

ONLY FOR

GAME BOY ADVANCE

# ASTRO BOY

## OMEGA FACTOR



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SEGA

**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**  
**Involuntary movements**

**Loss of awareness**  
**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 tendinitis, 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 if you don't think you need it.
- If your hands, wrists or 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 or 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 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.

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# ASTRO BOY™

## OMEGA FACTOR

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**In the future....**

**After losing his only son in a car accident, a genius scientist named Dr. Tenma created a robot in memory of his son.**

**This robot was a scientific wonder unlike any other robot that existed.**

**He had six super abilities including 100,000 horsepower strength, rocket-powered feet, and the Omega Factor, which allowed him to experience human emotions.**

**Throughout the world, large numbers of robots were created to assist humans, however, the human race soon became afraid of the robots' capabilities.**

**The people are now trying to destroy the robots, causing the robotic race to rebel.**

**Underneath it all, someone is plotting a scheme to create even more tension and ultimately bring war.**



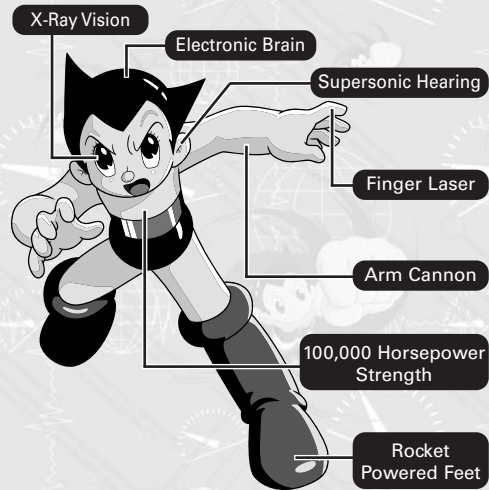
**Astro, who embodies both human and robotic traits, stands as a bridge between the two races and will always fight to reunite these two factions.**

**Astro must use not only his super powers, but his human Omega Factor to bring peace to robots and humans.**

● **ASTRO**

.....

The most technologically complex robot in the world, Astro has an artificial brain that allows him to reason and feel emotions just like a human. He is pure-hearted and has a strong sense of justice. Don't let his boy-like tendencies fool you. He will confront any enemy-big or small.





● **Dr. O'Shay**

.....  
 Dr. O'Shay became the head of the Ministry of Science after Dr. Tenma's departure. He is both foster father and mentor to Astro. He believes in equal rights for both humans and robots.

● **Zoran**

.....  
 Astro's sister was created by Dr. O'Shay. She is somewhat spoiled and tends to get both herself and Astro into trouble. Despite this, she and Astro have a very strong bond.



● **Dr. Tenma**

.....  
 A brilliant robot scientist. When he was head of the Ministry of Science, Dr. Tenma created a robot to replace his dead son, Tobio. He secretly desires to have his robotic empire rule the world.

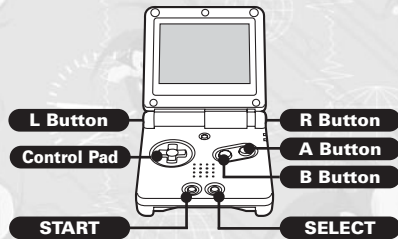


● **Atlas**

.....  
 Astro's archrival, Atlas is both powerful and dangerous. He possesses the same intelligence as Astro, but has greater fighting strength. With a part of his memory missing, Atlas may hold a secret that even he is unaware of.



Basic control scheme. (See P.11 for more information on Astro's abilities.)



### Controls in Menu Mode/Dialog

|                    |                                  |                 |                                |
|--------------------|----------------------------------|-----------------|--------------------------------|
| <b>START</b>       | Start Game/Skip Events in dialog | <b>A Button</b> | Enter/Send Messages in dialog  |
| <b>SELECT</b>      | Not Used                         | <b>B Button</b> | Cancel/Send Messages in dialog |
| <b>Control Pad</b> | Select Modes/Items               | <b>L Button</b> | Not Used                       |
|                    |                                  | <b>R Button</b> | Not Used                       |

## ■ Astro's Abilities

The control scheme for Astro will vary depending on the type of stage you are playing. Please refer to the following notations as a reference for each ability:

**G** Controls on the ground

**A** Controls in mid-air

**S** Controls for Shooting Stages

### Move

**G A** | Use the Control Pad ◀ ▶ to move.

**S** | Use the Control Pad ▲ ▼ to move up and down, and ◀ ▶ to move sideways.

### Dash

Astro remains invulnerable during the Dash.

**G A** | Press the Control Pad ◀ or ▶ twice.

### Jet

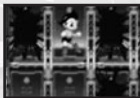
**A** | Press the Control Pad and the A Button during the Jump. To move direction, press the Control Pad.

**S** | Press the Control Pad and the A Button. To move direction, press the Control Pad.



## Jump

**G** | Press the A Button.



## Punch

**G A** | Press the B Button. If you press the Punch Button three times in a row, you will perform the Kick and Throw move on the fourth hit.



## Kick and Throw

**G A** | Press the B Button while pressing the Control Pad  $\blacktriangledown$ .

Note that it is effective to kick and throw opponents, especially when you are surrounded by them. You can damage opponents by throwing another opponent at them.



## Finger Laser

**G A** | Press the B Button while pressing the Control Pad  $\blacktriangle$ .



**S** | Press the B Button.

**EX ATTACK:** Inflict EX attack using the EX points saved in the EX Gauge. The EX points decrease as the EX attack is performed.

## EX Dash

**G A S** | Press the A and B Buttons simultaneously (use the Control Pad to alter direction).



## Shot Weapon

**G A S** | Press the L Button.



## Arm Cannon

**G A S** | Press the R Button.



**- Use your Jets! -** To jet while flying, use the Control Pad in the air. When assigning power-ups, keep in mind that the more power allocated to your Jets, the more times you can use it at once. You can also use it to jump higher and reach higher places.



## ■ Start The Game

Press START at the Title Screen to display the Mode Select Screen. Press the A Button to select a mode after highlighting it using the Control Pad ▲▼.



### START

Play as Astro in the main storyline of the game.

### OPTION

Check out a variety of options used in this game. See P.24 for more details.

※ In this game, the game data is saved automatically. The data is also saved when clearing a stage or when a higher score is recorded. When ending the game, return to the Title Screen and turn off the power to avoid corruption to the game data.

## ■ Data Select Screen

By choosing Game Start on the Mode Select Screen, the Data Select Screen is shown. Select 1 saved data (of which a player can save up to 3) and press the A Button. To copy or delete saved data, make a selection from the menu shown on the bottom of the screen and press the A Button to confirm.



※ The game will not save or delete data until after you exit the Data Select Screen.

● **COPY:** Copy the saved data. First, choose the saved data you want to make a copy of, then select the slot you wish to copy the saved data to. Press the A Button to copy. Note that only one saved data can be copied into any given slot.



● **DELETE:** Delete the saved data. Once the saved data is selected to delete, a confirmation screen will appear. Press the A Button to delete the selected data. Beware that once the data has been deleted, it cannot be restored.



## Play the game from the beginning

By choosing an empty slot, the Name Entry and Difficulty Setting Screen will appear. Once you have entered your selection, the game will begin.

● **NAME ENTRY:** Move a cursor using the Control Pad  $\leftarrow$  $\rightarrow$  and use the Control Pad  $\blacktriangle$  $\blacktriangledown$  to enter alphanumeric characters and symbols. Press the A Button to end the Name Entry.



● **DIFFICULTY SETTINGS:** Use the Control Pad  $\blacktriangle$  $\blacktriangledown$  to select EASY/HARD and press the A Button to enter a selection. Note that you cannot change the difficulty level once it is selected at the beginning of the game.



## Resume the Game

When selecting a previously saved game, you will begin play from the point where you last saved.



### - Tezuka Characters Part 1 -

#### Wato Chiyoko

Since her caring nature has been highly praised by Dr. O'Shay, she has been given a special position as tutor to Astro. She always carries Band-Aids with her and she has an interest in ancient civilizations.

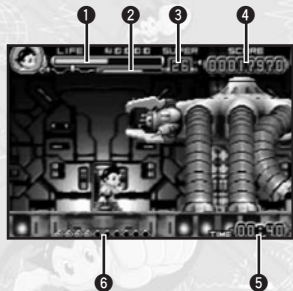


#### Wally Kisagari

His real name is Shunsaku Ban. He is a well-known and talented detective in Japan. He pursues Kinsankaku and its gangsters, who are on international Most Wanted lists. He also seeks to uncover the mystery of the Marine Express.



## How To View The Screen



- 1 **Life Bar:** If the bar drops to zero, Astro will be knocked unconscious.
- 2 **EX Gauge:** By hitting opponents successfully, the EX Gauge fills. Every time it is filled, Astro's EX Points increase.
- 3 **EX Points:** The EX Points decrease as you use the EX attacks.
- 4 **Score:** Your Score will go up as you defeat opponents.
- 5 **Time:** Displays time elapsed from beginning of the stage.
- 6 **Opponent's Life Bar:** Defeat opponents by continually inflicting damage until this bar is empty.

By pressing START during gameplay, the game is paused and the Pause Screen appears. Highlight a selection and select it by pressing START or the A Button.

- **CONTINUE:** Returns to the game.
- **RETRY:** Restarts from the point where the game was previously saved.
- **EXIT:** Returns to the Title Screen.



## Game Flow

Throughout the game, you will encounter characters from the works of Osamu Tezuka, the creator of the *Astro Boy* comic and cartoon. The more characters you collect, the more Astro will evolve. Explore as much of the game as possible to find all the characters.

Even after completing all of the stages, you can continue to replay the game to encounter new characters and unlock new stages. See "Secrets of Omega Factor" on P.20 for more details.



### - Tezuka Characters Part 2 -

#### Amazing Three

The Amazing Three traveled to Earth as a group of three and disguised themselves as animals. Bokko, Pukko, Nokko are seen only as a rabbit, a duck, and a horse. Traveling on a huge tire-shaped vehicle called Big Rolly, they go from place to place bringing peace to everywhere they go.



## ■ Omega Factor

### What is Omega Factor?

In Astro's electronic brain, there is the equivalent of a human heart called Omega Factor. The Omega Factor develops itself as Astro meets new people.

### ★ Meet the "Tezuka characters"

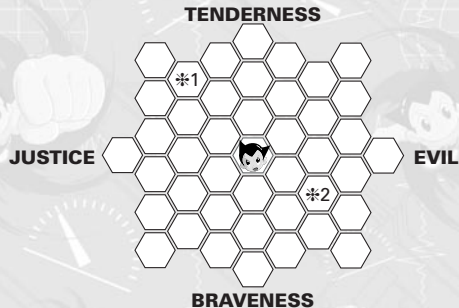
After meeting the Tezuka characters hidden in various stages in the game, the screen switches to the Omega Factor Screen shown on the right. Each Tezuka character discovered is shown in a hexagonal box on the screen. Note, that Astro's level of understanding and information on the character, will determine whether or not a character is displayed in the box. To fill the boxes, gather as much information as you can on the characters. Also strengthening Astro's sensor may also help you find information.



\*To view the Omega Factor Screen anytime during the game, press SELECT.

## ■ How to View Omega Factor

The Tezuka characters are categorized into 4 types; TENDERNESS / BRAVENESS / JUSTICE / EVIL. When Astro figures out the qualities of the character, the character is shown in a box somewhere on the Omega Factor Screen. For instance, if the character is displayed in a box on the left above Astro, it indicates that the character has been perceived as being "tender with a strong sense of justice." (see \*1.) On the contrary, if the character is put in a box on the right beneath Astro, it describes the character as being "evil and brave." (see \*2.)



### Astro's Power Up

Astro has six special skills. With each Tezuka character you encounter, you can power-up one of your abilities. Once the Screen on the right is displayed, select a skill you wish to strengthen. Press the A Button to enter a selection. For details on the 6 skills, see below.



- **Life:** Astro's number of lives goes up.
- **Punch:** Melee Attack Power increases.
- **Laser:** Increase Arm Cannon and Finger Laser strength.
- **Shot:** Increase Shot Weapon power.
- **Jet:** The number of times you can use the Jet increases.
- **Sensor:** Astro's sensitivity sharpens and he becomes capable of sensing subtle changes. You might be able to find someone you have not seen yet.

\* Press the L/R Button on the Omega Factor Screen to view the Power Up Screen.

### Continue & Game Over

If Astro loses all of his life bar and is knocked down, you are given the option to continue the game or quit.

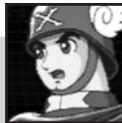



- **CONTINUE:** Retry the game from the point where you were knocked down. You can retry as many times as you like.
- **EXIT:** Press the A Button to return to the Title Screen.

### - Tezuka characters Part 3 -


#### Big X

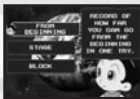
Big X is an invulnerable super hero. He is strong enough to deflect bullets or catch a plane by hand. Following the V3, a horrifying combat robot, he infiltrated the Cruciform Island.




Information on the Tezuka characters and score data can be viewed here. Select an item you wish to view using the Control Pad  and press the A Button. To quit Options, press the B Button.

## ■ Tezuka characters

View details on the Tezuka characters that Astro meets during the game. Use the Control Pad  to choose a character, and press the A Button to display the details. To return to the previous screen, press the B Button.



## ■ High Score

Check the high score and a record of play time. Choose the score you wish to see using the Control Pad  and press the A Button. Press the B Button to return to the Options Screen.

## ■ Delete All Data

By selecting this item, all game data previously saved will be deleted. (see. P.15 for details on saved data). Beware that once the data is deleted, it cannot be restored.

By clearing certain conditions, more options may become available.

Here is an introduction to some of the stages that appear in the game.

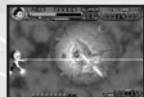
## ■ Metro City

This futuristic city is where Astro was introduced to the world. Humans and robots used to coexist here in peace, however, the robots got out of control and started attacking humans. Even worse, Ms. Wato, Astro's tutor was kidnapped by these robots. Is there a mastermind behind these occurrences? Astro must hurry to Ms. Wato's rescue and uncover the plot.



## ■ Cruciform Island

One after another, planes are being knocked out of the sky by some mysterious object. Only Astro can withstand the heat coming from this unknown entity, so he is sent to save the day. After destroying the mysterious object, Astro stumbles upon Cruciform Island, a hideout of Kinsankaku. Can Astro uncover the mystery of this island?



**And Astro's journey continues....**

The following credits list the staff responsible for the localization, and marketing for the North American release of Astro Boy: Omega Factor. See in-game credits for the complete list of the original development staff.

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- Music-NON, Tsuyoshi Kaneko
- Sound Effect : Satoshi Murata
- Special Thanks to : Masato Maegawa, Haruko Hosaka, Naoyo Kann & Patrash

■ Based on the Story by Tezuka Osamu

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