

NEED HELP WITH INSTALLATION,  
MAINTENANCE, OR SERVICE?



**Nintendo**

**AUTHORIZED REPAIR CENTERS™**  
1-800-255-3700

**Nintendo**

**GAME BOY COLOR**

CGB-AYJE-USA

**Crystafis™**

INSTRUCTION BOOKLET

**ONLY FOR**  
GAME BOY  
**COLOR**

PRINTED IN JAPAN

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

Licensed by SNK Corporation of America. © 1988 SNK Corporation of America. All rights reserved. © 2000 SNK/Nintendo. Converted by Nintendo Software Technology Corp. Characters used in Game © 2000 Nintendo. TM, ®, and Game Boy Color are trademarks of Nintendo of America Inc. © 2000 Nintendo of America Inc.

Thank you for selecting the Crystalis™ Game Pak for your Nintendo® Game Boy® Color system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## Contents

Story	2	Armor & Shields	14
Starting Your Quest	4	Miscellaneous Items	15
Controls	6	Magic	16
Game Screen	8	Status & Saving	17
Levels & Experience	9	Enemies	18
Buildings	10	Warranty & Service	
Using Items	11	Information	21
Swords	12		

### NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

**1-425-885-7529**

This may be a long distance call, so please ask permission from whomever pays the phone bill.

**Rather talk with a game counselor?**

**1-900-288-0707 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)**

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday  
Callers under age 18 need to obtain parental permission to call (prices subject to change)

# Crystalis

## 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

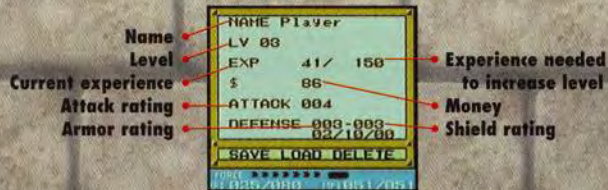
Once you begin to prove yourself as a true hero, other magicians will teach you certain spells. To prepare a spell, press SELECT to access the Item Selection Screen. Use the + Control Pad to highlight Spells and press the A Button.

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

## Important:

REV. B

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

### For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline  
1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

## Warranty & Service Information

REV. L

**You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer.** Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without contacting us first.

### HARDWARE WARRANTY

Nintendo of America, Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

### GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information

and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

### WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.