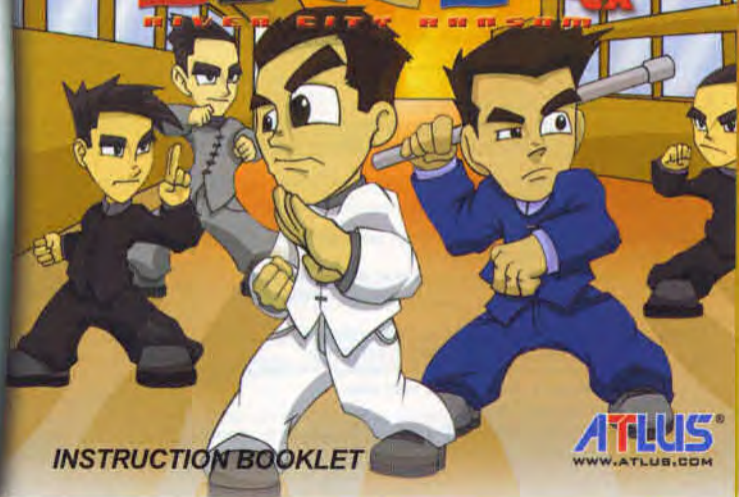


GAME BOY ADVANCE

AGB-BDTE-USA

River City RANSOM

EX
RIVER CITY RANSOM



INSTRUCTION BOOKLET

ATLUS[®]
WWW.ATLUS.COM

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 or 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 or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



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



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



ATLUS
WWW.ATLUS.COM

© 2003 Atlus © 2003 Million

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

STORY	5
GAME MODE	7
SCREEN DISPLAY	8
CONTROLS	9
BASIC MOVES	10
WEAPONS	12
STATUS	13
SHOPS	15
COMMAND MENU	16
LINKING	20
LOCALIZATION STAFF CREDITS	21

Story

River City High is an ordinary high school. At least, it was until two punks calling themselves the 'Dragon Twins' transferred in. Soon there were fights in the halls, threats, and teachers living in fear. The Dragon Twins brought out the worst in the student body. Then, one day, gangs seized the quiet town in a grip of fear, and the Twins took control of River City High. Nobody could get in—or out.

Luckily, Alex wasn't in school the day it was taken over. Seeing his school trapped under the rule of the Dragon Twins, Alex knew someone bigger was behind this mess, and he set off to find out just who that someone was. He'd need help, and there was only one dude in town as bad as Alex, even if they were lifelong rivals...

At nearby Cross Town High, Ryan left class and walked down the hall to his locker. When he opened it, he noticed a small piece of paper tucked between two books. He unfolded the note to find this message:

Ryan,
I hold your girlfriend,
Cyndi, captive. With my
gangs of students and
vicious bosses roaming
the streets, nobody
can stop me now. If you
want her back, come to
River City High.

- Slick

Ryan charged down the hall and out the door, just in time to bump into Alex...

Main Characters

Alex

A senior at River City High and the most popular guy in school. Though tough, and a bit rebellious, Alex is kind-hearted and tries to defend those who need help. He got his reputation as a scrapper back in junior high, when he fought a gang of street thugs to save his friends, Simon and Roxy. Since then, people have looked past his below average grades because of his fighting abilities and heroic nature.



Ryan

The most popular senior at Cross Town High. Because of his status at the neighboring school, Ryan is Alex's lifelong rival. There is no love lost between the two at school sporting events, where they often go head-to-head. Though more academic than Alex, Ryan can still hold his own in a fight. He's stubborn and usually doesn't ask for help—but he may have to in order to save his girlfriend, Cyndi.

Game mode

game select screen



- 1 story** Proceed to Game Mode Screen.
- 2 manage data** Manage your character data.

Once you confirm the game mode by selecting "OK," your River City Ransom adventure will begin!



change

You can change the Player and Computer characters, the number of onscreen allies or enemies, difficulty level, type of ally attacks, and the text speed. (Use Left/Right on the Control Pad to change your choice.) Choose Alex or Ryan, and whether or not you will journey alone.

brightness

You can change the overall brightness or the brightness of the objects and the background separately. (Use Left/Right on the Control Pad to change your choice.)

file

You can load customized characters in place of Alex and Ryan.

status

You can view your character status, items, techniques, and fight log.

delete

You can delete character data here.

trade

By linking, you can give and receive character data between your friends. The player to select "Trade" first will be giving data, while the player to select "Trade" second will be receiving data.

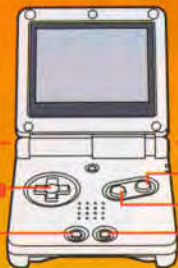
Screen display



- 1 name** Your character's name will be displayed. The player can change his/her name by selecting "Name" in the Status Screen.
- 2 stamina meter** Current stamina level is displayed. The color of the meter will change to show approximately how much stamina the player has left. Blue = MAX, Green = 75%, Yellow = 50%, and Red = 25%+.
- 3 willpower meter** Current willpower is displayed. Willpower depletes once the player's stamina is low.
- 4 money** The character's available money. Use money to purchase items and new fighting techniques.
- 5 damage points** A number indicating damage dealt by an attack is displayed above the target's head.
- 6 text** Text message display. By pressing START, the game will PAUSE and a command menu will be displayed in place of the text.

CONTROLS

BASIC MOVES



- L BUTTON
- CONTROL PAD
- SELECT
- R BUTTON
- B BUTTON
- B BUTTON
- START

Various punch and kick techniques can be performed depending on the length of time the A Button or B Button are held. There are 4 variations in lengths of time: tap, hit, press, and hold. The technique will be performed when the button is released.

START
Use to start or pause the game (The game is "paused" when the Command Menu is displayed).
SELECT
Switch command displays in the technique screen.
B BUTTON OR B BUTTON
To defend, hit the A Button or B Button when an enemy attacks. To pick up something, hit the A Button or B Button when the character is close to a weapon. (Unconscious enemies may also be used as weapons).
L BUTTON
Use to move cursor to the first selection of a list or flip pages.
R BUTTON
Use to move cursor to the last selection of a list or flip pages.

WITHOUT A WEAPON

WITH A WEAPON

CONTROL PAD
Move character (tap twice in left or right direction to run)
B BUTTON
Punch
B BUTTON
Kick
B BUTTON + B BUTTON
Jump

CONTROL PAD
Move character (tap twice in left or right direction to run)
B BUTTON
Swing Weapon
B BUTTON
Throw Weapon
B BUTTON + B BUTTON
Jump

MOVE
Press the Control Pad in the direction you want your character to move.
PUNCH
Press the A Button to attack with a punch.
KICK
Press the B Button to attack with a kick.
JUMP
Press the A and B Buttons simultaneously to jump.
FOR
Tap Left or Right twice to run in the corresponding direction.
RUNNING JUMP
Jump while running to do a running jump.

JUMP ATTACK
Attack during a jump to do a jump attack.
DASH ATTACK
Attack while running to do a dash attack.
RUNNING JUMP ATTACK
Attack in the air to do a running jump attack.
DEFEND
Press the A Button or the B Button when your opponent attacks.
REAR ATTACK
Attack an enemy standing behind you. Enemies you're facing have attack priority.
JUMP ON ENEMY
You can jump onto a nearby enemy.

LIFT ENEMY
Press the B Button when you are close to an enemy who has been knocked down.
STAND WITH ENEMY
After lifting an enemy, press the A Button to use him as a weapon.
THROW ENEMY
After lifting an enemy, press the B Button to throw him.
LEG GRAB
Press the A Button when you are close to an enemy who has been knocked down.
ENEMY SWING
After grabbing an enemy's legs, press the A Button to swing him around in circles.
SWING THROW
After grabbing an enemy's legs, press B to throw him.

PICK UP WEAPON
Press the A Button or the B Button to pick up a weapon on the ground.
STRIKE WITH WEAPON
Press the A Button when you have a weapon in hand. You can attack while being lifted on an object.
THROW WEAPON
Press the B Button when you have a weapon in hand.
ATTACK WITH OBJECTS
You can attack an enemy by punching or kicking an object across the ground.
STAND ON OBJECTS
You can jump onto certain objects.
ATTACK FROM OBJECTS
You can attack while you're on an object.

LIFT AN ENEMY OR AN OBJECT

You can lift objects even when enemies are on top of them!

STAND ON A LIFTED OBJECT

You can stay on an object even if it is lifted.

ATTACK FROM A LIFTED OBJECT

You can attack while being lifted on an object.

KICK A WEAPON

You can defend against thrown weapons by kicking.

FIGHT WEAPONS WITH WEAPONS

You can defend against thrown weapons by striking with your own weapon.

WALK ON OBJECT

You may get a trash can stuck over an enemy's head—or your own!

TRIPLE ATTACK

You can perform a Triple Attack by jumping toward a wall and attacking as you bounce.

JUMPING SUPERJUMP

Jump and press the A Button immediately.

DOUBLE KICK

Jump and press the B Button immediately.

HIGH RUNNING JUMP

The longer you run, the higher you will jump.

HOLDING DOWN A BUTTON

Your techniques will vary according to the length of time you hold down the A Button or B Button.

PLAYING DEAD

Your character can stay lying down by holding down on the Control Pad.

WEAPONS

These weapons may be lying on the ground, or in the hands of your opponents. Pick them up using the A Button or the B Button. Remember that once you pick up a weapon, the A Button is for striking and the B Button is for throwing the weapon or object.



LEAD PIPE



CRATE



STICK



TIRE



CHAIN



BASS DRUM



TRASH CAN



ROCKS

NOTE:

There are other weapons in the game that aren't shown above. Be careful not to hit your buddies or yourself when you swing your weapon!

STATUS

Your character can get stronger by using items from the shops. Each item has a different effect on your many attributes. Make sure to check the Status Screen after you try a new item.

PUNCH

This value shows how powerful your character will be when pummeling punks with punches. The higher the number, the stronger the punches.

KICK

This value characterizes your killer kicking abilities. The higher the number, the more powerful your character's kicks will be.

WEAPON

It's important to know how to wield weapons well. The higher this value's number is, the more likely your character is to impress with a chain, stick, or the like.

DEFENSE

This value shows your defense ability. The higher the number, the easier it will be for your character to block enemy attacks.

TOUGHNESS

Tough guys don't take much damage—and this value details just how tough your character is. A high number means you can take a punch and not much damage. A low number means you're getting beat on.

STRENGTH

This value shows your character's overall strength. The higher the number, the more effective your strength-based attacks will be.

AGILITY

This value shows your character's overall agility. The higher the number, the more skilled you'll be at techniques which require agile movement.

JUMP

Air attacks require a strong jump as the basis for the technique. A high number for this value will translate into a stronger jumping attack.

WILLOWAY

Your character's Willpower indicates his general state of health. With more Willpower, your character will find it easier to keep on fighting. It's easier to attack and defend when your Willpower is high.

STAMINA

Stamina indicates your character's hit points (health). As long as you have Stamina left, your character is able to fight. If Stamina drops to 0, however, you will be knocked unconscious and have to try again.

MAXIMUM STAMINA

Your character has a Maximum Stamina which indicates how high the Stamina value may rise. By increasing this, you will be able to have higher Stamina overall and take more hits in general. Keep an eye on this stat.

NOTE:

Make sure to balance your status to match your style of play!



SHOPS

In the malls, you can enter a shop by pressing Up on the Control Pad. In shops, you'll be able to purchase items that improve your status or teach fighting techniques.



THERE ARE 3 TYPES OF SHOPS:

BUY-ON TYPE SHOPS (TYPE B)

Items will be used automatically when purchased to improve your status.

TAKE-OUT TYPE SHOPS (TYPE C)

Purchased items will be stored in your inventory (view by selecting the Item screen). You can improve your status by using these items sometime after you leave the shop.

BUY-ON / TAKE-OUT TYPE SHOPS (TYPE A)

You can choose to use the item on the spot, or to take it with you for later.

LIST OF SHOPS

LATTE CARREINO	(TYPE A)
MERV'S BURGERS	(TYPE C)
SWEET TOOTH	(TYPE B)
SUSHI BAR	(TYPE A)
CD CELLAR	(TYPE B)
TRENCH ITALIA	(TYPE B)
JCS PHARMACY	(TYPE B)
METRO BAKERY	(TYPE B)
READ ALL ABOUT IT	(TYPE B)
MAO'S PLACE	(TYPE A)
TOYS 'B' WE	(TYPE B)
MEAT MARKET	(TYPE B)
HAPPY FEET SHOES	(TYPE B)
POP'S HEALTH CLUB	(TYPE A)

COMMAND MENU

Press START during the game to pause and display the Command Menu. Move the cursor and press the A Button to select a command. Return to the game by pressing START or the B Button.



ITEM

You can manage items that were purchased in shops. You can hold up to 12 items.

- USE

Items stored in your inventory can be used in this screen to improve your status. Items used to obtain techniques are used here, but still need to be activated in the Technique Screen.

- DISCARD

You can discard items that you don't want or need to create space to purchase new items.



STATUS

You can check your character's status in the Status Screen. If you have other characters in your posse, you can switch screens to see their status by pressing down on the Control Pad.

- NAME

You can change the name of your character(s) in the Name Screen.



TECHNIQUE

You can manipulate the techniques that you have obtained. You can keep up to 12 techniques in your inventory.

- USE

You can activate or deactivate techniques in this screen.

- DISCARD

You can discard techniques that you do not wish to keep.



LOG (RIGHT LOG)

You can confirm your current fight log. 12 characteristics are recorded as you play.

- START/STOP

You can start or stop recording your fight log.

- RESET

You can reset your fight log.



STRATEGY

You can view or change your posse members' fighting characteristics.

- CHANGE

You can change fighting characteristics for each of your posse members by pressing Left or Right on the Control Pad.

- RANDOM

By selecting Random, all fighting characteristics for that character will become random.



FILE

You can save/load character data.

- SAVE

You can save character data during the game.

- DELETE

You can delete character data.

- LOAD

You can load character data during the game.



OPTIONS

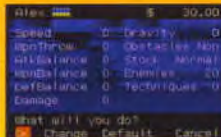
You can set and/or change the game options.

- CHANGE

You can change the game settings by pressing Left or Right on the Control Pad.

- DEFAULT

Return all the game options back to their default settings.



mode (game mode)

You can change the mode of the game during gameplay.

• CHANGE

You can change the number of enemies, difficulty level, type of attack for your posse members, and text speed by pressing Left or Right on the Control Pad.

NOTE:

You will not be able to change the main character or the number of members in your posse.

• BRIGHTNESS

You can change the contrast of objects and the background by pressing Left or Right on the Control Pad.



Linking

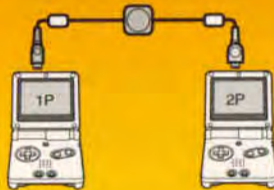
HOW TO CONNECT THE GAME BOY® ADVANCE GAME LINK® CABLE

WHAT YOU NEED

- 2 Game Boy® Advance systems
- 2 River City Ransom EX Game Paks
- 1 Game Boy® Advance Game Link® Cable

HOW TO CONNECT

1. Make sure that the POWER switches on both Game Boy® Advance systems are turned OFF. Then, insert a Game Pak in each system.
 2. Connect the Game Link® Cable to the socket on each system.
 3. Turn the POWER switch ON for both systems.
- Player 1 is the system with the smaller plug. (See left.)



NOTE:

The game may not function correctly or the Link Mode may not function in the following cases.

- When a connection device other than an official Game Boy® Advance Game Link® Cable is being used.
- When a Game Boy® Advance Game Link® Cable is not connected firmly into the sockets.
- When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during a link game.
- When the Game Boy® Advance Game Link® Cable is connected to the Junction Box.
- When more than 2 Game Boy® Advance systems are connected.

LOCALIZATION STAFF

Credits

Product Management
Sonoko Saito

Project Lead
Akibo Shieh

Project Coordination
Hiroyuki Tanaka

Marketing
Gail Salamanca

Translation
James Kuroki

Localization
Tomm Hulett

Quality Assurance
Jonathan Wu, Angel Ramirez, Eric Y. Kwan

For additional RCR character information, be sure to visit www.atlus.com!

warranty

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE ATLUS PRODUCT.

Some states do not allow limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which may vary from state to state.

Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9:00 am to 5:30 pm Pacific Time.

GAME HINTS!

Visit www.atlus.com for helpful hints that can help you master River City Ransom EX! Just click on the "Support" link!

For more information on any of our other products, you can visit our website at www.atlus.com or e-mail us at webmaster@atlus.com

ATLUS
WWW.ATLUS.COM

15255 ALTON PARKWAY, SUITE 100
IRVINE, CA 92618 • 949-788-0455
WWW.ATLUS.COM



ATLUS USA INC.
15255 Alton Parkway Suite 100
Irvine, CA 92618

PRINTED IN JAPAN