

GAME BOY ADVANCE

AGB-ATAFEUR



Instruction Booklet



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TANG TANG MANUAL

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Thank you for purchasing Tang Tang for the Nintendo Game Boy Advance™ System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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INTRODUCTION

In the year 3025, the peaceful planets of The Associated Nexus of Galaxies (TANG) is threatened by hordes of invaders bent on pillaging the natural resource of Energy Crystals. Their attack is quick and precise; the planets are almost completely overrun by these savage aliens. The TANG, now backed into a corner, initiate their last line of defence. They call upon four super dimensional cyborg heroes. Called Tangibles for their ability to conjure up solid blocks out of thin air, these brave soldiers will use their cunning, quick reflexes and Power Bolts to retrieve the Energy Crystals and push back the advancing armada.

GETTING STARTED

1. Make sure the power is OFF on your Nintendo Game Boy Advance™.
2. Insert your Tang Tang Game Pak into the Game Pak slot as described in the instruction manual.
3. Slide the power switch on the bottom of your Game Boy Advance™, to ON by pushing it to the RIGHT.
4. In a few moments the game Title Screen will appear. Using the Control Pad press UP or DOWN to select desired in-game option.
5. Press UP/DOWN on the Control Pad to select either Play Game or Configurations to change the current settings.

GAME OVERVIEW

The main objectives of Tang Tang is to retrieve the Energy Crystals and defeat the invading army of aliens. You will use your hero's block conjuring ability and power bolts to trap and destroy these evil aliens and save the planets of TANG. There are many lands to secure, dozens of aliens to vaporise and hundreds of Energy Crystals to collect.

CONTROL SYSTEM



- To Start the Game - Highlight "Start Game" on the title screen, and press START or the A button.
- To Pause the Game - Press the START button anytime during the game. Press the START button again to resume playing.
- To Jump - Press the A button.
- To Create a Block or Destroy a Block - Press the B button.
- To Walk - Use the Control Pad LEFT or RIGHT to walk.
- To Shoot Projectile - Use the Control Pad down and A button.

MAIN MENU

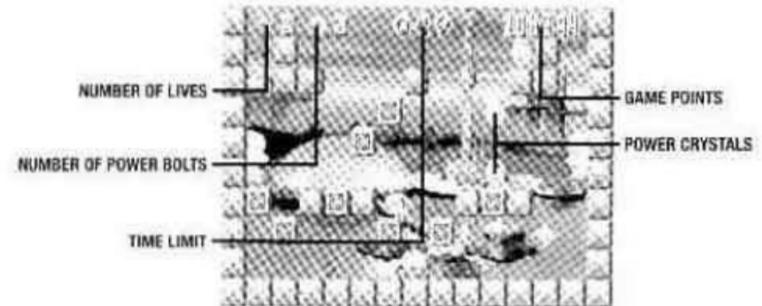
On the Main Menu you have two options to decide from. You may decide to jump straight into a game with the default settings on by pressing the A or START Button once it has been highlighted. Or you can go to the CONFIGURE Menu to adjust the settings to your liking.

In the CONFIGURE Menu you can change the default settings by using the Control Pad to Highlight the desired setting (SOUND, LIVES or CONTINUES) and push either LEFT or RIGHT to toggle the options available. Once the settings are in order you can Leave the CONFIGURE screen by pressing the A BUTTON.

HOW TO PLAY

Once you start a game, a HOW TO PLAY demo will begin which gives you a quick tutorial of how the game is played. You may skip this demo by pressing the A or Start buttons.

THE GAME SCREEN



HINTS & TIPS

- Timing is everything! Make sure you time your moves carefully or you may regret it!
- You can use your blocks to build a trap and capture your enemies. But watch out, some of the stronger ones can easily smash through them!
- Use your Power Bolts wisely. Your hero only has enough power to muster up three per planet.
- Study your enemy's movements! It can help you figure out the best route on each level.

CREDITS

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THANKS FOR PLAYING



NOTES