



PUZZLE DUNGEON ADVANCE

User Manual

©2005 PDA Team

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY, THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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

Loss of awareness

Involuntary movements

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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even when you don't think you need it.

Puzzle Dungeon Advance User Manual

- If your hands, wrists, arms, or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms, or eyes 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 to 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.

INTRODUCTION

Welcome to the world of Puzzle Dungeon Advance! This cartridge contains one hundred levels of the most intense puzzle action ever created to tease and fluster the mind. Do not be fooled by the games simple, yet traditional graphics and style of play; in the depths of these dungeons lie some of the most dastardly and rewarding hours of game play ever to be experienced by even the most experienced puzzle gamers.

Puzzle Dungeon Advance features 100 levels of puzzle fun. In each level, you face several blocks, holes, and other obstacles. You encounter several different colors of blocks, and each has goal spaces that are of the same color. Your job is to cover all of the goals spaces with blocks of the same color (i.e. cover the red goals with red blocks and the blue goals with blue blocks). This might sound simple, but after you try pushing the blocks, you will see how tricky it becomes. There are seven different types of blocks, and you need to discover the movement rules of each one (for example, when your character pushes a red blocks, all other red blocks on the screen move in the opposite direction).

Don't be afraid if you get stuck on a level. Puzzle Dungeon Advance does not force you to follow a linear path through the game. From the world map you select a level to play, and after beating it, you unlock all adjacent levels. If you are stuck on a level, you can try several other levels, and come back later. Later in your quest, you will also find four different items to help you solve old puzzles, and face new ones as well.

Puzzle Dungeon also features 7 different themed areas. Each of these areas has original artwork and new types of puzzles. Additionally, blocks and obstacles are theme specific. For example, in the forest, you will need to push colored acorns onto goal spaces (and in other areas, like the town, you must push barrels).

So do you, master gamer, have what it takes to navigate our hero through all 100 levels of intense puzzle action? It will take skill, determination, lots of time, and (most likely) a pinch of luck. If you feel up to the challenge then prepare to jump into the puzzling world of Puzzle Dungeon Advance!

CONTROLS



D-PAD

- Moves your character about the level.
- Used to move the selector for the world map [world map only].
- Used to move the cursor for selecting menus [menu select screens only].

B BUTTON

- Undo the previous action be it moving or using an item.
- Cancel selection [menu select screens only].

A BUTTON

- Uses currently selected item.
- Enters a level [world map only].
- Confirm selection [menu select screens only].

L and R BUTTONS

- Rotates selected item from list of collected items.

START BUTTON

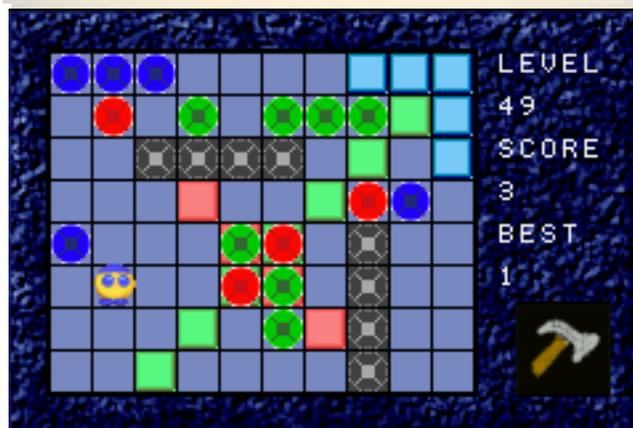
- Pauses the game and displays in game menus.
- Begins the game [title screen only].

GAMEPLAY - BASICS

If you have never played a puzzle game before - this page is for you. Likewise, even the most advanced puzzle gamers can use a refresher every now and then. To begin, play is simple: just use the D-Pad to move the character around the screen and push the blocks. The object is to get the blocks of the same color on the goal squares of the same type. Here are some helpful tips to getting started:

- Blocks move in different manners based upon their color. Some blocks move independently of their like colored contemporaries, others move as a group.
- Some levels have more blocks than goals - use some of the more well placed blocks to help move others closer to the goals.
- Some levels may be just too hard to beat. Come back to them later, and maybe they will seem simpler. You could even come back after new items are found to make the level easier (although every level is set to be beatable with only the items acquired on the journey thus far). Consider the minimalist completion another level of difficulty.
- When a mistake is made - **remember the undo button!**
- When too many mistakes are made - enter the menu to restart the level.

The learning curve of Puzzle Dungeon Advance is not too large. Once you get a feel for a certain type of block, remember how it works - it functions in the same manner in every other level! Also, don't forget solutions to earlier levels... their techniques may come in handy further in the adventure!



GAMEPLAY - ADVANCED

As the game progresses, you will unlock new areas and acquire new items. All of these are essential to master to beat the game. Remember, not every item is needed to beat the later levels - try and beat them with minimal item use for extra challenges! All of the items are used with the B Button and selected with L and R. The following is a description of the tools and how they are used:

Hookshot - Fires a projectile hook in the direction you are facing latching on and pulling you towards any object or wall of less than three spaces away. Useful for crossing pits and reaching the hardest to reach spaces.

Hammer - Clobber a breakable block in front of your path to remove it and continue on. Also, break blocks to open new paths for other blocks to move through. Remember: with great power also comes great responsibility.

Jump Boots - Slap these pumps on and get ready to feel some air. Use these eighties-tastic wonders to hop yourself over any sort of obstacle that may be in your way.

Claws - Nothing creates a greater feeling of power in a “block-pushing” game than being able to pull blocks as well. With these iron beauties you can grab any moveable block that is in front of you and drag it to where you will.

Remember to experiment with the counter-intuitive as well as the simple path. With all four of these tools under your belt, though, there is nothing for you to fear. However, don't rely on them too much when they come, using an item when possible is not always the best decision.

