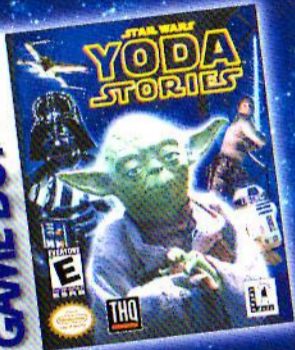


STAR WARS

GAME BOY COLOR



Check Out This
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EmuMovies



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Nintendo

GAME BOY COLOR

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS

EPISODE I

OBI-WAN'S ADVENTURES



INSTRUCTION BOOKLET

CG8-BOWE-USA

ONLY FOR
GAME BOY
COLOR

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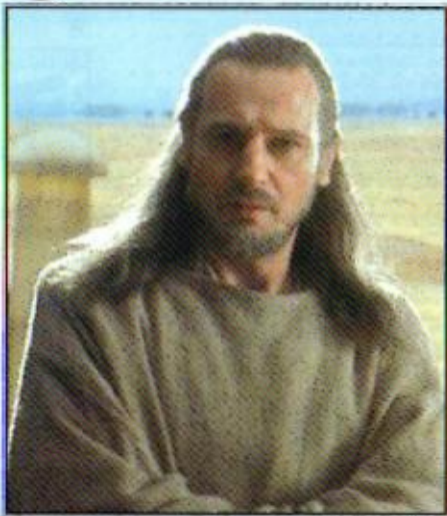


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Introduction



"Young Obi-Wan Kenobi, you're an outstanding Padawan apprentice. Your skills are already quite impressive, and I'm proud of your quick thinking and resourcefulness. You are not yet a Jedi Knight, but your training is almost complete."



The Trade Federation has blockaded the world of Naboo, and you and I are being sent by the Jedi Council to negotiate with the leaders of the Trade Federation. Senator Palpatine and the Senate are depending on us to solve the situation for the Republic. If negotiations fail, we'll have to handle the situation.

Bring your lightsaber and blaster, and be ready to use the ways of the Force that I've taught you. If we have to fight, we'll be up against battle droids. This will be a true test of your Jedi abilities."



Getting Started

1. Turn OFF the power switch on your Nintendo Game Boy Color. Never insert or remove a Game Pak when the power is on.
2. Insert the *Star Wars®: Episode I - Obi-Wan's Adventures™* Game Pak into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)



Main Menu



When you first turn on the game, a menu will appear after the logos. Move around the menu by pressing the Control Pad UP/DOWN. Press the A Button to make your selection.

Start Game

To begin a new game from Level 1, highlight **START GAME** and press the A Button. This will start your first mission.



Game Screen



Obi-Wan

You're in control of the young Jedi, Obi-Wan Kenobi.

Health

The bar of blue bubbles represents how much health Obi-Wan has left. If the bar is full (10 blue circles), then he's at full health. Obi-Wan can lose 10 health circles before dying.

Force

The bar of red bubbles along the bottom of the screen represents how much Obi-Wan is in touch with the Force. Obi-Wan is able to save up to 10 circles of useable Force.



Weapon Selection

The box on the bottom left side of the screen shows what weapon Obi-Wan is currently using. By pressing SELECT, you can choose between the lightsaber, blaster, or the Force.

Ammunition

The box, labeled "A" to the right of the Health Meter, is how much ammunition you have for your blaster. Pick up additional ammunition on the ground in the levels.



Lives

The number below the ammunition is the number of lives Obi-Wan has remaining. You start the game with 3 extra lives—when you run out the game will be over.



Controls

This section explains how to control Obi-Wan in the game.

Control Pad

- Walking/Running—Whatever direction you press, Obi-Wan will run to.
- Aiming—When blocking blaster shots from droids with your lightsaber, and firing your blaster at enemies.

A Button

- Swing lightsaber, fire blaster, or use the Force (to move objects, knock out droids, etc.)



B Button

- Jump (If you press the B Button + UP/DOWN/LEFT/RIGHT on the Control Pad, you will jump in that direction. Essential to master for jumping over electrical ground barriers, and deadly swamp water.)

SELECT

- Change weapons between the lightsaber, blaster, and the Force.

START

- Pause Game—If you press this the game will stop until you press it again.



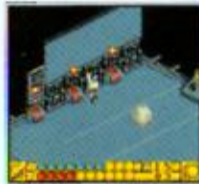
Playing The Game

Lightsaber

Use your lightsaber to attack enemies with slashing moves, block and reflect enemy blaster attacks, and to open doors, turn switches, and destroy things. To properly deflect shots from enemies, you will need to be facing the correct direction and will need to swing at the correct time (by pressing the A Button). Deflected shots can be used to hit the enemies with their own blasters.

The Force

Use the Force to move objects blocking your path, knock down enemies, and knock out shields. Knowing when to use the Force is something every Jedi masters.



Puzzles

Occasionally, you will have to figure out a puzzle to continue to the next part of a level. Use your lightsaber to deactivate each lever to open a door. If you are hitting the levers in the wrong order, you will take damage.

Picking Up Items

You will be able to find items that will help you on each mission.

Health—If you're running low on health, pick up one of these to get a boost of 3 blue health bubbles.





Ammunition

Ammunition—Pick this item up to get 10 shots of ammunition for your blaster.

Force Power-up—Pick up this item to get 1 additional red energy bubble from the Force.



Force Power-Up



Jump Pads

In certain levels you will see a small arrow surrounded by a circle lying on the ground. Stepping on an arrow will cause Obi-Wan to fly through the air in the direction of the arrow. Use these jump pads to get around levels, and jump over dangerous areas.

Options



Highlight an option by pressing the Control Pad UP/DOWN, then Press the A Button to make your selection. Press the B Button to return to the Main Menu. You can also select BACK from the menu and press the A Button to return to the Main Menu.

Music

Press the A Button to change the music volume between HIGH, LOW, or OFF.

Difficulty

Change the difficulty between HARD and EASY by pressing the A Button.

Passwords



Passwords are used to start a game from where you left off before, or if your game is over and you want to start again from the same level.

Receiving a Password

At the beginning of each level (starting with Level 2) you'll be given a password.

Write it down somewhere to save it. Use the Notes section in this manual, if necessary.

Using a Password

To enter a password from a previous game, highlight a letter by pressing the Control Pad UP/DOWN, then Press the A Button to confirm. To erase a letter that you entered, select the Left Arrow Icon and press the A Button. Press the B Button to return to the Main Menu.

When you are done entering a password, choose OK and press the A Button. If entered correctly, the game will start at the level you've chosen.



Levels

WARNING —The following information contains spoilers. If you don't want to know about the levels before playing them, don't read this list.

Level 1: The Trade Federation Ship

Escape to the hangar and warn Naboo of the impending danger. Be careful of battle droids and destroyer droids.

Level 2: Trade Federation Landing Craft

Force the ship to land. Destroy the repulsor field generators and disable the ship's guidance console.



Level 3: The Naboo Swamp

Meet with Qui-Gon Jinn, avoiding the dangers of the land, and the patrolling Trade Federation battle droids and STAPs (see Enemies for description on page 19).

Level 4: Naboo Swamp & Sacred Place

Negotiate the Gungan craft through the swamp, warn the Naboo and proceed to Coruscant.

Level 5: Coruscant

Make your way to the Jedi Council, but beware of the bounty hunters. Something is not right in the Republic's capital.



Level 6: The Catacombs of Theed

Liberate the city of Theed. Infiltrate it by using the secret catacombs, and make a safe path for Queen Amidala.

Level 7: The Streets of Theed

On your way to the Royal Palace, help any civilians that you may encounter. Don't let any harm come to the civilians. Locate the Trade Federation battle tank.

Level 8: Queen Amidala's Palace

Rescue the Queen.

Level 9: The Final Battle

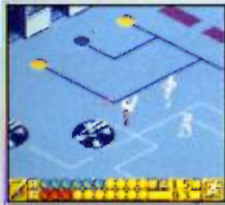
Fight with Darth Maul.

Enemies



Bats

Found in the cavernous and rocky parts of the world. Use the lightsaber to kill these creatures.



Battle Droid

The foot soldiers of the Trade Federation, these droids can be dangerous in large numbers. Use your lightsaber to block their blaster shots and get close to them. The Force is also a valuable weapon against this robotic threat, but be aware that Force power is limited.



Bounty Hunter

These are mercenaries paid to keep you from reaching your goals. Bounty hunters are best handled from a distance. Kill them using the blaster or the Force for a quick getaway. It's easiest if you can get behind them, and slash at them from behind with your lightsaber.



STAP

STAPs, or Single Trooper Aerial Platforms, are repulsorlift combat vehicles flown by battle droids and capable of firing a highly dangerous volley of blaster fire. The lightsaber is best used against this enemy but a well-aimed blaster can work just as effectively.

Destroyer Droid

These are perhaps the deadliest enemies. They are the fastest attack droids, they fire multiple shots at once, and they generate their own deflector shields. Use the Force to disable their shields.



Gun Turrets

These automated weapons are deadly. If they hit you with a stream of shots, you're going to lose 5 or 6 health bubbles. If you deflect their shots with your lightsaber you can use them to your advantage.



Deadly Terrain

Sometimes the levels themselves are dangerous. The ground in Level 2 is charged with electricity.

Watch where you are stepping by using good timing and jumping.

The waters of Naboo's swamps can be deadly. Jump over them by using the stones in the water. Good timing and well-placed jumps will get you out of danger.



Darth Maul

The Trade Federation's leaders are not smart enough to have master-minded the invasion of Naboo by themselves. After freeing the Queen, Obi-Wan will have to confront the toughest enemy he's ever faced, a true test of whether he's become a Jedi. Find Maul's weakness and attack when he is least prepared.



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Star Wars music composed by John Williams.

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