

Nintendo

GAME BOY[®] color



®

DMG-AVKE-USA



TM



INSTRUCTION BOOKLET

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Prologue

Castaway!

It was supposed to be a pleasure cruise. A present from my mom and dad, in celebration of my tenth birthday. My dad - the renowned adventurer... I used to dream of walking in his footsteps one day. Little did I know that my dream was about to come true.

We were on the last leg of our cruise when my dad gave me my very own explorers knife as a memento of our journey. I was so pleased and excited I couldn't sleep that night.

As I tossed and turned in my bunk, our ship was suddenly caught in the clutches of a vicious storm.

Somehow I was flung overboard and the last memory that I have of that night is the sight of our ship disappearing into the ocean depths...



Game Objective

When I regained my senses, I found myself washed up on the shores of an uninhabited island. With no family or friends to turn to, I set out in search of food and shelter in the hopes of surviving this disastrous turn of events. My adventure had just begun...



Starting The Game

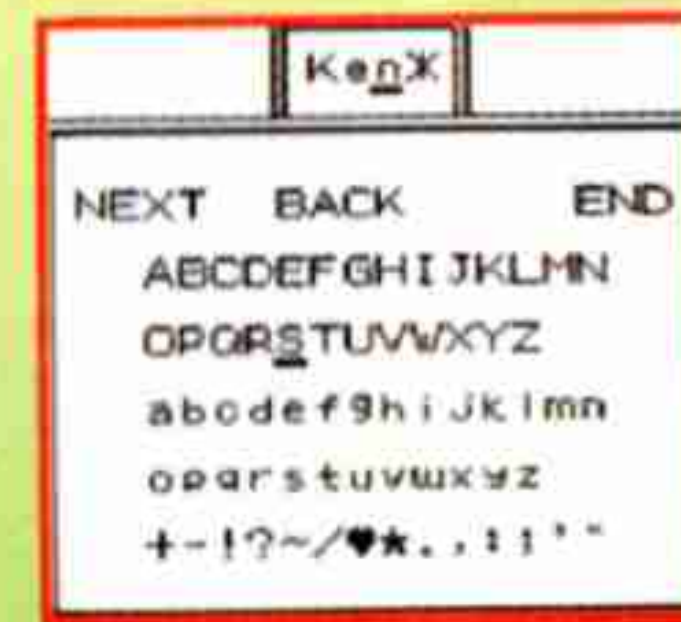
Plug the game pak into your Game Boy or Game Boy Color and turn on the power switch. After the Konami logo is displayed, the title screen will appear. Pressing the Start button at this point will call up the selection screen.

Starting a New Game

When you choose "New Game", a player select screen will appear allowing you to choose to play the game as either a boy or girl.

Upon making your selection, you can input the name of your chosen character. Enter the name by choosing the desired letter on the Name Input screen with your control pad and pressing the A button to finalize your selection. You can change the listed letters by either pressing the Select button or moving the cursor on the Name Input cursor to the "Letters" selection and pressing the A button. To delete a letter, simply press the B button.

Once you have decided on the name, select "End" and press the A button to commence play.



Continuing a Previously Saved Game

When you choose "Continue", the game will start from the point where you previously saved (or interrupted the game). Simply choose the file containing the data which you wish to play and press the A button.

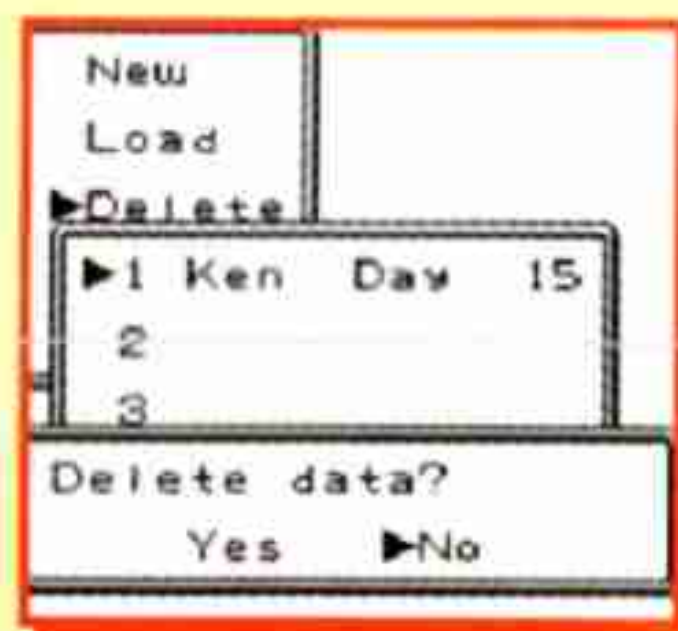
* See P.18 "Saving a Game"

* See P.13 "Quitting a Game"



Deleting a Save File

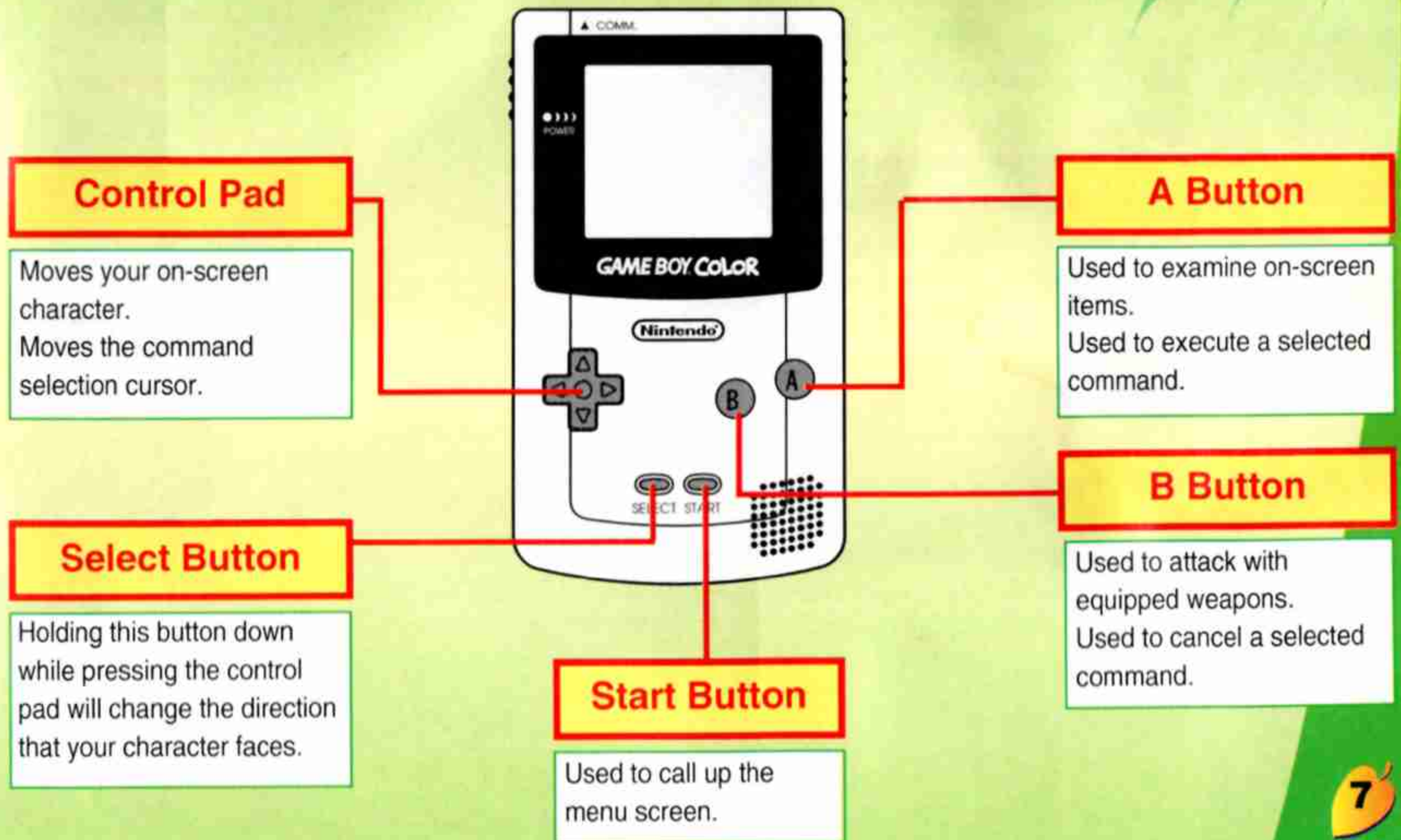
To delete a saved file, choose "Delete File". Choose the file you wish to delete and press the A button to execute the command. Upon pressing the A button a message will appear to verify your command. Choose either "YES" to delete the file or "NO" to cancel your command, then the A button to confirm.



Warning!
Deleted files cannot
be recovered.



Using Your Controller



Inspect

You can inspect an item on the mapfield by facing your character towards the object and pressing the A button. When an item is discovered, command selections such as "Take" and "Leave" are displayed. Choose your command with the control pad and press the A button to execute the selected command.

Changing Directions on the Spot

When you press the B button, an arrow indicating your character's direction will appear on-screen. By holding down the Select button and pressing the control pad, you can change the direction that your character is facing while maintaining your position on the mapfield.

Opening a Menu

Pressing the Start button calls up the Menu screen. Depending on the location of your character or the item that you wish to use, the commands you can select may vary.



Arrow



The Mapfield

Parameters

Appear at the bottom of the screen when your character is stationary for a brief period of time. The listed parameters represent the current condition of your on-screen character.



Animal

Although animals can be defeated, they occasionally have a tendency to attack and should be approached with caution.

Player Character (Boy)

Time Icon

Gives you a rough idea of the time of the day.

Time Icon

The Time Icon changes from morning to night, indicating the time elapsed during a day. Also, the color of the playing field changes according to the time of day. Your view will be limited at night or in dark areas of the mapfield.

Morning



Noon



Evening



Night



* If the game is not played on either a Game Boy Color or a Super Game Boy, the mapfield will only change from day to night.

Parameters

Life Points



This number indicates your character's current health condition. The value decreases when the character's other parameters are adversely affected and/or due to other factors such as poison. When this number reaches "0", the game is over.

Hunger Points



This number indicates how hungry your character is. You can recover by eating food. When this number is at "0", your character's Life Points will gradually decrease.

Water Points



This number indicates thirst and decreases in accordance with your character's actions. You can recover by drinking water. When this number is at "0", your character's Life Points will gradually decrease.

Fatigue Points



This number indicates how tired your character is. The value increases in accordance with your character's various actions. You can recover by simply resting. When this number is at "100", your character's Life Points will gradually decrease.

Other Parameter Changes

Depending on your character's actions, parameters could take a turn for the worse due to various conditions which are indicated on the screen. Taking appropriate actions to treat these conditions will lead to recovery.

Poisoned



Indicates that your character's been poisoned. Your character's Life Points will decrease as long as this condition continues.

Paralyzed



Indicates that your character is paralyzed. Your character will be unable to move while this condition continues.

Confused



Indicates that your character is in a confused state. Controlling your character's movement will be difficult as long as this condition continues.

The Menu Screen

The Menu screen can be called up by pressing the Start button while the mapfield is displayed.

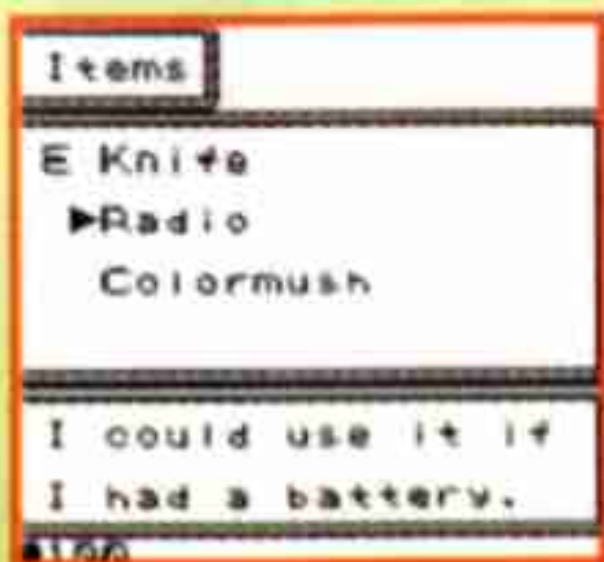
Command selection list



Character's status box listing the player's name, number of days survived and percentage breakdowns of the various parameters.

- Item** Allows the player to use or equip various items obtained during the course of gameplay.
- Merge** Allows the player to combine various items to create a new one.
- Map** Allows the player to review a map displaying his/her character's current location.
- Break** Allows the player to interrupt a current game.

Item



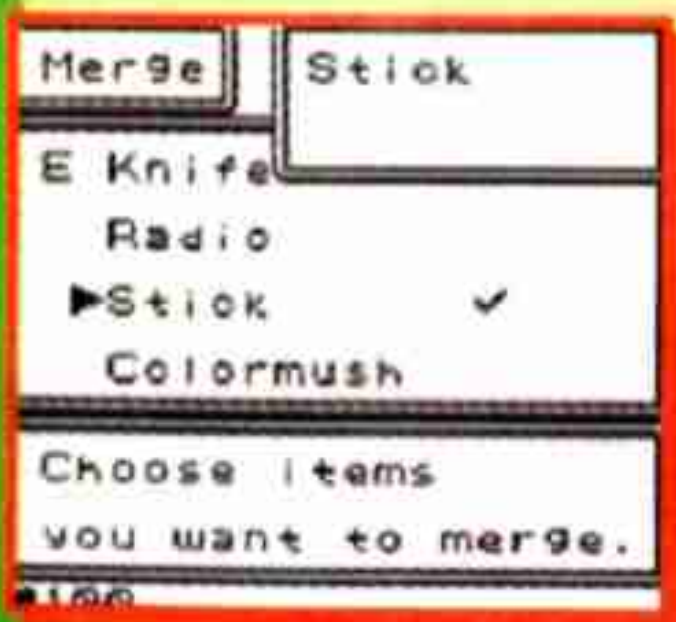
To select an item move the cursor to the desired item and press the A button. There are various items including those that can be equipped or consumed. When an item is equipped the letter "E" will be listed alongside the item.

Depending on the item selected, a brief explanation of its function or effect will appear at the bottom of the screen. Items whose effects are unknown are described as "???". Once used, a description of the effects of such items will be displayed.

The commands available for items vary according to their function.

Use	Allows the selected item to be utilized
Drop	Allows the selected item to be thrown away w
Equip	Allows the selected item to be equipped or worn for use
Unequip	Allows an equipped or worn item to be removed
Eat	Allows the selected item to be consumed
Drink	Allows the player character to drink the selected item

Merge



This command allows you to combine up to three items for the creation of a new item. Choose the item you wish to merge and press the A button. A check mark will appear beside the item selected. If you wish to cancel the selection, simply press the A button again.



Upon selecting two items, a message will appear on screen that will allow you to either merge the selected items or add a third item. Select "Yes" to merge the two items or "No" to add a third item. Following your selection, press the A button.

If you've successfully merged the right items, a new item will appear on the screen. Note: An unsuccessful combination will not result in the loss of the selected items.

Map



This command calls up an overall map indicating your character's current position as well as the areas of the island previously explored. Unexplored areas will not be displayed. To return to the menu screen, simply press the B button.

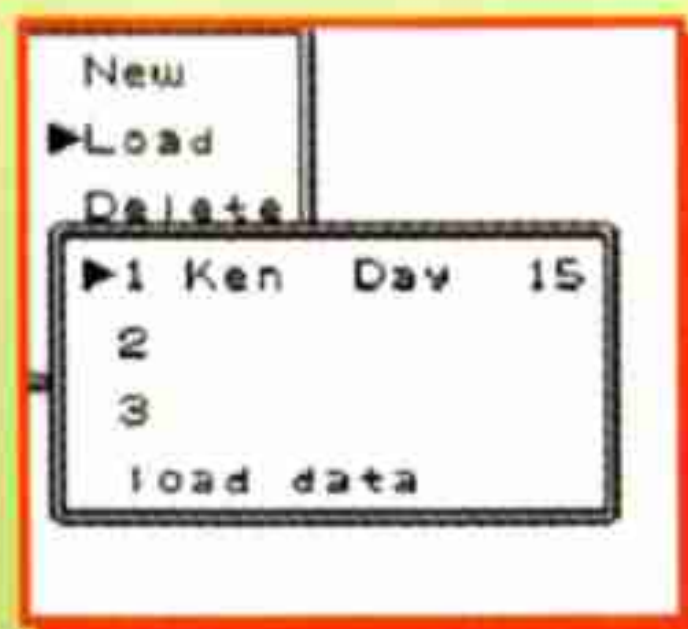
* The name of the area in which your character is currently located.

Break (Quick-Save)



When you are in an area that doesn't allow the saving of a game, this command will allow you to interrupt the game.

When you select "Break" and press the A button, a message instructing you to turn off Game Boy's power switch will appear on screen. Doing so will automatically save the game in progress. The next time you play, you can continue the interrupted game by choosing "Continue" and then selecting the "Interrupted Game" file. Once this file has been used to resume an interrupted game, the data contained in the file will no longer be available.



Please note that when playing the game again, if you have an "Interrupted Game" file listed, choosing a file other than this one will erase the data in the "Interrupted Game" file.

Selecting "Break" and pressing the A button will return you to the title screen.

The Items

Examples of items you might find on the island.

Canteen



Used for storing water.

Stick



It's a pretty solid stick.

Big Fish



Can't be eaten raw...

Ivy



Might be used as a rope...

Examples of food

Nuts



Edible but not very filling.

Fruits



Contains juices which might quench thirst.

Herbs



Could be used for medicinal purposes...

Mushrooms



There are several types that might be poisonous...

The aforementioned food items are general examples. On the island, you might find food items that look the same but are referred to with different names and whose effects vary when consumed. As some food items contain poison, caution is advised before attempting consumption.

Hut and Shelter

Used for recovering from exhaustion and saving a game in progress.

Hut



Appears early in the game.

Shelter



Found in areas throughout the island.

Hut/Shelter Commands

Rest	Brief rest for minor recovery of Tired Points.
Sleep	Extended rest period for major recovery of Tired Points.
Save	Saves the current game situation.
Map	View your character's current location. (See P.13)
Break	Allows you to interrupt a game in progress. (Quick-Save)



Hut Menu Screen



Shelter Menu Screen

Hut Menu Screen

Entering the hut and pressing the Start button will call up the menu screen. If your player character's rucksack is full, you can store items in the hut.



Sleep

Item

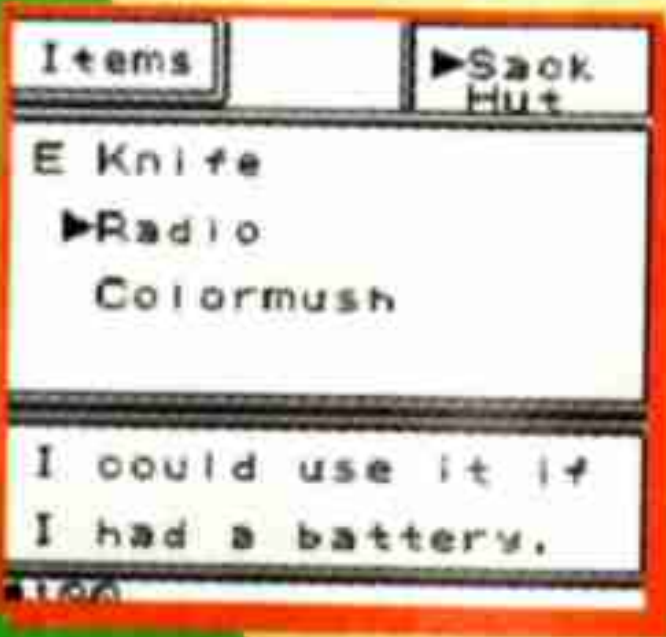
You can open each menu by using the A button to inspect the area of the hut indicated in the picture.

Cancel Used to close the menu screen.

Item Allows you to use the items in the hut or in the rucksack.

Merge Allows you to merge the items in the hut or in the rucksack.

Item	Cost	Revenue	Profit
1. 1000 units	1000	1000	0
2. 2000 units	2000	2000	0
3. 3000 units	3000	3000	0
4. 4000 units	4000	4000	0
5. 5000 units	5000	5000	0
6. 6000 units	6000	6000	0
7. 7000 units	7000	7000	0
8. 8000 units	8000	8000	0
9. 9000 units	9000	9000	0
10. 10000 units	10000	10000	0



You can call up a list of the items contained in the hut or rucksack by choosing either "Rucksack" or "Hut" with the Control Pad.

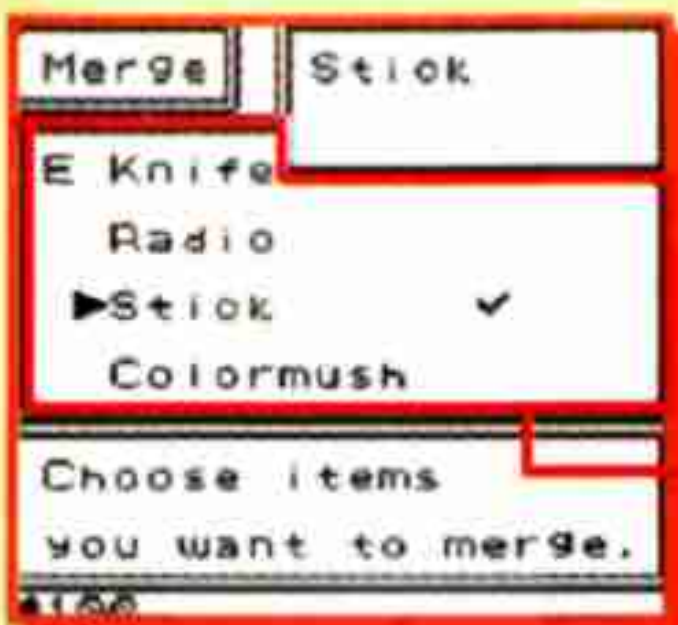
In addition to using or equipping, items can be stored in or taken from (placed in the rucksack) the hut.

Rest/Sleep



You have two choices - "Short" and "Long" - when you select "Rest". You can recover from exhaustion by resting or sleeping. However the longer you rest, the more time elapses, resulting in Hunger and Water point decreases. These factors should be taken into account when choosing these commands.

Merge



This command allows you to merge up to three items from both your rucksack and hut. The steps for merging items are the same as those described on P.12.

* Items contained in both the hut and rucksack are displayed on the same list.



A successful combination will result in a new item which will automatically be stored in your rucksack. However, if the rucksack is full, the item will be stored in the hut.

Shelter Menu Screen



Entrance

Entering a shelter and pressing the Start button will call up the menu screen.

Items cannot be stored in shelters.

Choose "Leave" to return to the mapfield. The other available commands function similarly as those described in the previous pages.

Save



This command allows you to save the current conditions of a game in progress on one of three available save files which are numbered accordingly. To save or overwrite a file, simply select the file and press the A button. This will be followed by a message verifying whether you wish to save or not. Select "Yes" if you wish to save or "No" if you wish to cancel the command.

The next time you play, select "Continue" and choose the save file containing the data of your previous game. This will allow you to pick up the game where you left off.

The Characters



Player Character (Boy)

Name: Koh (Initial Setup)

Age: 10 years old

Sex: Male

A somewhat clumsy little boy.



Player Character (Girl)

Name: Nami (Initial Setup)

Age: 10 years old

Sex: Female

A very active little girl.



Animals of the Island

Raccoon



Snake



Rabbit



Mole



Frog



Scorpion



Monkey

A curious little guy that occasionally looks in on the player's progress.



In addition to the above, there are several other animals that inhabit the island. Some have a tendency to attack, while others might be poisonous. In some cases, you can defend yourself with your knife. However, avoiding danger is often vital to survival.

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- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.

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NOTE



NOTE



NOTE



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