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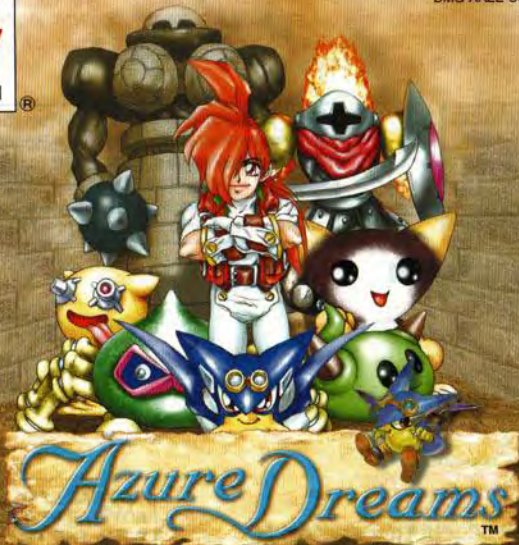
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Nintendo

GAME BOY COLOR



DMG-AAZE-USA



INSTRUCTION BOOKLET

EmuMovies

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EVERYONE

SUITABLE FOR ALL AGES



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Introduction

What is Azure Dreams™?

A world of Man, Monsters and Magic - this is the World of "Azure Dreams™", a role-playing game set in the desert town of Monsbaiya and the neighboring "Tower of Monstrosity". The player adopts the protagonist's identity as a monster handler, possessed of a power to wield familiars and thus take on monsters in those dungeons where even the most experienced adults fear to tread. Aside from encounters with monsters and item recoveries, many other events await the player in the dungeon interior of the Tower, including the legendary top floor, the site the protagonist's father was last seen heading for. The protagonist will follow his father's trail, wherever adventure may lead him...

Game Modes

The three game modes are as follows:

● **"New Game"**

Start the game from the beginning.

● **"Continue"**

Continue from a previously saved game.

● **"Exchange"**

Use a Game Link Cable (sold separately) to exchange monsters.



Starting the Game

■ NEW GAME ■

1. Insert the Game Pak in your Game Boy correctly and turn on the power. The Title screen will be displayed. Hit any button to advance to the Menu screen.
2. Once the Menu screen has been displayed, select "New Game" with the Control Pad (Up/Down), press the A Button or START, and enter your name.

■ CONTINUE ■

1. When launching a game from saved data, select "Continue" with the Control Pad (Up/Down), and press the A Button.
2. The Load screen will be displayed, and information on previously saved data is displayed. If only one saved game is on file, the Load screen will not be displayed and the saved data will be loaded automatically.

Button Controls

Control Pad (Up/Down)	Data selection
A Button	Enter



- When there is no game data saved in the backup RAM, or when saved data is damaged and there is no correct data available, the game defaults to "New Game" mode.



Name Input

Name input may be performed immediately after the player's birth. A name entered in the Name Input Screen is used throughout the game, and once entered, cannot be changed during the course of a game.



■ Input Method ■

1. Select from among three character types - "Caps", "Lower Case", and "Numbers" - and enter the player's name in the Name Input Screen.
 2. Once name input is complete, select "End".
- Press the A Button at "Back" on the screen to delete a letter during name input.

Button Controls for Character Type Selection

Control Pad (Left/Right)	Move cursor
A Button	Enter
B Button	Delete a character

Button Controls for Character Input

Control Pad	Move cursor
A Button	Character input
B Button	Return to character type selection items

Player's Home

The player's family consists of the player himself, his mother (Wreath), and his younger sister (Weedy).

[Wreath's functions]

- Opening the safe
- Saving data

[Weedy's function]

- Letting the player see the monster book
- A monster stable (where familiars are kept) is located to the back of the room.



■ On Storing and Withdrawing Items from the Safe ■

Items collected in the Tower or bought at the store may be stored in the safe. (Up to 20 items may be stored). Items stored in the safe do not disappear even when the player passes out during an adventure.



Button Controls

Control Pad	Select
A Button	Enter
B Button	Enter
START	View item information
SELECT	Toggle between possessions and safe

Monster Stable

Monsters and eggs both collected in the Tower and bought at the store may be kept in the monster stable. In addition, the monster stable is a place to add monsters and eggs kept there in the player's possessions.

- The number of monsters and eggs that may be stored can be increased by contracting the carpenter.

Examples



▲ Take the familiar along.



▲ Warm the egg.



▲ Return the familiar to its stall.



Button Controls for Character Input

Control Pad	Select
A Button	Enter
B Button	Cancel
SELECT	Toggle between monster stable and bag



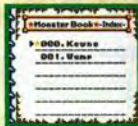
Monster Book

The Monster Book lists the monsters so far collected.

Contents Page

Button Controls

Control Pad	Up/Down	Scroll items
	Left/Right	Turn page
A Button	Display Book page	
B Button	Go back	



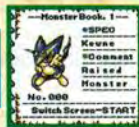
Contents Page/How to View Screen Display

Monsters previously fought	Number → Name
Monsters previously kept as familiars	★ mark → Number → Name

Pages in the Book

Button Controls

A Button	Return to Contents
B Button	
SELECT	Switch between first and second page



Screen Display Explained

Monsters previously kept as familiars (Monsters received or hatched from eggs)	Species/Picture + Explanations
Monsters previously fought	Only the species and the picture are displayed.



Magic and Monster Classes

Magic associated with each monster belongs to one of three classes, and the monsters of each class have special characteristics and compatibilities.

Classes of Magic

Classes of monsters consist of Fire, Water and Wind. Monsters know their own magic spells, and these vary according to the type of monster. New spells may be created through the fusing process, and the player should not be afraid to experiment. The classes of magic have the characteristics shown to the right.

- **Fire Magic:** High power for attack type
- **Water Magic:** High power for defensive type
- **Wind Magic:** High power for specialized type

Classes of Monsters

All monsters also belong to one of three classes. Just as in magic, the species of monsters are divided among Fire, Water and Wind, and the level of magic increases as the monster grows stronger. In addition, monsters who share the same level have a class-dependent relationship shown to the left. Note that each class has a stronger or weaker relationship to each of the other two classes.





Town

This is the town of Monsbaiya, the protagonist's birthplace. The adventure to reach the Tower of Monstrosity starts here.



Button Controls

Control Pad	Move the player
B button + Control Pad	Player controls (Run)
A Button	Enter selection; Talk
B Button	Cancel
START	View possessions



Getting Ready to Enter the Tower of Monstrosity; Tower Interior

The door into the Tower of Monstrosity is protected by a mysterious power, barring the player from carrying in more than five items and familiars combined.

■ The Interior of the Tower of Monstrosity ■

The player must search the dungeon once inside the Tower. Collect the variety of items and monster eggs that can be found in the dungeon to make your familiar stronger. Be cautious in your search however: the Tower of Monstrosity is filled with hostile monsters and a number of invisible traps. If the player loses consciousness during a search, he is forcibly returned home and all possessions collected in the dungeon will be lost.

- Items stored in the safe and eggs kept in the Monster Stable will not disappear.



Button Controls

Control Pad	Player controls, cursor movement, etc.
B button + Control Pad	Player controls (Run)
A Button	Attack; Enter selection
B Button	Cancel
START	Open menu
SELECT	Skip turn



Window Screen

Push START during a dungeon search or a battle to display the Window (Menu).



Button Controls

Control Pad (Up/down)	Item selection
A Button	Enter selection
B Button	Cancel

Viewing the Possessions Selection Screen

This screen displays the items, eggs and familiars in possession and allows the player to use them. Select the item to use with Control Pad (Up/Down), and open the Possessions Selection Menu using the A Button. Make an appropriate selection from among the menu items, and enter with the A Button. Use the B Button to cancel. In addition, explanations on items and other possessions may be viewed by pressing START.

• Up to 20 possessions may be kept.



Button Controls

Control Pad (Up/down)	Item selection
A Button	Enter selection
B Button	Cancel
START	View explanation



How to View the Status Screen

Status Window: View the player's status.

Callouts for the Status Window:

- Name of the Player
- Gold Picked Up in the Tower
- Level of the Player
- Player's Condition
- Weapons/Armor Readied
- Experience Points
- Player's Strength Parameters

Familiar's Status Window: View a familiar's status.

Callouts for the Familiar's Status Window:

- Level of the Familiar
- Name of the Familiar
- Familiar's Species Name
- Familiar's Condition
- Familiar's Power Parameter
- Magic available and magic class explanations
- Experience Points
- Familiar's Strength Parameter
HP: Physical Strength
MP: Strength of Magic

Additional callouts for the Special Powers screen:

- Push the A Button to go to Special Powers screen.
- Push START to see past data.

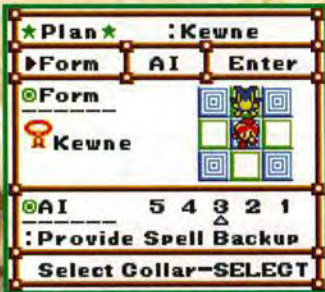


Strategy Configuration

Formations (Formation Change)

Configures the position(s) of the familiar(s) relative to the player.

To configure familiar formation, first select the item using the Control Pad (Left/Right), and enter with the A Button. To cancel, press the B Button. The position of the familiar can be set using the Control Pad.



Button Controls

Control Pad	Item Select Change familiar's position
A Button	Enter selection
B Button	Cancel
SELECT	Switch between familiars wearing red and blue collars.

- Switching between familiars requires two familiars, one wearing the red collar and the other blue.



Changing the AI Level

AI Level Configuration

The level of the familiar's perseverance (or AI level) can be modified. The larger the number, the higher the level of perseverance; however there is also a corresponding increase in MP consumption.

Both formation and AI configurations are performed in the same screen. Select and change AI with the Control Pad, and enter the selection using the A Button. To cancel, push the B Button. The choice of formation and AI level are reflected in the familiars with their respective blue or red collars once the selection has been entered.

- Pushing the B Button, instead of the A Button, to cancel at the time of selection entry results in failure of the familiars to register the changes made to formation and AI level.

Button Controls

Control Pad	Select AI level
A Button	Enter selection
B Button	Cancel
SELECT	Switch between familiars wearing red and blue collars.

Levels

Level	Details	MP Consumption
1	Standby on the spot	Low
2	Simply follows the player	Fairly low
3	Backs up the player with cooperative magic	Normal
4	Uses direct attacks in battles	Fairly high
5	Makes aggressive use of offensive magic to take on the enemy	High



Fusing

Collared familiars may be fused. However, since there are only two collars, one each of red and blue, fusing requires two collars and more than two monsters.

Fusion

▶ Kewne

Wump

Choose a basic monster.

Status-START

▶

♦Kewne

♦Kewne

LV05

HP 020/020

HP 104/104

Kewne is born.

Collars

There is a blue and a red collar. The red collar is given to the player when he comes of age at the opening of the game. The blue collar, on the other hand, is somewhere inside the Tower and must be located by the player.



Network Exchange

"Azure Dreams™" allows the player to exchange and buy/sell monsters with a friend through the use of the Game Link Cable (sold separately). When performing an exchange or sale/purchase, connect two Game Boys with a Game Link Cable, then select the saved data in the data loading screen.

Load

▶Kou 2

Kou 1

Floor 3

#Adventure 2

#Monsters 1

Savings 2590c

Time 7:46:58

▶

START

Button Controls

Control Pad (Up/Down)	Select data
A Button	Connect

Pushing the A Button or START after saved data has been selected in the Data Loading Screen, and the Network Connection Screen is displayed on both Game Boys, results in the creation of a link between both Game Boys.



1. Select a monster to transfer from 1P to 2P.

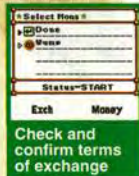
2. Once the selection of a monster to transfer from 1P to 2P is complete, select a monster to transfer from 2P to 1P. Select "Monster" when choosing a monster, or "Money" to choose Gold. In addition, select "Exch" to make an exchange according to conditions entered in this screen.

3. Input the terms of exchange for 1P and 2P respectively, and enter with the A Button. Confirm the terms for both 1P and 2P respectively, and select "OK" at the bottom of the screen. If "OK" has been selected for both 1P and 2P, an exchange of monsters based on the terms displayed here takes place. (These button controls are shared by 1P and 2P).

When the exchange of data is complete, select "Continue" to conduct another exchange. Selecting "Continue" will return the player to the Monster Selection Screen, while selecting "Quit" will display the Title Screen.

Button Controls

Control Pad	Move Cursor
A Button	Select; Enter
B Button	Cancel
START	View Status



Check and confirm terms of exchange



■ When Making an Exchange with "Money"/ "Monster+Money": How to Enter Gold amount ■

Set the amount to pay a friend, and use the Control Pad to set the amount one digit at a time. Enter with the A Button once the setting is complete. Use the Control Pad (Left/Right) and select "Monster" to return to the Monster Selection Screen, "Exch" to conduct an exchange, then press the A Button to enter.



Amount Input Screen

Button Controls

Control Pad	Up/Down	Change number (+/-)
	Left/Right	Change digits
A Button	Enter	
B Button	Cancel	



NOTES

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