

**GAME BOY ADVANCE**

# Spirits & Spells

AGB-AWNE-USA



**INSTRUCTION BOOKLET**

**DREAMCATCHER**

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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 PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



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

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

# Spirits & Spells™

## Contents

The Story .....	2
Startup .....	3
The Main Menu .....	3
Play Modes .....	4
Controls .....	5
Characters .....	6
Lives .....	8
Special Powers .....	9
Game Screen .....	10
Costume Effects .....	11
Bonus .....	12
Credits .....	13
Technical Support .....	16
Product Warranty .....	17
License Agreement .....	18

## The Story



While looking for a legendary house said to hold thousands and thousands of sweets, Greg, Alicia and their friends fell into a trap set by the Bogeyman.

Our two heroes managed to escape, but their friends weren't so lucky: the Bogeyman has stolen their souls.

Greg and Alicia decide to rescue the souls of their friends from the lair of the Bogeyman: the Cemetery.

The place is infested with monsters and traps that these two will have to confront, armed with their courage and the powers they've acquired in this magical land.



## Startup

Make sure the Game Boy® Advance system is off. You should never insert or remove the Game Pak while the system is on. Insert the "Spirits & Spells™" Game Pak into the slot provided for that purpose on your Game Boy® Advance, making sure it's in the right direction. Press firmly to lock the Game Pak in place. Turn on the system by switching the button to ON.

From the opening screen of "Spirits & Spells™", press START to go to the Main Menu.

## The Main Menu

- ***New Game:*** This is the game's main mode, where you start an adventure with Greg and Alicia. To select this mode, use the directional control pad and validate with the A Button.
- ***Options:*** Lets you adjust different game settings and configure the key config for the game.

- ***Password:*** You obtain passwords at the end of every level. To continue a game, select Password and validate using the A Button. Enter the obtained password using the control pad, then validate the letters and numbers you've entered with the A Button.

## Play Modes

- ***Normal Mode:*** Help Greg and Alicia fight the forces of evil and free the souls of their friends.
- ***Hard Mode:*** There are more enemies in this mode, but there are more secrets, too.
- ***Attack Mode:*** Beat the Clock. In this mode, you must finish each level as quickly as possible.

## Controls

(default configuration)

### Control Pad:

**Up:** Go through a door, point the hat upwards, change character.  
**Right:** Move right  
**Left:** Move left  
**Down:** Point the hat downwards (for Alicia only)



### R Button:

Launch the character's special power.

### A Button:

Jump (press the A Button twice: double jump for Greg)

### B Button:

Launch the character's primary attack.

Start: Pause

The options screen allows you to choose different control configurations.

## Characters

*Alicia and Greg have different abilities. Only one person may enter the Kingdom of the Dead at a time, so you must use the right character at the right time.*

**Alicia** dressed up as a witch for Halloween, so the witches and other fairies won't attack her... that is, not unless she gives herself away by rescuing a soul.

She uses her hat to strike the monsters she needs to fight.

Alicia gets a special power when she has accumulated more than 10 sparks: she can throw her hat farther in order to attack.

Her dress helps to slow down her descent when she falls so that she doesn't get hurt.



**Greg** has chosen an imp costume, which allows him to go unnoticed amidst the imps and devils... unless, of course, he sets a soul free.



He's got a wider range of action thanks to his pitchfork: he can strike enemies approaching him from behind.

Greg also has a special power when he accumulates more than ten sparks: he can make flames appear from the ground to defeat his enemies by throwing himself head first onto the ground. Greg can also jump higher, thanks to the double jump technique.

You need to be in a special place to change your character: changing flagstones lets you change character by pressing the up button on the control pad when the character is on one of them.



## Lives

Beware of monsters! They are quite dangerous — just one blow will cost Alicia and Greg one of their lives. If you lose all of your lives, you must start the level all over again. Luckily, Greg and Alicia can collect objects that help them to preserve their life counters:



**Sparks** allow the hero to take a hit without losing a life, and increase the power of their special strike. This protection from an attack is good for only one use and then all sparks collected up to that point disappear.



**Pumpkins** give the heroes an extra life.



**Little Fairies** enable the hero to take a hit without losing a life. They act as a supplement to the sparks. The little fairy disappears if the hero gets hit.

## Special Powers

Greg and Alicia each have special powers they may use. The powers appear as soon as they have reached a certain number of sparks. The effect increases with the number of accumulated sparks.

- **Greg's Devastating Jump:**

Greg can do a special jump, which sends out a wave of flames all around him.

There are three tiers of flames, each one bigger in range.

- **Alicia's Flying Hat:**

Alicia can throw her hat to hit enemies from afar, and it comes back to her like a boomerang.

You can steer the hat's flight by pressing the up and down buttons on the control pad. There are three levels of throwing, which increase in distance from one to the next.

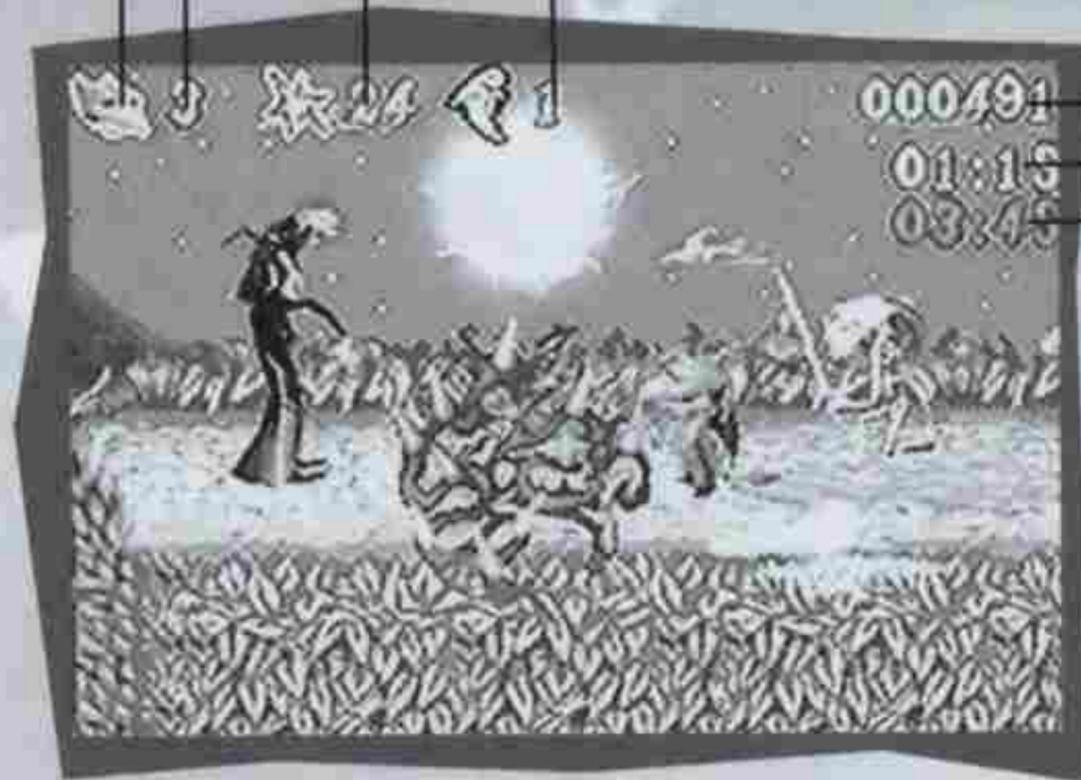
# Game Screen

Current Player

Number of Lives Remaining

Spark Counter

Soul Counter



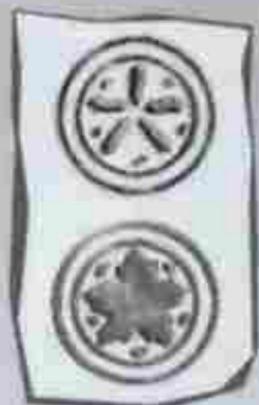
Score

Current Time  
(Attack Mode)

Time to Beat  
(Attack Mode)

## Costume Effects

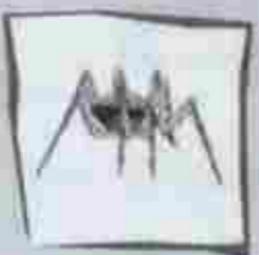
*Greg and Alicia's costumes give them certain kinds of protection...*



- **Symbols:** Alicia can only move on the blue symbols and Greg can only move on the red ones. A deadly flame rises from the symbol when either of the heroes moves on the wrong symbol.



- **Enemies:** Witches and mean fairies don't attack Alicia. Devils and imps don't attack Greg.



- **Spiders:** Only Alicia can climb onto a spider's back and use it as a platform; spiders are hostile towards Greg.

## Bonus



- **Little Sweets:** They add 300 points to your score.

- **Big Sweets:** They add 1000 points to your score.



- **Chests:** They contain surprises such as sweets, little fairies, etc.

- **Souls:** Release your friends' souls, which are being kept in jars. In return, they might just point out a secret to you.



- **Checkpoints:** When enabled, a checkpoint allows you to start again from that point after you lose a life.

## Credits

### **DREAMCATCHER**

#### **President:**

Richard Wah Kan

#### **VP Marketing:**

Marshall Zwicker

#### **Product Manager:**

Byron Gaum

#### **Executive Producer:**

Robert Stevenson

#### **Creative Director:**

Desmond Oku

#### **Graphics Department Manager:**

James Meecham

#### **Graphic Design and Layout:**

Trang To & Russell Challenger

#### **Public Relations Coordinator:**

Tara Reed

#### **Quality Assurance Testing:**

Mike Adams - Department Manager

Mike Mitres - Lead Tester

Dan Dawang

Chris Elliott

Aldo Fazzari

Yohany Lee

### **WANADOO EDITION**

#### **Editorial and Production:**

Vincent Berlioz

Edouard Lussan

David Hartley

Jacques Simian

Anne Dévouassoux

Céline Païva

#### **Localization:**

Alex Lepoureau

Fanny Jacob

**Testing:**

Denis Bourdain  
Jacques Chatenet  
Antoine Voisin  
Tommy Chatenet  
Julien Malamitsas  
Cyril Vocanson  
Hugues Miraux  
Emmanuel Colombier

**Marketing:**

Frédéric Dumas  
Florence Baccard  
Aline Gugliermi  
Franck Lalane  
Caroline Maillols  
Thomas Otton  
Manuela Roch  
Jon Bailey  
Gonzalo Gil Casares  
Krister Malm  
Markus Malti  
Paolo Gelain

**Public Relations:**

Inès Pauly  
Tiphaine Locqueneux

**International Sales:**

Olivier Pierre  
Marie-Josée Limacher  
Alexis Gresoviac  
Chizuko Mori  
Corinne Lebon  
Christelle Chandavoine  
Arnaud Doudard  
Corinne Lebon  
Jacqui Lepoureau  
Irène Toporkoff-Mayer  
Marie-Christine Vaz

**Sales France:**

Olivier Bonnafoux  
Loïc Mastengue  
Ghislaine Flerchinger  
Boris Christophe  
Walter Finck

Cédric Leroy  
Stéphane Marlot  
Philippe Pierquin  
Marie Queiroz  
Dominique Sorin  
Carol Thévenin

**Sales Administration:**

Caroline de Villoutreys  
Fatiha Baha  
Ilse Richard

**Manufacturing Manager:**

René Tov

**MAGIC POCKETS**

**Technical Director:**

Eric Zmiro

**Artistic Director:**

Etienne Jacquemain

**Manufacturing Manager:**

Pierre Dumas

**Lead Programmer:**

Clément Cordé

**Graphic Artists:**

Olivier Baron  
Sébastien Lucas  
Ivan Terlecki  
Jérôme Lignier

**Game Design:**

David Brukarz

**Level Design:**

Alexandre Migeon

**Music and SFX:**

Allister Brimble

## Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

**Online Support – <http://www.dreamcatchergames.com/dci/support>**

**Please visit the Technical Support section of our website at [www.dreamcatchergames.com](http://www.dreamcatchergames.com).**

We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support – 416-638-6151\***

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday. Please have the following ready:

- 1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 2) Immediate access to your console so the Representative may walk you through the steps.
- 3) Pen and paper to take any notes.

**\* Phone support is located in Toronto, Canada.**

Please note: We do not provide hints via technical support. Hints are available at our website.  
Support is available in English only.

## Product Warranty

DreamCatcher will gladly replace any Game Pak free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership.

Simply send the Spirits & Spells™ Game Pak and a check or money order for \$12.00 U.S. (to cover postage and handling) to:

DreamCatcher  
1658 N. Milwaukee Ave., Suite #450  
Chicago, IL  
60647

Under copyright laws, this manual may not be copied, either in whole or in part, without the written permission of DreamCatcher. Printed in Japan

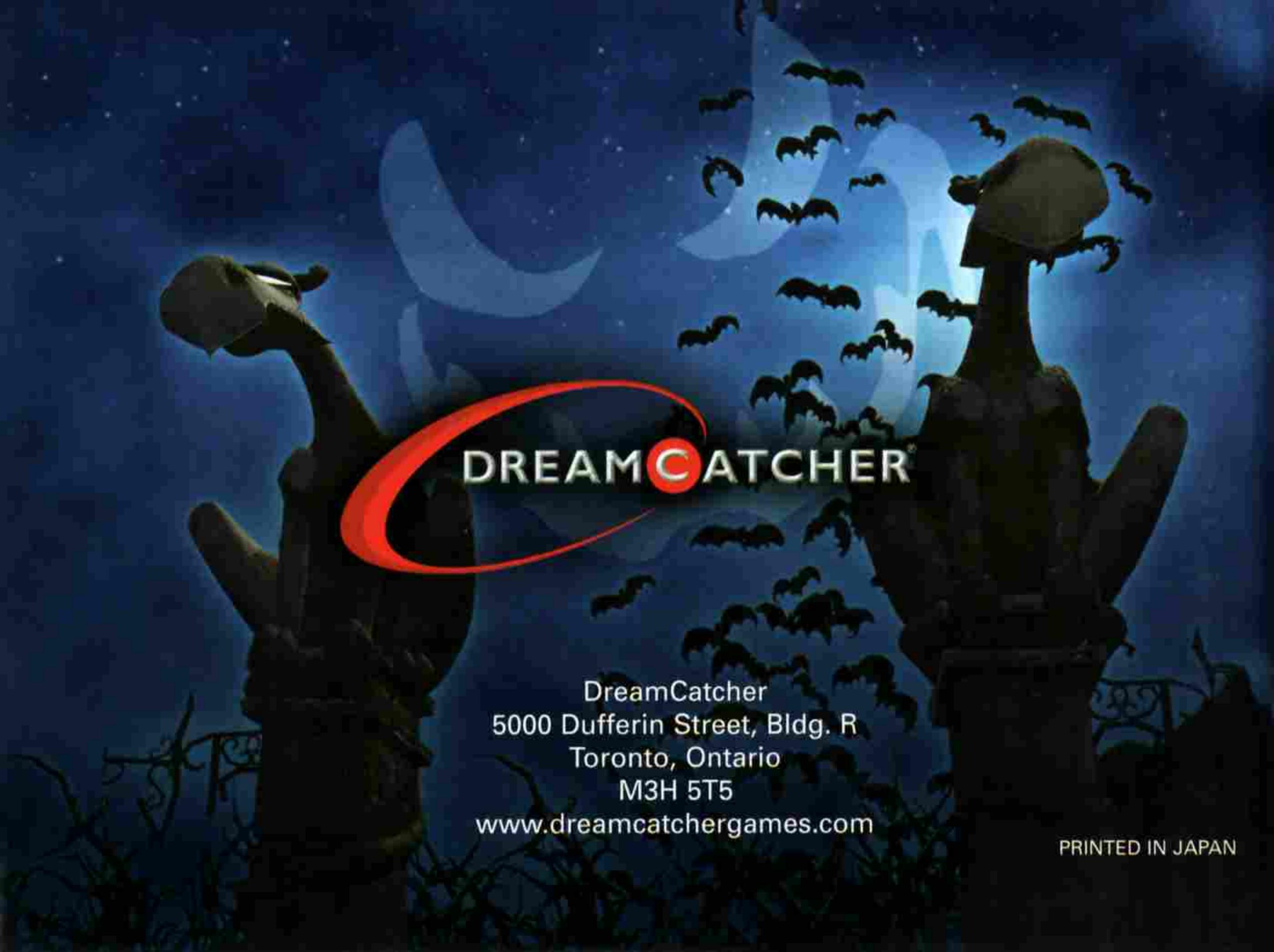
## License Agreement

### **PLEASE NOTE:**

DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS MAKE NO WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE SOFTWARE. DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS DO NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME JURISDICTIONS. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL DREAMCATCHER INTERACTIVE, INC. OR ITS LICENSORS, AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE EVEN IF DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

Notes:





DREAMCATCHER

DreamCatcher  
5000 Dufferin Street, Bldg. R  
Toronto, Ontario  
M3H 5T5  
[www.dreamcatchergames.com](http://www.dreamcatchergames.com)

PRINTED IN JAPAN