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ANIMORPHS

TM

INSTRUCTION BOOKLET

SCHOLASTIC

ONLY FOR
GAME BOY
COLOR

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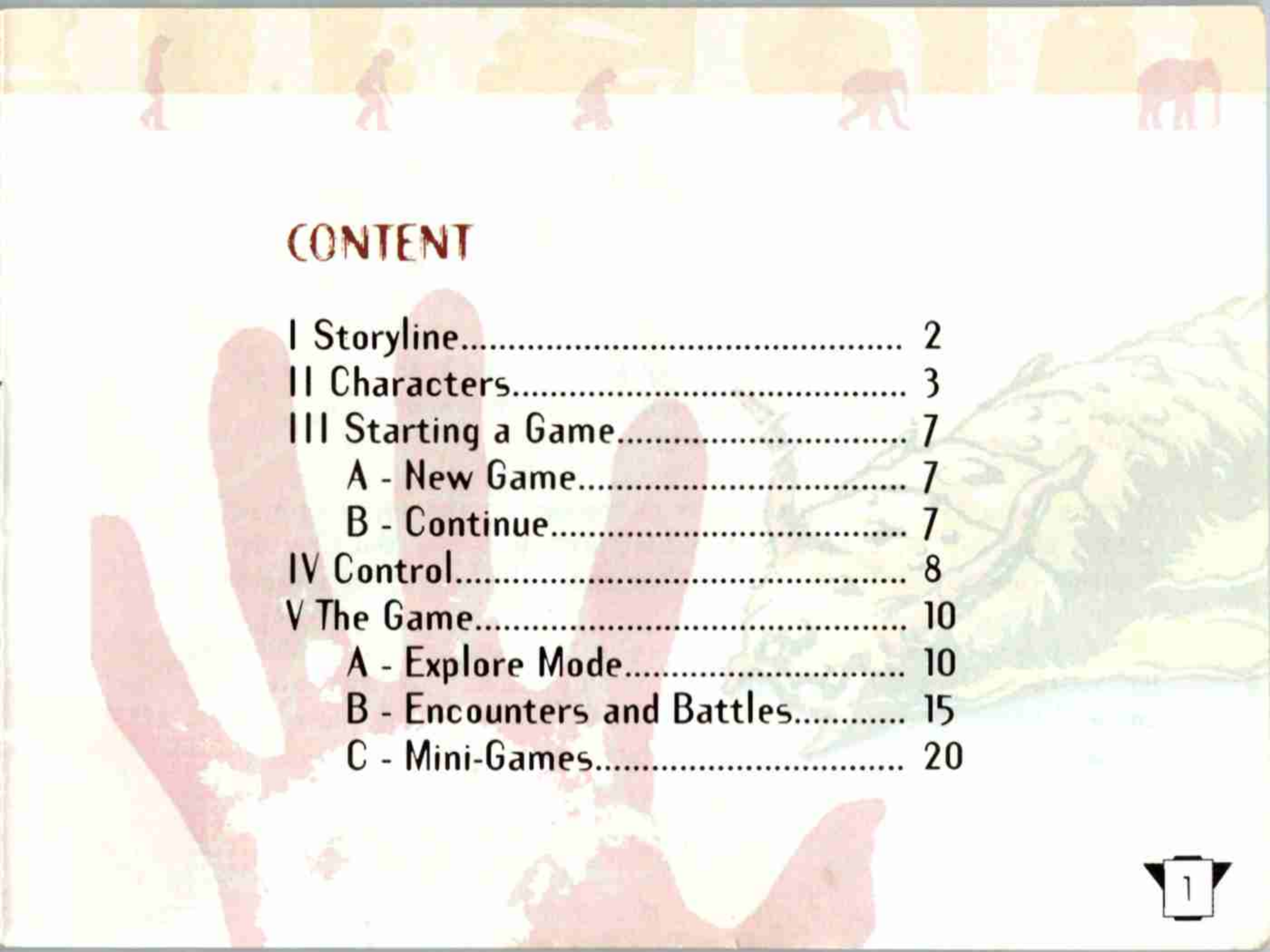


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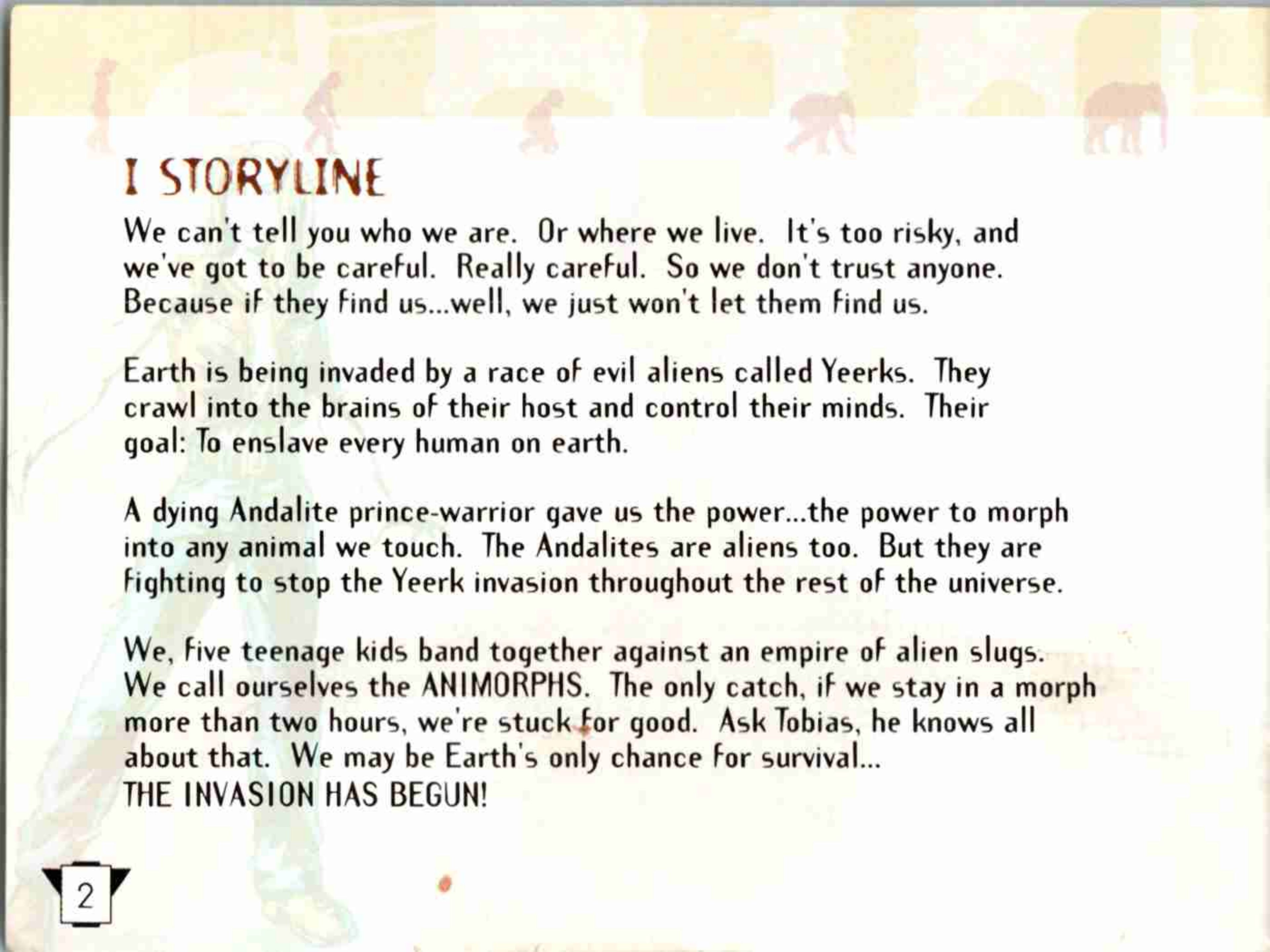
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I STORYLINE

We can't tell you who we are. Or where we live. It's too risky, and we've got to be careful. Really careful. So we don't trust anyone. Because if they find us...well, we just won't let them find us.

Earth is being invaded by a race of evil aliens called Yeerks. They crawl into the brains of their host and control their minds. Their goal: To enslave every human on earth.

A dying Andalite prince-warrior gave us the power...the power to morph into any animal we touch. The Andalites are aliens too. But they are fighting to stop the Yeerk invasion throughout the rest of the universe.

We, five teenage kids band together against an empire of alien slugs. We call ourselves the ANIMORPHS. The only catch, if we stay in a morph more than two hours, we're stuck for good. Ask Tobias, he knows all about that. We may be Earth's only chance for survival...

THE INVASION HAS BEGUN!

II CHARACTERS

“ Accept the power ”



Jake is a natural and thoughtful leader. His brother is a Controller, so he has a personal reason for wanting to destroy the Yeerks.

Cassie loves animals and is the best morpher of the group. Caring and passionate, she's also level headed and loyal.





Tobias is trapped in his red-tailed hawk morph. By now, he's used to the nickname "Bird-Boy". Caring and instinctive, he often rescues the other Animorphs when they are in a bind.

Marco is a jokester on the surface, but deep down, he's caring and sensitive. His mother is a high-ranking Controller - something Marco doesn't like to think too much about.



Rachel is strong-willed and adventurous. This graceful blue-eyed blond can "shop 'til she drops", but she's also courageous and ready to jump into battle.



Ax, which is short for Aximili-Esgarrouth-Isthill, is a 2 year old Andalite (a teenager in human years) and the Animorphs' greatest ally. His brother, Prince Elfangor, gave the Animorphs their power to morph before he was killed by the evil Visser Three. He often appears in a human morph to blend in.

Andalites are grey-blue aliens that are half-deer, half-human with a sharp, deadly, quick tail. Jutting from their heads are stalk-like protrusions topped with an extra set of eyes. Despite their somewhat cute, peculiar appearance they are very strong.

THE INVASION HAS BEGUN

Yeerks are 6-inch long grey-green slugs, who infest the brains of their prey. In their natural form, Yeerks are cunning but almost helpless. But, in the bodies of Hork-Bajir, Taxxons and humans, Yeerks are a powerful menace. Countless species throughout the universe have fallen victim to these slimy predators.





Hork-Bajir - are terrifying and demanding warriors. 7-feet tall, with sharp horned blades growing from their heads, elbows, forearms and knees. These once peaceful creatures are the Yeerks deadliest weapon.

Taxxons - are the ruthless, flesh-eating cannibals. The Taxxons hunger for any living, breathing creature. Since they voluntarily submitted to Yeerk control, the Taxxons have plenty of interplanetary victims to feed on.



Visser Three - is the most powerful Yeerk general on Earth. He's the only Yeerk to ever infest an Andalite body and gain powerful morphing capabilities. He dreams of destroying the Animorphs, whom he believes are Andalite bandits.

Leerans - are an odd-looking, but highly intelligent species of telepathic aliens. They are amphibians and live in the underwater cities on their own planet. The Yeerks have tried-without success-to dominate the Leerans.

III STARTING A GAME

1. Insert the Animorphs Game Pak into your Game Boy® Color slot as described in your Nintendo Game Boy® Color instruction manual.
2. Turn it on.
3. The menu screen appears. There are 2 choices: NEW GAME & CONTINUE. The initial introduction slide-show can be skipped frame by frame by pressing START.

A. NEW GAME

Choose this to start the adventure from the beginning

There are two ways to exit this mode:

- GAME OVER: The Player has no more lives left. Return to Main Menu.
- QUIT: Option chosen from the in-game menu by pressing SELECT.
Your latest Password is displayed.

B. CONTINUE

This takes the player to the PASSWORD screen. You will be given a password at the end of each level. Write it down. You can use it to continue the adventure on the next level. The password changes for each level. Enter the Password using characters on the grid:

- Move right on the line with the A Button and left with the B Button.
- Use the Control Pad Up and Down arrows to choose letters.
- Confirm the entire Password by pressing START.
- Go Back to main menu with SELECT.

IV CONTROL

EXPLORE MODE:

Control Pad:
Right: Walk Right
Left: Walk Left
Down: Walk Down
Up: Walk Up



The A Button:
Talk, Eat, Pick
Up Objects

START: Activate ANI-MANAGER
SELECT: Retrieve Password
START + SELECT + the A Button
+ the B Button: Reset

IN THE ANI-MANAGER:

Control Pad:
Select DNA



The A Button: Choose a Morph or
Add Current Morph
The B Button: Exit Ani-Manager or
Discard Current Morph

ENCOUNTER and BATTLE MODE



Control Pad:
Navigate Options

The B Button:
Return to Main Menu
(Fight, Run, Ani-Manager)

The A Button:
Select Current
Options

MINI-GAMES



Control Pad:
Navigate

The A Button:
Jump

V THE GAME

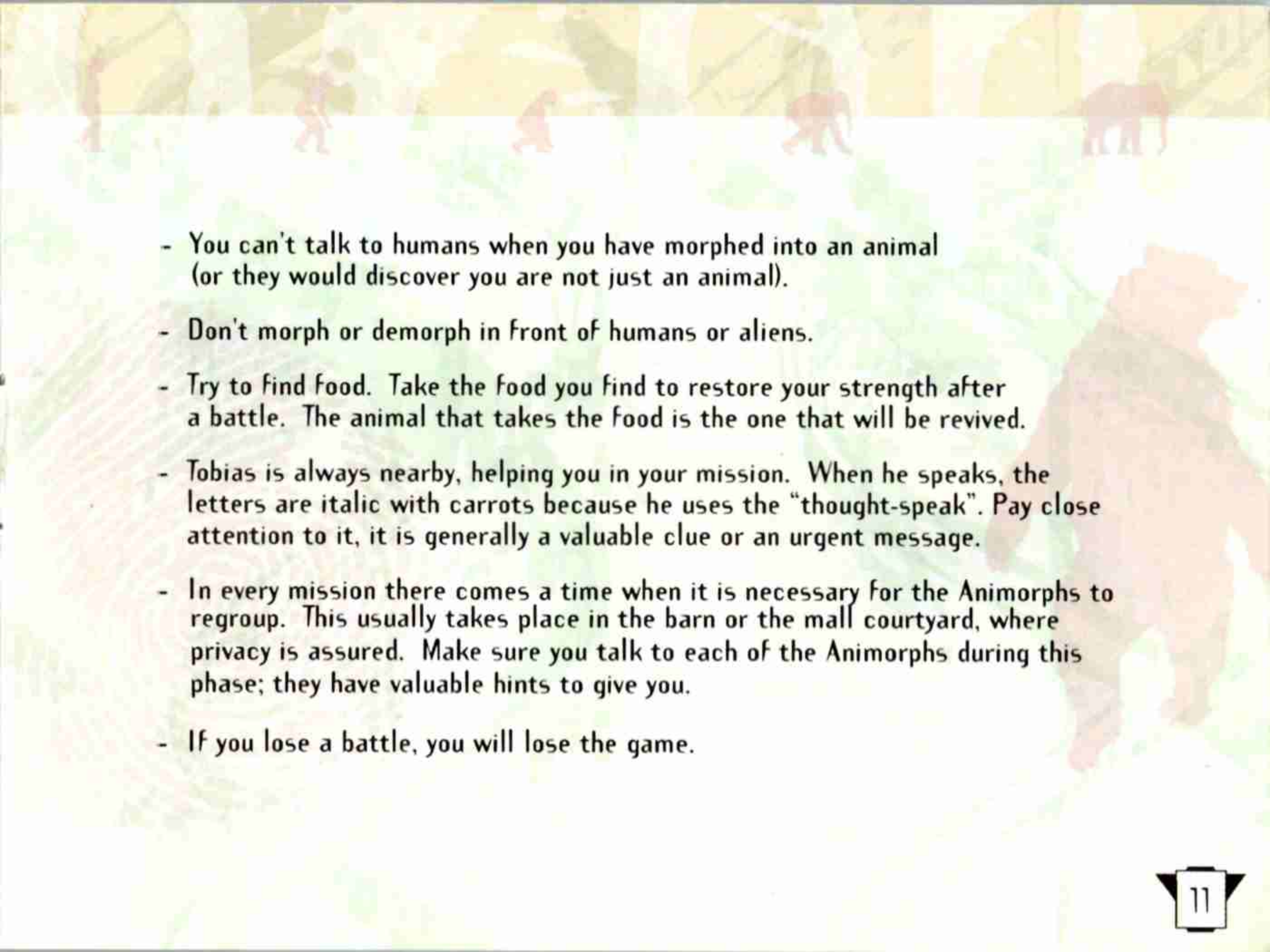
A) EXPLORE MODE

Stay alert, stay prepared, and keep your wits about you!

Use your skill to subdue animals and obtain their DNA. By acquiring more and more powerful animals, you increase your chances of making it through the mission and defeating the evil Yeerks in their attempt to take control of the Earth.

1. GENERAL RULES AND GUIDELINES.

- Talk to people to find information. Use the hints you receive to work out what to do and where to do it.
- Use different animal forms to navigate through different settings. Sometimes it is helpful (or required) to navigate a certain environment as a certain animal. For example, choose an aquatic animal type to navigate through water. In some situations though, it is better to stay in human form.
- When you explore a map in animal form, you must not outrun the limited morph time, or you'll be trapped in the morph forever and your game will end. Tobias will notify you when you have to morph back.

- 
- You can't talk to humans when you have morphed into an animal (or they would discover you are not just an animal).
 - Don't morph or demorph in front of humans or aliens.
 - Try to find food. Take the food you find to restore your strength after a battle. The animal that takes the food is the one that will be revived.
 - Tobias is always nearby, helping you in your mission. When he speaks, the letters are italic with carrots because he uses the "thought-speak". Pay close attention to it, it is generally a valuable clue or an urgent message.
 - In every mission there comes a time when it is necessary for the Animorphs to regroup. This usually takes place in the barn or the mall courtyard, where privacy is assured. Make sure you talk to each of the Animorphs during this phase; they have valuable hints to give you.
 - If you lose a battle, you will lose the game.

2. 4 MISSIONS:

Mission 1 - Cassie: Save The Animals!

Hints: Be sure to acquire the snake DNA from the mall to go to the "Gardens" Zoo. There is only one place where you can safely cross the Zoo's wall.



Mission 2 - Jake: Destroy the Kandrona!

Hints: Enter the school through the door on the left. It is large, so explore it all. Ax's Scoop is near the Circus, and so is the secret entrance to the Yeerk Pool.

Mission 3 - Marco: The Underwater Base!

Hints: Remember that it may be impossible to enter certain buildings as a human or incorrect animal type. Royan Island didn't get its bad reputation without a good reason - it's crawling with aliens and evil animals!



Mission 4 - Rachel: Destroy the Satellite!

Hints: Revisit the Gardens; the animals have changed there. Remember, the Arctic is cold and dangerous!

3. MORPHING IN EXPLORE MODE

As in real life, some animals travel faster or better on certain terrain. So while navigating through the town, you may come to a stream and need to cross it: use the ANI-MANAGER.

Morph!

Find a clear place where there are no humans or aliens. Press START to activate the ANI-MANAGER. Use the CONTROL PAD to select an animal. Then press the A Button. Automatically back in Explore Mode, you may now travel around in the form of the animal.

Remember, an animal's DNA will only be shown in the ANI-MANAGER if you are currently standing on terrain through which the animal can travel. If you are standing on dry land, you won't be able to morph into a fish.



Be Wise!

When storing several animals, you are limited to five at any time. During a mission, you may need to have special DNA acquired and stored in your ANI-MANAGER. If you have acquired an animal and need to store it, but the ANI-MANAGER is full, select the morph you want to replace and press the A Button.

Press the B Button to exit the ANI-MANAGER without morphing.

A horizontal sequence of five illustrations showing the evolutionary progression from an ape-like creature on the left to a modern elephant on the right, with intermediate forms in between.

Demorph!

Press **START** to activate the **ANI-MANAGER** while you are in animal form. You will be asked if you want to demorph. This will transform you from the current animal morph back to your human self. If you want to change morph, you have to demorph beforehand.

B) ENCOUNTERS AND BATTLES

1. GENERAL RULES AND GUIDELINES

To master encounters and battles, you must fully understand the inner workings of the **ANI-MANAGER**. Since you can only hold 5 animal DNA at a time, you must be careful to fill the 5 entries with animals you need to use for your mission.

- Pay close attention to the hints Tobias and others give you; they will explain which animals will serve you best at any given time, and tell you where to find them.
- The Mall and the Gardens are great places to find animals.

EXPERIENCE POINTS AND HEALTH BAR:

The Health Bar informs you of the level of energy that both you and your opponent have remaining. Your opponent will be defeated when his health bar has been depleted. You too will lose the game once your health bar is depleted.

2. ENCOUNTER

Encounter Mode is initiated when you encounter and touch an animal, whether you are in human or animal form.

Win an encounter and successfully subdue an animal to acquire its DNA. You will encounter animals in their natural habitats, or contained in cages and exhibits. You will also find animals while trying to retrieve objects being guarded.

Description

You're on the bottom of the screen, the opponent animal is on the top. The text window on the bottom provides gameplay instructions and choices. The encounter is turn-based, with you and your opponent exchanging attacks.

Make your choice!

You can either fight or run. Select by using the CONTROL PAD and the A Button. Chose run to exit the encounter, but only if the opponent animal allows it. If you cannot run, you may try again later.



Get ready to fight!

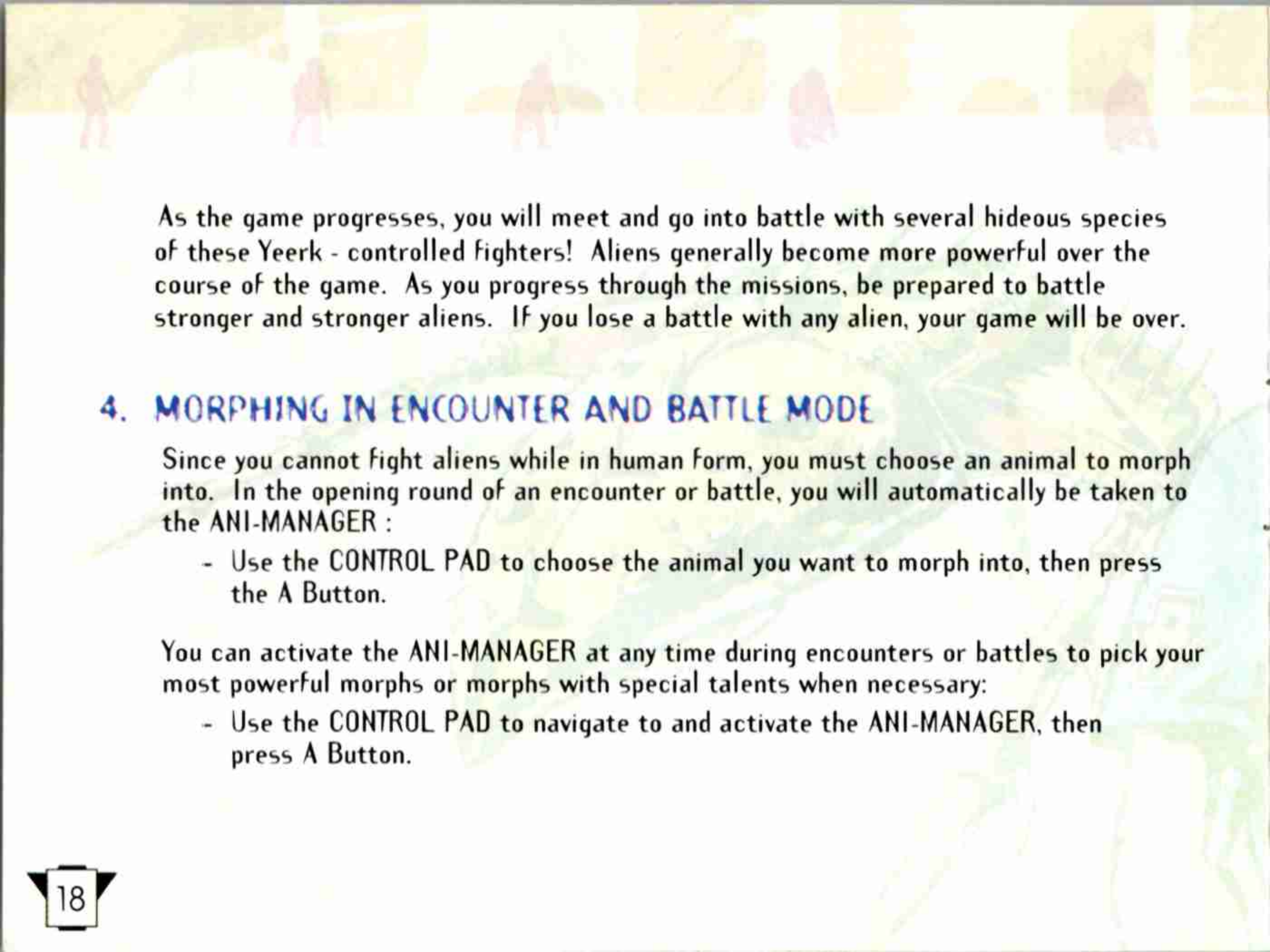
You must be in your animal form to fight. Use the Control Pad to activate the Animorph icon. Use the A Button to launch the ANI-MANAGER. You can now choose an animal to morph into, or demorph. Once in your new animal form, you may resume your attempt to subdue the animal in your new morph.

3. BATTLE

Aliens are tenacious and evil fighters, so avoid them when you can. But sometimes you have to do battle! Battle uses the same interface and strategy as Encounter, except with Battle the stakes are higher. You must defeat your opponent, by draining his health. However, you can also exit a battle safely by choosing to run - that's if your opponent doesn't try to stop you.

Be sure you have come prepared to fight!

Aliens may be lurking anywhere, especially near alien bases or alien-occupied territory. If you have to venture into one of these places, be sure you come prepared by having a good assortment of powerful animal DNA stored in the ANI-MANAGER. There are several species of aliens, each with different fight styles and preferred terrain. Some aliens are aquatic, others are at home in the caves, and can use the poor light to their advantage.



As the game progresses, you will meet and go into battle with several hideous species of these Yeerk - controlled fighters! Aliens generally become more powerful over the course of the game. As you progress through the missions, be prepared to battle stronger and stronger aliens. If you lose a battle with any alien, your game will be over.

4. MORPHING IN ENCOUNTER AND BATTLE MODE

Since you cannot fight aliens while in human form, you must choose an animal to morph into. In the opening round of an encounter or battle, you will automatically be taken to the ANI-MANAGER :

- Use the CONTROL PAD to choose the animal you want to morph into, then press the A Button.

You can activate the ANI-MANAGER at any time during encounters or battles to pick your most powerful morphs or morphs with special talents when necessary:

- Use the CONTROL PAD to navigate to and activate the ANI-MANAGER, then press A Button.

How to fight?

Each animal has 4 attacks. Some attacks are offensive, some are defensive. You must use your attacks wisely to subdue opponents; it is up to you to choose which animal to use against each opponent.

E.g.: Use quicker, smarter animals to beat bigger, sluggish animals. It may take time, but a smart, agile animal can gain the upper hand over a large, lumbering giant. Sometimes it is important to use a strategy that includes both offensive and defensive maneuvers. An eagle can use "fly" to disorient a lion. The eagle may not force the lion to lose Health or Experience with the "fly" attack, but the next eagle attack will be more potent, because the lion is disoriented.

If you lose an encounter, you will not lose the game. But you will lose your current morph (it will be deleted from the ANI-MANAGER), and be forced to demorph.



C) MINI-GAMES

The Mini-Games are fun and simple, side-scrolling, fast-action sequences that allow you to travel as an animal and fulfill a particular mission requirement. You must avoid enemies and physical barriers such as rocks and spikes. Some animals, such as moles and seals, can jump.

Use the control pad to navigate. To jump and avoid obstacles and enemies, press the A Button as you approach the obstacle.

There are 4 Mini-Games, one in each Mission:

1. The Bat Cave. As a bat, avoid the cables.
2. Underground Tunnel System - Crawl as a mole and avoid rocks.
3. Sea Floor with Coral Reefs - Swim as a dolphin and collect the pearls.
4. Ice Tunnel - Slide on the ice slope like a seal.



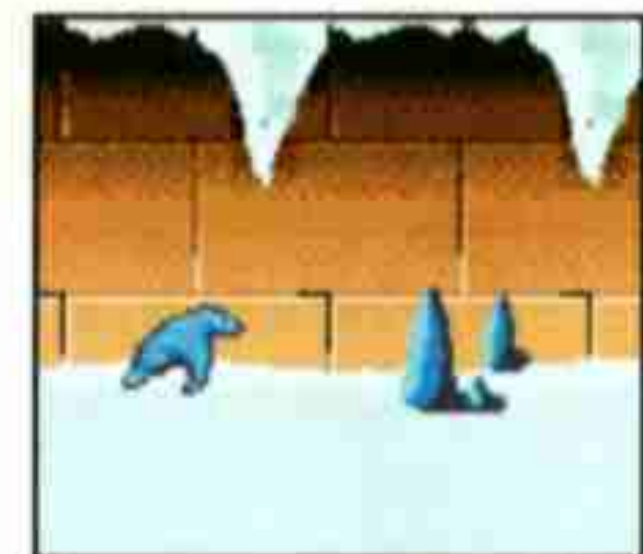
Bat Cave



Underground Tunnel



Sea Floor



Ice Tunnel

Each Mini-Game allows you to play with 3 lives. After the 3rd life, the game is over.

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<NOTES>





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