

Nintendo

GAME BOY[®] color

CGB-AYJE-USA

Crystallis[™]

INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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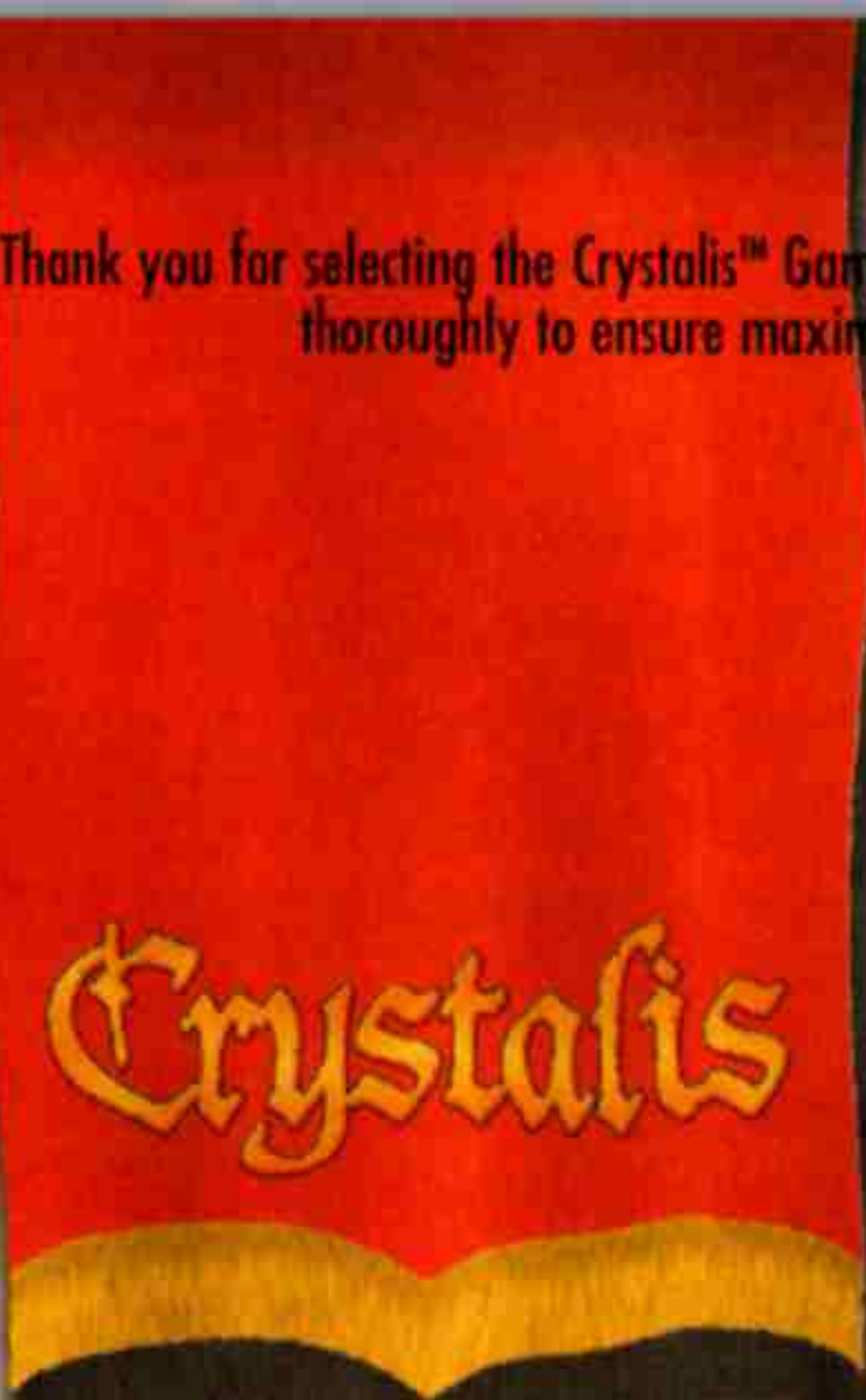
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Crystalis

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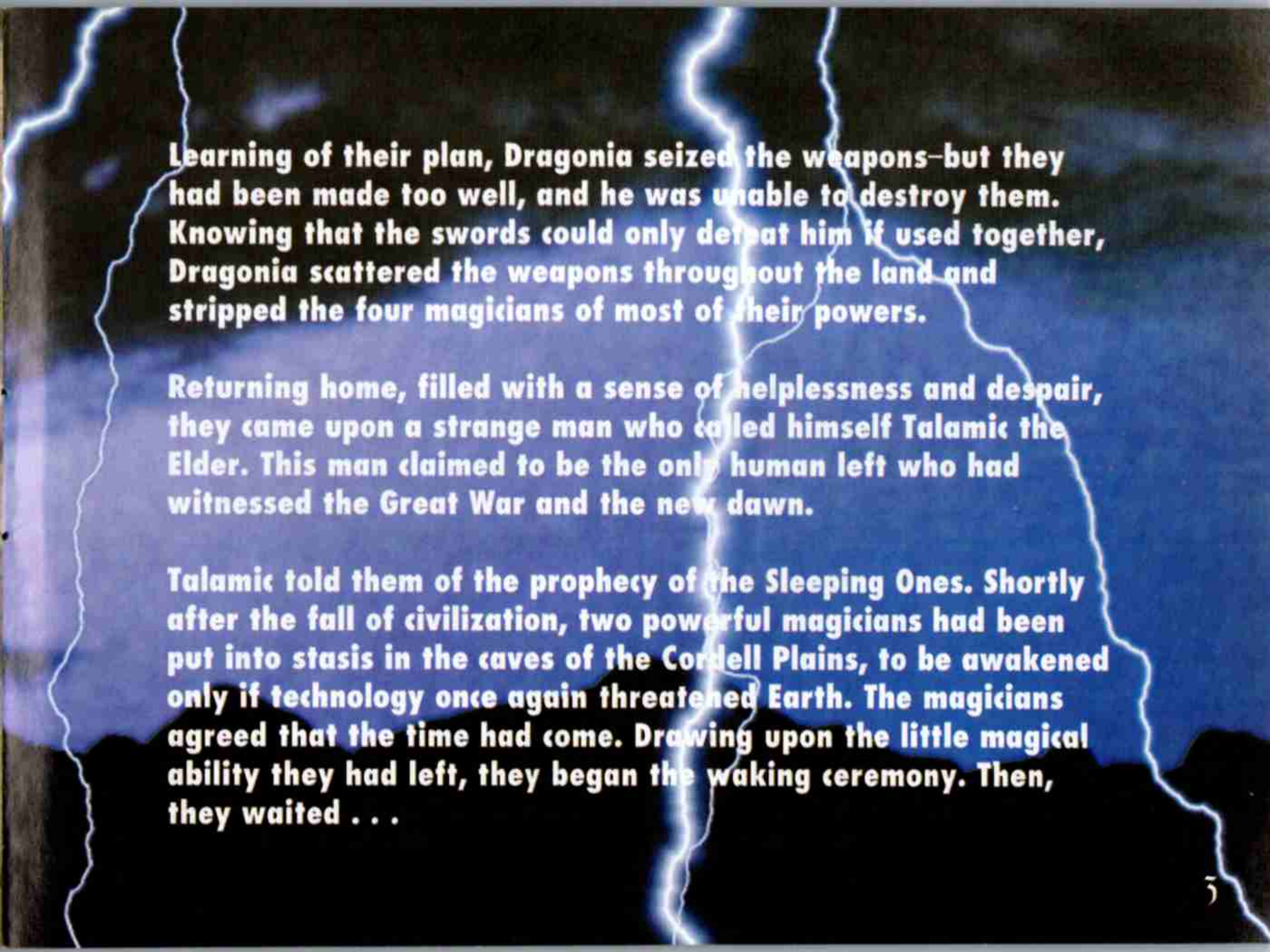
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Story

It has been said that an ending is merely a beginning in disguise. And so it was that when the Great War engulfed the world, bringing civilization as we know it to an end, it ushered in the dawn of a new era. It was an era in which science and technology were shunned—for they had proven to be the downfall of mankind—and the ancient arts of sorcery and magic were revived.

Peace reigned over the land for generations . . . until a powerful magician named Dragonia, intrigued by the forbidden ways of technology, began to study the principles of science. Realizing the power he might wield if he combined his magic with technology, he turned his thoughts to world domination.

In an attempt to combat this threat, four brave magicians—Zebu, Asina, Tornel and Kensu—created four powerful swords from the basic elements of the land: wind, fire, water and thunder. If used together, these four swords would form the most powerful weapon ever created: the sword of Crystalis.



Learning of their plan, Dragonia seized the weapons—but they had been made too well, and he was unable to destroy them. Knowing that the swords could only defeat him if used together, Dragonia scattered the weapons throughout the land and stripped the four magicians of most of their powers.

Returning home, filled with a sense of helplessness and despair, they came upon a strange man who called himself Talamic the Elder. This man claimed to be the only human left who had witnessed the Great War and the new dawn.

Talamic told them of the prophecy of the Sleeping Ones. Shortly after the fall of civilization, two powerful magicians had been put into stasis in the caves of the Cordell Plains, to be awakened only if technology once again threatened Earth. The magicians agreed that the time had come. Drawing upon the little magical ability they had left, they began the waking ceremony. Then, they waited . . .

Starting Your Quest

Properly insert the Game Pak into your Game Boy® Color system. When you turn the power ON, you will be introduced to the story, then you will see the Title Screen. To skip the story, press START. On the Title Screen, use the + Control Pad to select Start or Continue and press the A Button to confirm.



Choose Start to begin a new game. On the following screen, enter your name. Use the + Control Pad to move the cursor and press the A Button to enter a character. If you make a mistake, press the B Button to go back. When you are finished, move the cursor to End and press the A Button. You will then begin your quest!

To continue a previously saved game, choose Continue on the Title Screen and press the A Button. On the following screen, press ↑ and ↓ on the + Control Pad to select one of the save slots and press the A Button to confirm. After confirming your choice, you will continue your game from the last place you saved.



Controls

+ Control Pad

- Move character
- Move cursor on menu screens and dialogue screens

SELECT

- Pause game and access Item Selection Screen

START

- Pause game and access Status Screen





A Button

- **Make selections on menu screens**
- **Tap to talk to a character, read a sign or open a chest**
- **Tap to use magic when a spell is selected**
- **Tap to use a tool or item when one is selected**
- **Tap to jump when wearing the Rabbit Boots**

B Button

- **Press to swing sword**
- **Hold and release for powered-up shot**
- **Cancel selections on menu screens**

Game Screen

Power Bar:

Hold down the B Button to power up your sword to fire a projectile. Up to three large ovals will appear at the end of the Power Bar, depending on the level of your sword. You must completely fill at least one oval to fire a projectile, and for each oval you fill, the projectile will become stronger.

Hit Points:

The first number indicates your current number of Hit Points, while the second number indicates your maximum number of Hit Points. When your current Hit Points reach 0, your game will end.

Magic Points:

The first number shows how many Magic Points you have left, and the second number displays the maximum number of Magic Points you may have. When you have no Magic Points left, you will be unable to cast spells.



Levels & Experience

As you embark upon your quest, you will begin at Level 1. However, by defeating enemies, you will gain Experience Points. The more Experience Points you collect, the higher your level will grow. Your level determines your number of Hit Points and Magic Points, as well as how much damage you can inflict and how much you will receive. The highest level you can achieve is Level 16.



Buildings



Inn: Getting a good night's sleep at a comfortable Inn will completely restore both your Hit Points and your Magic Points and cure the effects of poison.



Armor Shop: Buy armor and shields. You will see the rating for the armor/shield you currently have equipped and the rating of the armor/shield you are thinking of purchasing. Press START to see a description of the armor/shield.



Item Shop: Purchase medicine, herbs and miscellaneous items. Press START to see a description on an item.



Pawn Shop: Lighten your load and make a few bucks by selling any unwanted items to the shopkeeper. Getting your items appraised here will give you clues as how to use them.



Tavern: Stop by the local watering hole for the latest town gossip.

Using Items



You will collect many items throughout your quest. To access the Item Selection Screen, press **SELECT**. Use the + Control Pad to highlight the type of item you want and press the **A** Button to select it.

On the following screen, use the + Control Pad to move the cursor to the item you wish to use, then press the **A** Button. If the item is already selected, pressing the **A** Button will deselect it. **Note: If you press SELECT, you will drop the selected item!**



When you are finished, press the **B** Button to return to the Item Selection Screen or **START** to return to the game.

Some items will automatically be activated once you have selected them, but you must press a button to use others. Refer to the following sections to determine how to use specific items. Also, in some instances, you may need to deselect the item you are currently using before selecting another one.

Swords

In order to fulfill your destiny as the hero of the land, you must collect the four magical swords of Wind, Fire, Water and Thunder to form the greatest sword of all—Crystalis. You will also use these swords as weapons to defeat the numerous monsters that inhabit this world. Each sword has two attacks and three levels as described below.

The first attack is a simple slash that can be used when an enemy is very close to you. When a foe is near, tap the B Button to swing your sword in the direction you are facing.

For a more powerful attack, you can power up your sword and fire a projectile. To do so, hold down the B Button until at least one of the ovals at the end of your Power Bar lights up. Face your enemy, then release the B Button to fire.

You will find items throughout your journey that will increase the levels of your swords. There are three levels for each sword, each more powerful than

the last. For each level you reach, another large oval will appear at the end of your Power Bar. The appropriate oval must be filled before you can attack at that level.

Once you have reached the second level for the first four swords, you will gain a special ability:



Sword of Wind: At Level 2, you can destroy rock walls.



Sword of Fire: Once it has achieved Level 2, use this sword to break ice walls.



Sword of Water: Use your Level 2 sword to create ice bridges over rivers.



Sword of Thunder: Destroy iron walls with this sword once it has reached Level 2.

Armor & Shields

Armor and shields help you take less damage when attacked by enemies. Armor protects you from direct contact with an enemy, while a shield protects you from projectiles. Some items also help defend against special attacks such as fire or poison. Once you have selected armor or a shield on the Item Selection Screen, it will automatically be activated in the game.



Carapace Shield



Tanned Hide



Bronze Shield



Leather Armor



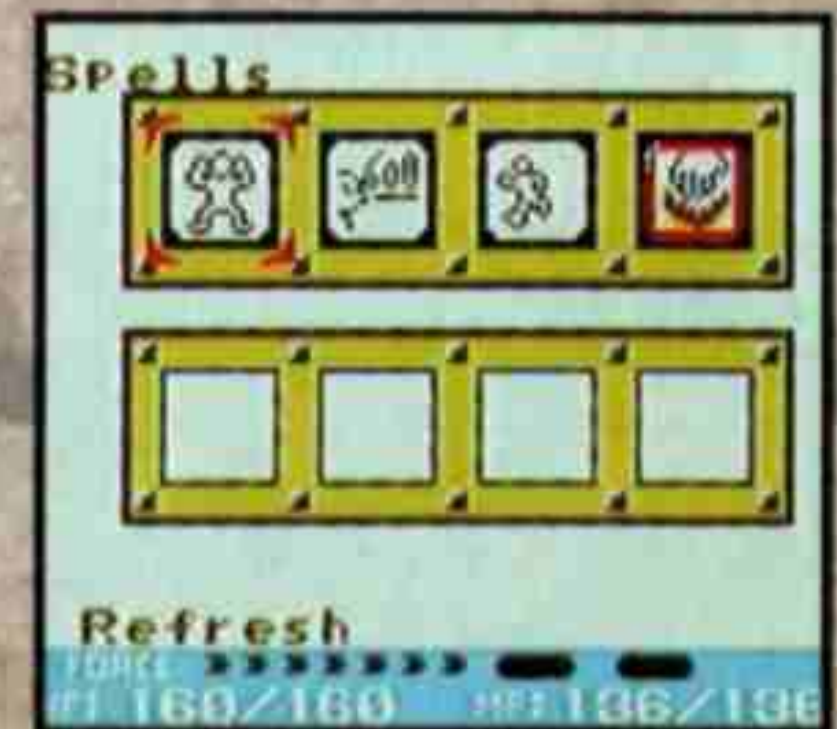
Miscellaneous Items

Item	Function	How to Use	No. of Uses
 Antidote	Cures poisoning.	A Button	Single
 Medical Herb	Restores Hit Points.	A Button	Single
 Warp Boots	Lets you warp to any town you have already visited.	A Button	Single

Magic

Once you begin to prove yourself as a true hero, other magicians will teach you certain spells. To prepare a spell, press SELECT to access the Item Selection Screen. Use the + Control Pad to highlight Spells and press the A Button.

The spells you have learned will appear on this screen. Use the + Control Pad to move the cursor to the icon of the spell you wish to prepare. The name of the spell will appear in the lower-left corner of the screen. Press the A Button to select a spell. You may prepare only one spell at a time.



When you have finished preparing your spell, press the B Button once to return to the Item Selection Screen or START to return to the game. To use your magic during the game, press the A Button. Your Magic Points will immediately be reduced accordingly.

Status & Saving



To access the Status Screen during the game, press **START**. Press **←** and **→** on the **+** Control Pad to highlight Save, Load or Delete, then press the **A** Button. To return to the game without doing anything, press **START**.

If you choose Save, Load or Delete, you must press **↑** and **↓** on the **+** Control Pad to select a save slot, then press the **A** Button. To return to the Status Screen without doing anything, press the **B** Button.

Enemies



Blue Slime:

This blue, jelly-like creature will hurt you if you come into contact with it.



Brown Bear:

This large bear walks upright and will hurl rocks in your direction.



Green Dragon:

This small serpent has wings but cannot fly. Be sure to avoid its fiery breath.



Butterfly:

If you destroy this giant insect, it will release a cloud of dust. Stay away from the dust, or you will become paralyzed.



Beholder:

This floating eye moves around slowly and shoots projectiles at you. If you are hit by its projectile, you will become petrified.

Notes

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REV. L

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