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GAME BOY ADVANCE®

SIGMA STAR
SAGA™

INSTRUCTION BOOKLET

namco®

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.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND THE NINTENDO DS™ VIDEO GAME SYSTEMS.

EVERYONE 10+

10+

CONTENT RATED BY ESRB

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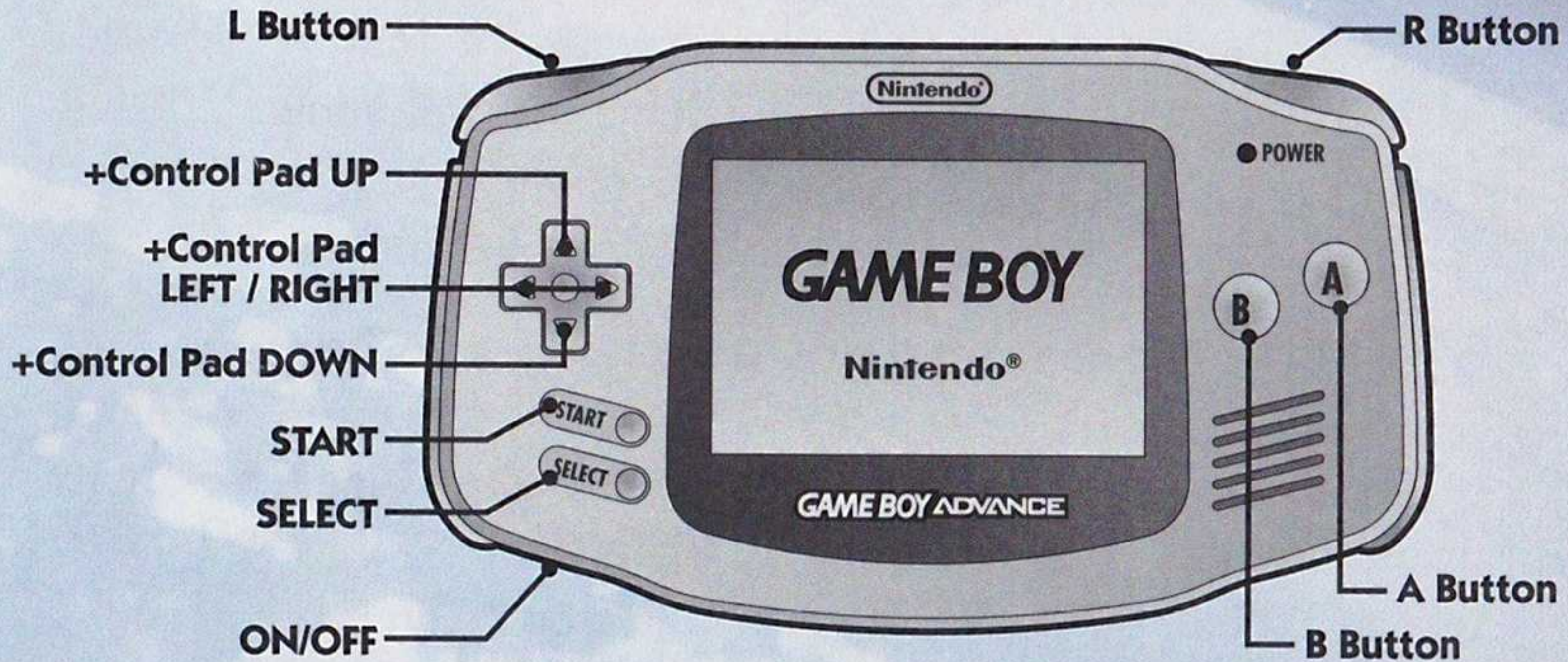
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CONTENTS

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.

2. Insert the **SIGMA STAR SAGA**™ Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.

3. Switch the Game Boy® Advance ON. The Title Screen should appear. If the Title Screen fails to appear, return to step 1.

4. Press START to enter the Main Menu.

CONTROLS

L Button

R Button

+Control Pad UP

● POWER

+Control Pad
LEFT / RIGHT

GAME BOY

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+Control Pad DOWN

START

SELECT

ON/OFF

GAME BOY ADVANCE

A Button

B Button

GAME CONTROLS

EXPLORATION MODE

+Control Pad . . . . Walk

B Button (hold) w/ +Control Pad . . . . Run

A Button . . . . Use current Tool

L and R Buttons . . . . Cycle through Tools

START . . . . Skip text

SELECT . . . . Switch to Status Screen

SHOOTER MODE

+Control Pad . . . . Move ship

A Button . . . . Fire selected Weapon

B Button (hold) . . . . Speed up

R Button . . . . Cycle between Custom and Standard Weapons

L Button . . . . Smart Bomb

START . . . . Pause

SELECT . . . . Not used

STARTING THE GAME

Press START on the Title Screen to go to the File Select Menu.

File Select Menu:

To begin a new game highlight "NEW GAME", then press the A Button to confirm your selection. To load a previously saved game, highlight a saved game, then press the A Button to confirm your selection. To erase your saved game, highlight "clear", then confirm your selection.

File Select Screen:

- New Game: Begin Sigma Star Saga from the beginning or resume a game in progress.
- Copy: Copy a file to a new save location
- Clear: Delete your saved game.

THE STORY

Far into the future, humanity wages bitter war with the Krill, a parasitic alien race bent on total domination of mankind. Facing extinction, the Allied Earth Federation intercepts a top secret enemy directive that identifies 6 planets critical to Krill battle tactics. Sent in as a double agent, Ian Recker must infiltrate the ranks, reveal the mystery of the 6 far-flung worlds and crush the Krill war machine from within before the last vestiges of man are wiped from the galaxy.

PLAYING THE GAME

SIGMA STAR SAGA™ is a unique RPG that features a space shooter battle engine. You must explore environments for items and clues while battling vicious foes both on the ground and in your ship. Pay attention to the storyline in order to understand where you must go and what you must do. Your choices and actions will directly impact the outcome of the game! Be smart, be quick, and be clever...

Exploration Mode

During the exploration segments of the game, you will view the game from an overhead perspective and guide Recker through the various environments you discover. Enemies you encounter will sometimes drop useful items, but these items do not reward Recker with any Experience Points (EXP). Exploration Mode is where the story is propelled forward through character interaction, exploration, and some basic fighting.

During Exploration Mode, Recker may be warped randomly to a random Krill ship where he must destroy the preset number of enemies in Shooter Mode to progress.

PLAYING THE GAME Continued...

Shooter Mode

When the Krill set up on a planet, they release a fleet of drone ships that patrol the skies and tunnels. If a drone senses danger, they warp the nearest Krill pilot to their cockpit, and the pilot must then destroy the enemies before returning to the planet that he was warped from.

All enemies destroyed in Shooter Mode will reward Recker with EXP, allowing him to level up and become more powerful.

Gun Data

You'll find Gun Data in the exploration segments of the game. Gun Data consists of the beginning, middle and end of a weapon: Cannon Type, Bullet Type, and Impact Type.

The Cannon Type determines the weapon's orientation and trajectory. The Bullet Type sets the nature and special properties of the projectile. The Impact Type affects what happens once the bullet hits its target. Given the many types of Gun Data, there are literally thousands of combinations.

By combining Gun Data Types, you can create custom weaponry for your encounters in Shooter Mode. Try different combinations of Gun Data against different enemies to discover particularly lethal arrangements.

Weapon Select Menu

Using Gun Data discovered from Exploration Mode, you can create thousands of different custom weapon combinations. Creating a weapon is as simple as choosing which piece of Gun Data you will select for the three basic types of Gun Data:

Cannon Type ....Chooses your firing pattern
(Standard Cannon, Max Spread, etc.)
Bullet Type ....Chooses the type of ammo you fire
(Short Shot, Bomb, Seeker Missiles, etc.)
Impact Type ......Chooses behaviour of bullets upon impact
(Splinter, Shield, Ingest, etc)

PLAYING THE GAME Continued...

GAME SCREEN

Exploration Mode

1. **HP** – Hit Points remaining {top left}

2. **SMART BOMB** – Smart Bombs remaining {top left below HP}

3. **Tool Icon** – Current Tool that is selected {top center}

4. **EXP** – Displays current experience points earned/needed for level up {top right}

Shooter Mode

1. **HP** – Hit Points remaining {top left}

2. **SMART BOMB** – Smart Bombs remaining {top left below HP}

3. **Gun Data Icon** – Current Gun Data configuration selected {top center}

4. **EXP** – Displays current experience points earned/needed for level up {top right}

5. **Enemy Counter** – Displays the remaining number of enemies to destroy {top right below EXP}

Saving Your Progress

In order to save your progress, you must visit the SAVE Room on your local Starbase (located next to the NAV room). Step onto the data plug to save over the previous game. NOTE: Once old data is overwritten it can not be recovered!

PLAYING THE GAME Continued...

Tool List (Exploration Mode)

Throughout the game you will find various Tools to help you on your quest.

1. **Earth Gun** = A standard Earthling gun. It is unable to harvest EXP like Krill ships can.

2. **Scanner** = Use this item like an X-ray to scan for hidden objects. Often switches are hidden beneath the floor!

3. **Krill Puck** = A hockey puck shaped object that Recker can kick at enemies, exploding on contact. It will bounce off of the walls of environments as it searches for targets. It is useful for triggering proximity mines.

4. **Krill Boots** = Equip to run extra fast. They also allow you to perform a dive crush while falling. To perform a dive crush, press the A Button while falling.

5. **Girl Wings** = A parasitic backpack that sprouts wings, allowing Recker to travel short distances in the air. Land to instantly recharge the Girl Wings.

6. **Warp Tool** = Changes Recker into an otherworldly fluid that can pass through solid obstacles.

CANNON TYPES

1. **Standard Cannon** = fires shots forward
2. **Rapid Cannon** = fires shots at high frequency
3. **Triple Cannon** = fires shots in a forward spread
4. **Front/Back Cannon** = fires shots ahead and behind
5. **Vertical Cannon** = fires shots above and below
6. **V-Cannon** = fires forward split shots
7. **Scatter Cannon** = alternates shots in a forward array
8. **Sprinkler Cannon** = fires a downpour of shots
9. **Cross Cannon** = shots fire in a plus pattern
10. **Vertical Alternating Cannon** = fires shots above and below
11. **Horizontal Alternating Cannon** = fires shots in front and behind
12. **Rotating Cannon** = fires shots in a clockwise pattern
13. **Max Spread Cannon** = shots fire in all directions at once
14. **X Cannon** = fires shots in an X pattern
15. **Angel Cannon** = fires shots in a wide forward array
16. **Free Movement Cannon** = fires shots in the direction the ship is moving

17. **Locked Movement Cannon** = while firing, current direction is locked
18. **Node Control** = auto fires, steer the ship or the Helper Node
19. **Free Aim Cannon** = auto fires, control switches between ship and cannon
20. **Twin Nodes** = 2 Helper Nodes flank the ship
21. **Node Orbit** = a Helper Node orbits the ship.
22. **Double Node Orbit** = 2 Helper Nodes orbit the ship
23. **Triple Node Orbit** = 3 Helper Nodes orbit the ship
24. **Sweeper** = a Helper Node moves horizontally back and forth
25. **Double Sweeper** = 2 Nodes move horizontally at varying range
26. **Patrol Node** = a Helper Node moves back and forth vertically
27. **Double Patrol** = 2 Nodes move back and forth vertically
28. **Mirror Node** = a Helper Node that does the opposite of the ship

BULLET TYPES

1. **Short Shot** = limited range bullets
2. **Normal Shot** = standard shots of average strength
3. **Heavy Shot** = a large projectile with a wide hit area

4. **Charge Shot** = hold down and release for 10x damage
5. **Double Shot** = a double laser with a wide hit area
6. **Triple Shot** = a triple laser with max hit area
7. **Wave Shot** = energy that travels in a wavy pattern
8. **Super Wave Shot** = energy patterns with superior range
9. **Max Wave Shot** = energy patterns with maximum range
10. **Seeker Missile** = seeks out enemy targets
11. **Bomb** = falls with gravity
12. **Steer Shot** = influenced by ship movement
13. **Bubble Shot** = acidic floating suds
14. **Mines** = can be placed anywhere
15. **Rocket** = slow but powerful, adds +3 DMG to your current power
16. **Bounce Shot** = bounces like a ball
17. **Ricochet Shot** = shots bank off walls
18. **Power Shot** = adds +1 DMG to your current power
19. **Super Power Shot** = adds +5 DMG to your current power
20. **Max Power Shot** = +10 DMG to your current power

IMPACT TYPES

1. **Absorb** = shots are removed on impact
2. **Splinter** = shots may burst into deadly shards
3. **Barrier** = shots create vertical walls
4. **Smolder** = a deadly explosion lingers in place
5. **Boomerang** = shots reverse course on impact
6. **Wave Crash** = wave shots are created on impact
7. **Vertical Spray** = shots fire upwards and downwards on impact
8. **Pass through** = bullets continue on to next target
9. **Ignite** = bullets stop, gather strength, then blaze ahead in flame
10. **Fork** = shots fork forward
11. **Bubble** = a bubble is left behind that rises slowly
12. **Totem** = a stone chunk is created that falls and explodes on impact
13. **Shield** = on the 30th impact, the ship becomes invincible for a brief time
14. **Super Shield** = on the 30th impact, the ship becomes invincible for a few seconds

15. **Bullet Eater** = on the 30th impact, all bullets are removed from screen
16. **EXP Leech** = on the 30th impact, a large EXP container is dropped
17. **Bomb Steal** = on the 30th impact, a bomb item is dropped
18. **Duo Counter** = on impact, each enemy counts as 2
19. **Trio Counter** = on impact, each enemy counts as 3
20. **Quad Counter** = on impact, each enemy counts as 4
21. **Ingest** = ship guns may malfunction, releasing bombs.
22. **Revenge** = ship engines may malfunction, releasing bombs.
23. **Air Quake** = on the 20th impact, a quake damages all enemies
24. **Curse** = ship loses health with each shot, but refills to max when victorious.
25. **Vampire** = on the 10th impact health is gained
26. **Super Vampire** = on the 10th impact, significant health is gained
27. **EXP Miner** = experience pods are released from the ground
28. **EXP Miner Plus** = higher experience pods are released from the ground

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Thanks for Playing!

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SAGA

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SCARLET

PSYME

COMMANDER TIERNEY

TYRANNICAL OVERLORD

KRILL CREWMAN

KRILL TECH

FOLLY

SLISS

LOLLY

BLOSS

ZELLY

BLUNE

EARTH SOLDIER

KRILL MEDIC

NOMAK

EK

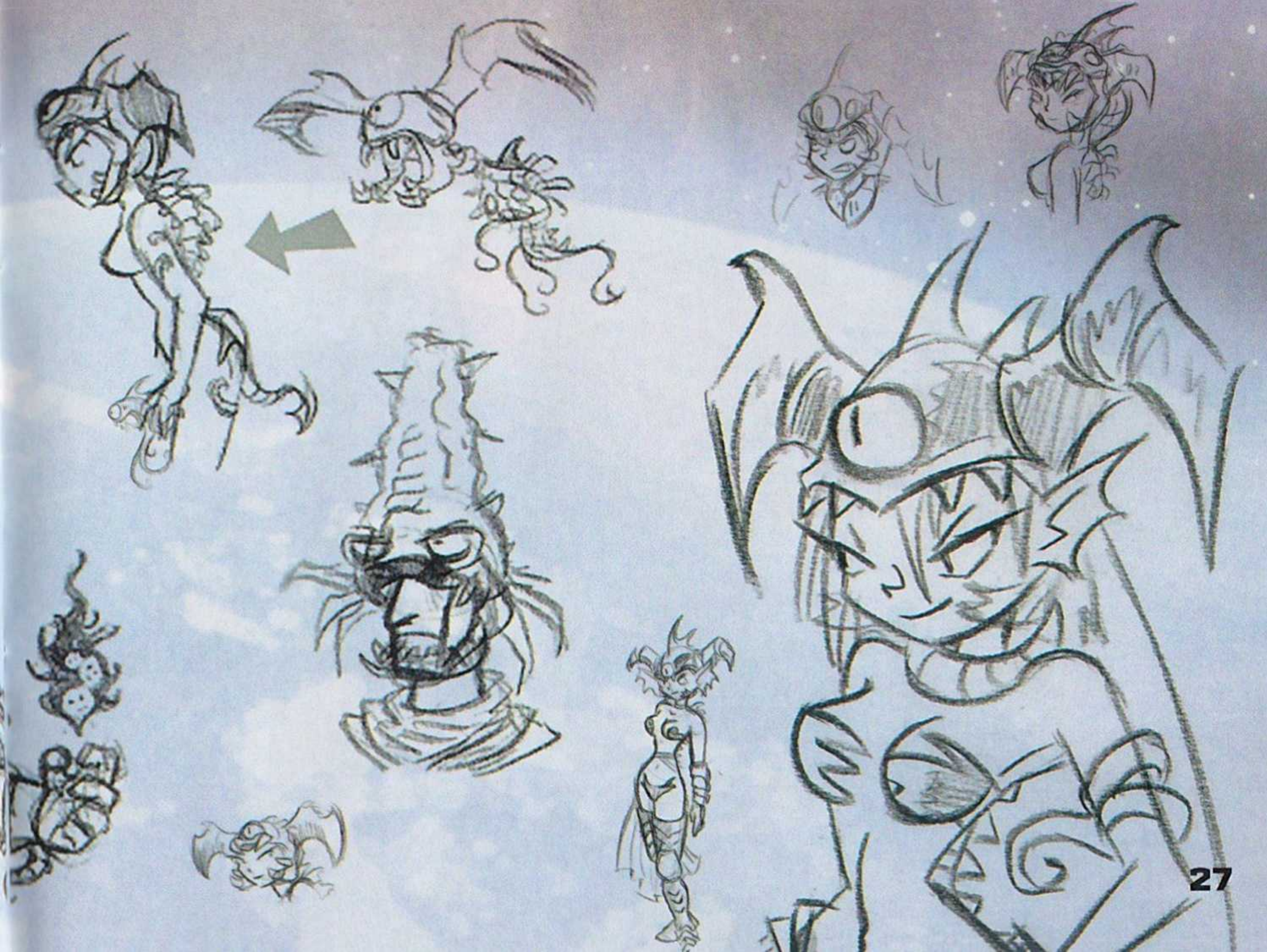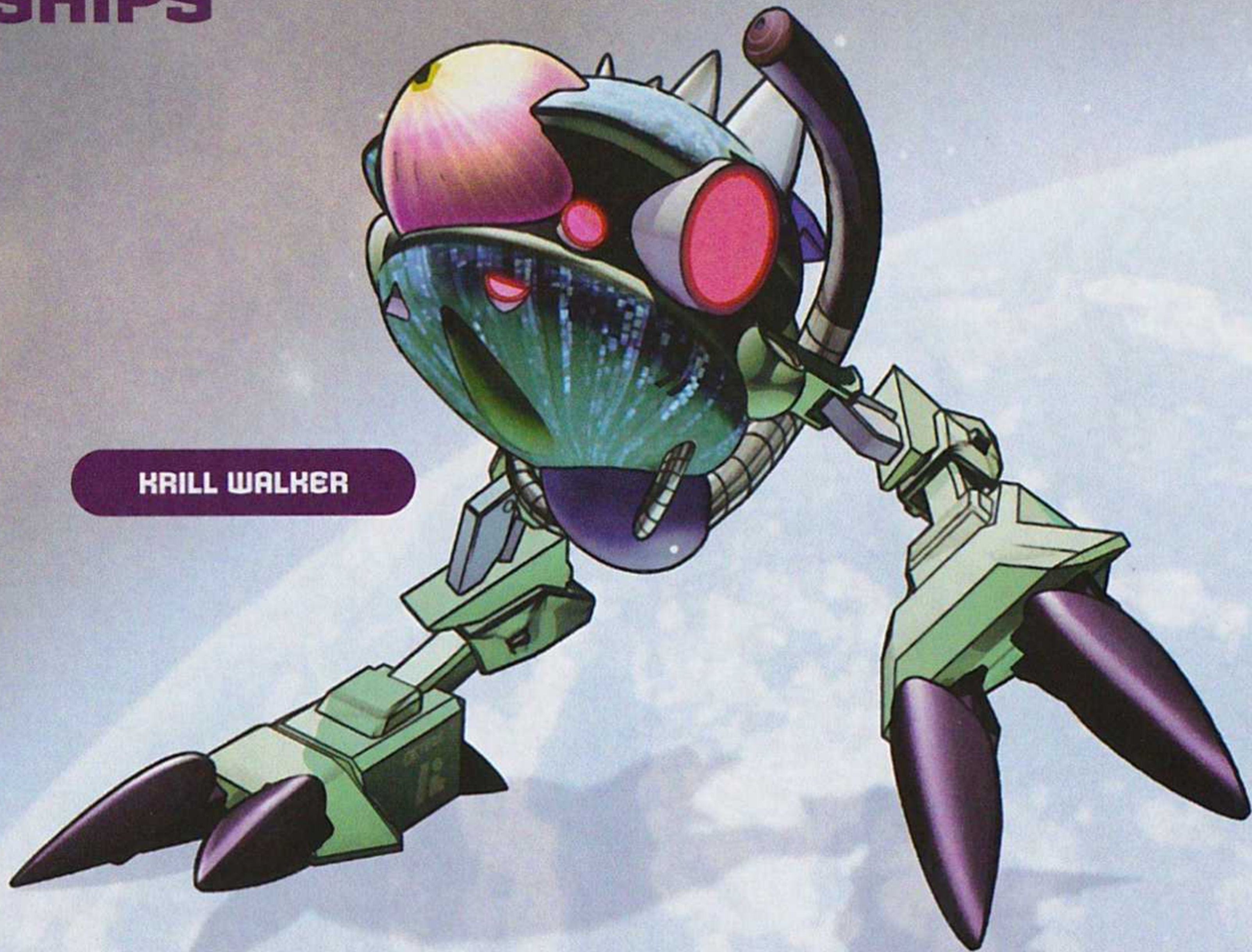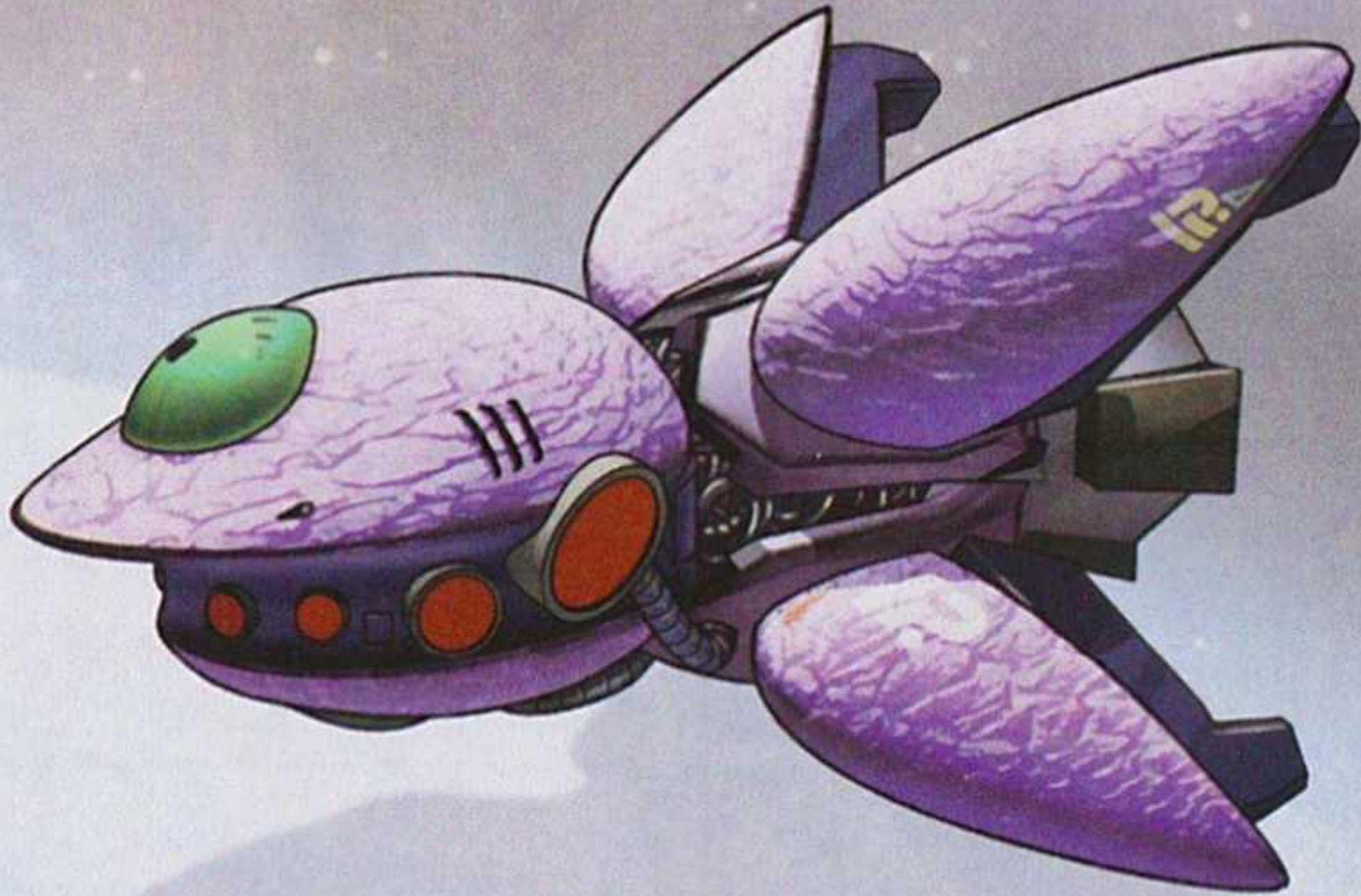ZART

AMMER

CONCEPT ART

SHIPS

KRILL WALKER

STARSHIP

KRILL SHIP

NOTES

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LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser! **Simply go to livehelp.namco.com for more details.** Live Counselors are available from 9am-5pm Monday-Friday Pacific Time.

Namco Hometek Inc. ATTN: Customer Service 4555 Great America Parkway Suite 201 Santa Clara, CA 95054

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