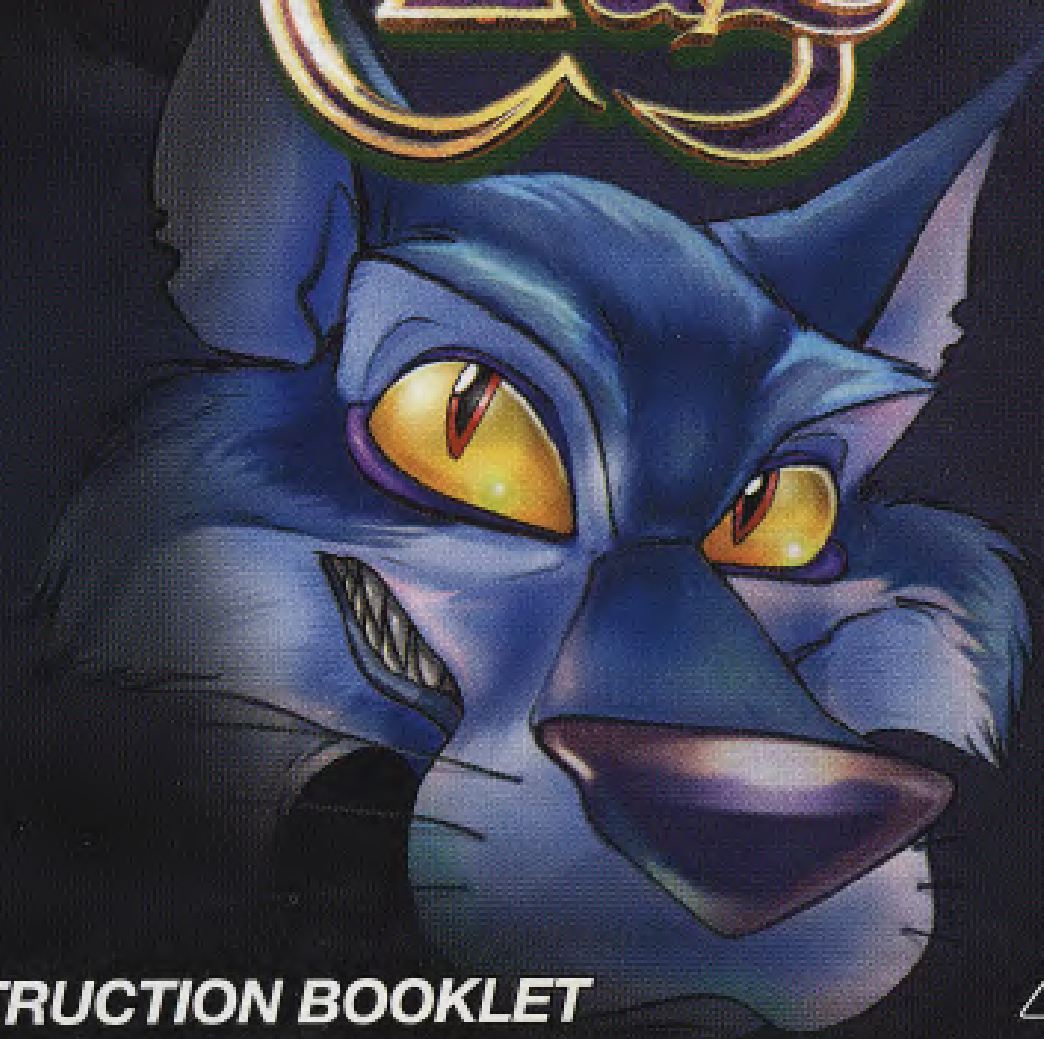
GAME BOY ADVANCE

AGB-AWUE-USA

Sabre Wulf™



INSTRUCTION BOOKLET

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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	**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 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.

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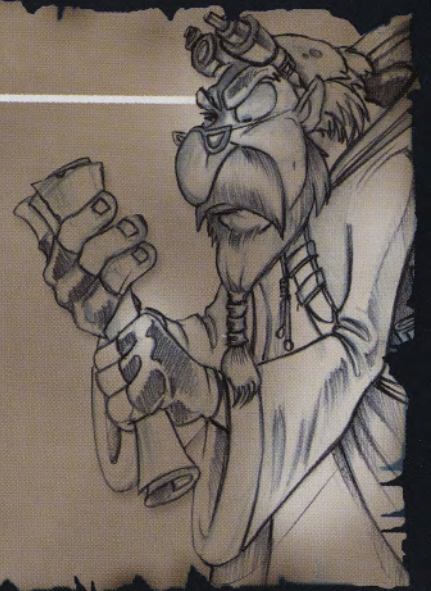
contents

the story	04
controller functions	06
starting the game	07
screen display	08
3D exploration	09
2D platform action	14
the characters	20
good creatures	24
bad creatures	26
the worlds	28
limited warranty	32



the story

A mysterious stranger has arrived in the tranquil village of Blackwyche and done the unthinkable: shattered the fabled Sabre Wulf amulet, releasing the savage 'Wulf itself from long years of imprisonment and bringing fear and panic to the world. Any reasons the man may have for this act are shadowy, but with Sabrewulf on the warpath and terrorizing communities all across the land, what *is* clear is that both of these villains must be stopped.

Once more it falls to veteran explorer Sabreman to track and recapture his most fearsome nemesis. Now in the twilight of his years, our hero's not quite the warrior he once was and has long since laid aside his trusty sabre, meaning that other weapons and defenses will have to be found if he is to succeed in this quest. And it may well be his toughest yet: not only must he hunt down the stranger, he must also recover the eight pieces of the amulet and return the 'Wulf to its prison!

Sabrewulf has many lairs, each of which must be found and cleared if our hero is to bring back the stolen treasure. As you'd expect, these lairs are seething with lethal hazards, culminating in the threat of the 'Wulf itself.

Thankfully Sabreman has spent many years since his last adventure studying the ways of the land's extraordinary creatures, learning how to make best use of the unique talents of each. In addition to his wits and finely-honed survival instincts, his interaction with these creatures will act as the ace up Sabreman's sleeve and hopefully provide him with the edge he needs...

controller functions

L Button - Shift creature (2D platform mode only)

R Button - Inventory

+ Control Pad - Move Sabreman

3D exploration mode: 8-way directional control

2D platform mode: Left and Right to move, Up and Down to look above and below current position

Start - Pause/Inventory

A Button - Jump

B Button - *3D exploration mode:* View compass (if purchased from shop)

2D platform mode: Open Creature Menu

starting the game

Your first port of call within the game is Sabreman's front room, complete with roaring fire and various trophies from his adventures. Above the fireplace hang pictures representing t he save slots on the Game Pak. As you make progress through the game in one of these slots, the picture will update to illustrate Sabreman's current position. To save at any time, pause the game and select SAVE GAME from the Pause/Inventory menu.

Choose one of the save slots to bring up the following options:

Start Game: Begin a new or previously saved game.
Delete Game: Delete data previously saved in this slot.
Copy Game: Copy data in this slot to another empty slot.

Selecting the boar's head above the fireplace will allow the player to access Sabreman's Challenge Mode: see the 2D Platform Action section for more details.

screen display

The Creature Menu (top), Shield Icon and GP Counter (bottom)

Tom Leaf's tea-drinking game, featuring eggtimer plus icons at bottom left displaying amount of tea in mouth and total number of cups swallowed

game basics: 3D exploration

Sabre Wulf's gameplay is split into two distinct styles. The game kicks off in 3D exploration mode, where our wandering hero traverses new areas and interacts with other characters in his long-distance search for Sabrewulf and its master.

A 'Wulf Lair - Sabreman's standard will be raised once completed

The 3D worlds also provide access to a selection of appropriately-themed 2D platform levels. These are Sabrewulf's lairs, identifiable by entrances in the form of a wulf's-head tunnel leading underground. Standing near a lair entrance and pressing the A Button brings up the name and stats for that level (fastest time, treasure gained and so on), while entering the tunnel shifts the game into the more action-heavy 2D platform mode.

Each 3D zone is essentially the hub of one of the eight game worlds. Blackwyche Village is the first of these, and it's here that Sabreman will be able to make use of handy features such as Cookie's Shop.

Library: Of all Blackwyche Village's facilities, the Library - maintained by Connie-Anne the Librarian - is one of the most useful, holding up-to-date documentation on the various Good and Bad creatures discovered by Sabreman. Keep coming back to check the updated records whenever you're in town!

Village Hall: Situated in a prime location at the head of the village and therefore hard to miss, this is the Mayor's grand seat of office. Sabreman will need to make a stop here when he first arrives in Blackwyche.

Local Shop: Also to be found in Blackwyche Village is the local shop, a small but perfectly-formed establishment run by Cookie. Here you can sell any treasure that you've found, as Cookie's only too happy to convert it into the local currency (GP). With your new-found wealth you can then decide whether or not to buy certain helpful items and creatures from him.

And don't worry about continually backtracking to Blackwyche, as Cookie really gets around with his portable market stall. Approach him and press the A Button to do business: he'll always have armor for sale, and also carries items such as a nifty new-fangled camera and the one item that any self-respecting explorer should not be without, the trusty compass. This allows Sabreman to pinpoint the location of well-hidden 'Wulf lairs or level exits (after buying it, simply press the B Button anywhere on the 3D overworld and you'll see it appear in the corner of the game screen).

Outlaw Inn: At the Inn, Sabreman will find himself challenged to a drinking game by Tom Leaf. The object is to down as many cups of tea as possible within the time limit. Tom will provide full instructions before you start, but here are the basic controls:

First, press the B Button to fill Sabreman's cup. Next, press Up on the + Control Pad to bring the cup to his mouth, and keep it there while the face icon at the bottom left of the screen (representing the amount of tea that Sabreman can hold in his mouth) fills up: release the + Control Pad before it reaches the top otherwise Sabreman will choke and expel his tea in a quite unseemly fashion. Once the + Control Pad is released, press the A Button as fast as you can in order to swallow.

Repeat the process until the cup is empty, then press the B Button for a refill and start again. You have until the egg-timer runs down to drink your adversary under the table.

Photography Shop: Well worth a visit for the keen photographer - or those with a camera - Blackwyche Village's Photography Shop is run by Wesley Snaps, local expert in this new and exciting field. Feel free to ask his advice on taking snaps: he may even have a task for you to complete if you come to him with camera in hand.

Other Locations: Be sure to explore the 3D areas thoroughly and speak to everyone you see, as there will always be people keen to ask Sabreman's help. Many of the people can also offer a helping hand in collecting the fabled Ultimate Orchids, which the young guy (Freddy) in the centre of Blackwyche Village is so desperate to get his hands on.

Game basics: 2D platform action

The 2D platform sections are where Sabreman squares up to his long-time enemy. Each of these levels ends where the 'Wulf itself lies sleeping, guarding either a piece of stolen treasure or an item essential to Sabreman's progress. If Sabreman escapes with a piece of treasure, he gets to keep it and trade it for cash at Cookie's shop.

Note: the treasure degrades from gold to silver to bronze, depending on how long Sabreman takes to reach it.

Of course, it's not that simple. All manner of hazards block Sabreman's path, and he'll need help whether ing to sneak or force his way through. tion of tame creatures d tied up in beaten

To call
B Button to bring up
available. Press Left and Right
highlight the desired creature, then press the
select it. Now all that remains to do is choose the perfect
spot on the level, which is done by using the + Control
Pad to move the creature around and the A Button to drop it
into place. It can still be moved after this (by pressing the L
Button to reselect), though within a strictly limited area. Also
note that only the last creature placed can be reselected.

By moving carefully, jumping and using creatures wisely to overcome hazards, Sabreman must make his way from the safety of his tent at one end of the level to Sabrewulf's den at the other. Picking up the stolen treasure or item causes the 'Wulf to wake and let out a dire howl, destroying any creatures on the level and triggering 'chase' mode. Sabreman turns and runs for his life, prize held high, until he is caught or reaches the safety of his tent. All you need to do is keep him headed in the right direction and jump over any remaining obstacles.

The level is successfully completed by diving for the cover of Sabreman's tent ahead of the rampaging 'Wulf, where his enemy is kept at bay by the campfires burning bright. Sabreman returns to the 3D overworld, raises his standard and gives a smart salute. With one more lair cleared, he can now begin the hunt for the next one, always on the lookout for precious pieces of the Sabre Wulf amulet. However, with various secrets hidden away in remote corners of these 2D levels, it's always worth coming back later with a bigger arsenal of creatures to see what new areas can be reached.

Challenge Mode

Accessible from the opening menu by selecting the boar's head trophy, this mode allows skillful players another chance to pit their wits against all 2D platform levels that have been conquered in the save slot selected. For each level open there will be a specific number and selection of creatures available to use, no more, no less. You must use all your skill and cunning to ration out these few resources and ultimately reach the treasure.

Combo System

Hit Combo

A Hit Combo is awarded if the player uses a single Good creature to remove more than one enemy creature.

In the screenshot to the right, the player uses a single Boomer to defeat two enemy Bombs.

The more enemy creatures killed, the greater the number of Hits in the Combo. (Three creatures killed results in a 3 Hit Combo, etc.)

This Combo is the most frequent Combo to occur in normal gameplay.

2 Hit Combo

1 Chain Combo

Chain Combo

A Chain Combo is awarded if the player uses two or more Good creatures to remove one enemy creature.

In the screenshot above, the player uses a Blubba to bounce a Boomer up to a Roof Spike.

The more Good creatures used in the process of removing the enemy creature, the higher the Chain becomes.

This type of Combo occurs very infrequently.

Chain Hit Combo

A Chain Hit Combo is awarded if the player uses two or more Good creatures to remove more than one enemy creature.

In the screenshot, the player places a Misti next to four Hover Conkers, then places a Boomer on the Misti to ultimately remove all four at once.

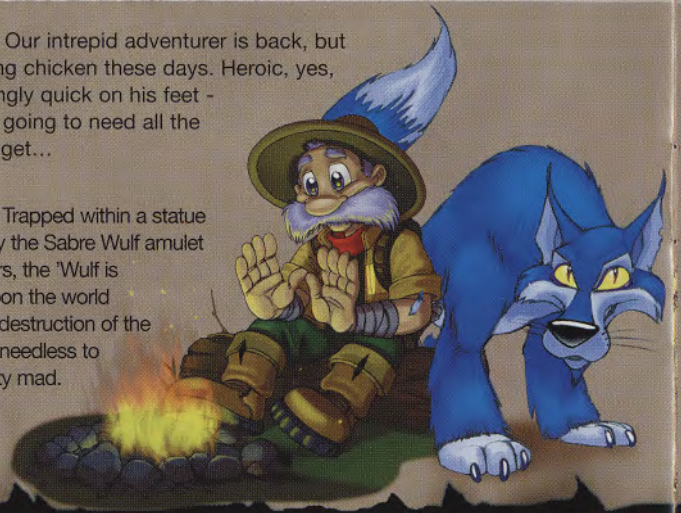
1 Chain 4 Hit Combo

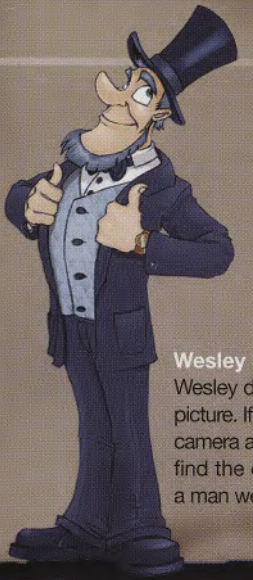
The Combo increases with each new creature added to the equation, i.e. working an extra Good creature into it causes the Chain part of the Combo to increase, while defeating an extra enemy creature pushes up the number of Hits.

the characters

Sabreman: Our intrepid adventurer is back, but he's no spring chicken these days. Heroic, yes, and surprisingly quick on his feet - but he's still going to need all the help he can get...

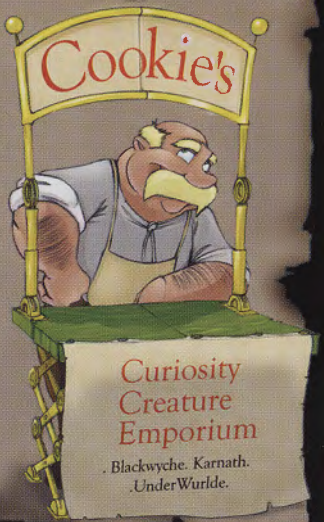
Sabrewulf: Trapped within a statue and sealed by the Sabre Wulf amulet for many years, the 'Wulf is unleashed upon the world following the destruction of the amulet - and needless to say, he's pretty mad.





Cookie: Cookie is a useful fellow to know. His base is in Blackwyche, but he travels the land with his mobile shop (the Curiosity Creature Emporium), so theoretically you could bump into him anywhere.

Wesley Snaps: There's nothing Wesley doesn't know about taking a picture. If you've purchased a camera and want some tips, you'll find the esteemed Mr. Snaps to be a man well worth talking to.

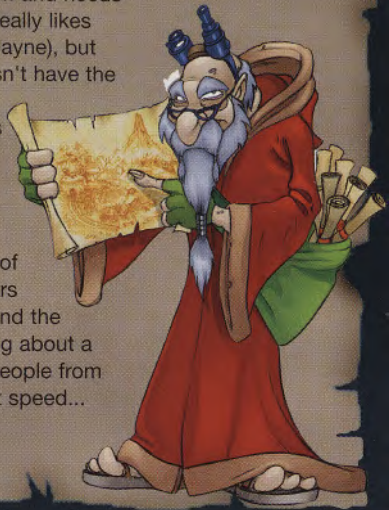


Mayor: The Mayor of Blackwyche is the fellow who introduces Sabreman to this new quest. With not just his village but the whole surrounding land in turmoil, the Mayor is a man in dire need of some heroic assistance.

Connie-Anne: Connie has the unenviable task of looking after Blackwyche library, a place crammed from floor to ceiling with all manner of information. If there's something that you need to look up, make no mistake, Connie's your girl!

Freddy: This man has a problem and needs somebody to help him out. He really likes one of the girls in the village (Jayne), but he's so shy that he just doesn't have the faintest idea what to do about it. Maybe flowers would help?

Charlie Atlas: Old Charlie the cartographer is one of the more eccentric natives of Blackwyche. He set off years ago to chart the areas around the village, mumbling something about a new invention for moving people from location to location at great speed...



good creatures

These are just some of the creatures that Sabreman can tame during the early stages of his quest - there are many more to find, but that's up to you!

Misti: An unstable creature, one which dissolves on contact. Use it as a temporary platform by all means, just don't hang around too long...

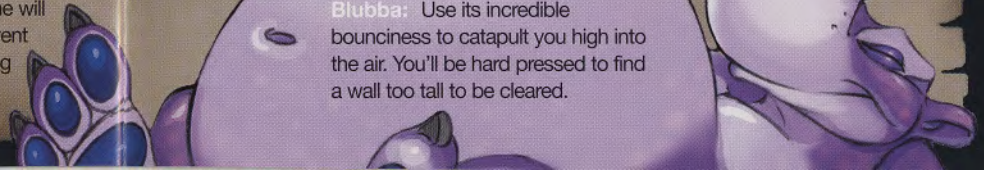
Serpent: Solid enough to provide a safe extra platform in any situation. Ideal for making short work of those troublesome long gaps.

Golem: Made from solid stone, this huge, stubborn creature has both the will and the way to prevent enemies from getting through.

Sticky: Roaming enemies getting you down? Buy yourself some breathing room by gluing them to the spot with this sticky customer.

Boomer: If all else fails, blow things to pieces. Fortunately, here's a volatile creature which gives you the opportunity to do just that.

Blubba: Use its incredible bounciness to catapult you high into the air. You'll be hard pressed to find a wall too tall to be cleared.



Bad creatures

It's not just hostile terrain that could pose a problem. Of the many and varied beasts standing in Sabreman's way, these are just a few…

Needle Nose: A patient creature which hangs around in the same spot all day, waiting for unsuspecting travelers to come wandering along the path below.

Spike: A reclusive beast which picks the most inconvenient places to curl up into its spiny shell. And be warned, those spines really are sharp!

Bad Crumble: Another unstable creature, which waits until you set foot on its surface before triggering a rapid collapse. Tread with caution!

Hopper: The most common mobile enemy, a beast which bounces endlessly back and forth - usually, just out of spite, right in the middle of the path.

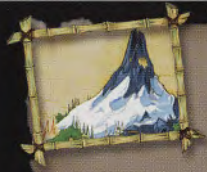
the worlds

Blackwyche Village: World One, the beginning and the focal point of Sabreman's quest. Life in the previously peaceful village is in turmoil following the release of Sabrewulf, but our hero can still make use of all the local facilities on his many return visits throughout the adventure.

Karnath Jungle: World Two of Sabreman's quest, this dense, inhospitable jungle provides plenty of hiding holes for his lupine adversary. There's the occasional settler to befriend and Blackwyche is only a hop, skip and a jump away, but it's still pretty hostile territory…

Underwurlde Mines: Deep in the bowels of the earth, these forbidding old mines form World Three of the adventure. Extensive use over the years has seen the mines expand to four whole levels, though the lower areas are devilishly hard to reach without assistance.

Entombed Swamp: Progress is certainly being made now, as this spooky swamp can only be reached via an underground lake deep in the Underwurlde cave system. World Four of Sabreman's expedition, it lies in the shadow of great Mount Knightlore.



Mount Knightlore: World Five is a cold and desolate place. The harsh climate and wealth of hazards keep most right-thinking people away from this snowy peak, but it's not entirely uncivilized: Sabreman will be able to find shelter in the Knightlore Ski Shack.

Nightshade Mining Co.: This is where the yield of the Underwurlde miners comes to be processed. World Six can only be reached by crossing Nightshade Lake, and brash explorers throughout history have discovered the hard way that it's definitely too far to swim.

Temple of Imhotep: World Seven is a weird and wonderful place. History is vague on the subject of this architectural anomaly, and all that's known for sure is that the strange (but allegedly peaceful) Imhotep Monks remain there and guard it to this day.

Dragonskulle Town: Bright lights, big city: that's the final world in Sabreman's adventure. Will he have gathered all eight pieces of the amulet and be ready to confront the 'Wulf? Nothing is certain until he reaches Dragonskulle, and the only way to get there is by rail…

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