GAME BOY ADVANCE

AGB-BWSE-USA

KONAMI

SHONEN JUMP'S

Shaman King

LEGACY OF THE SPIRITS™

SPRINTING WOLF

©Hiroyuki Takei

INSTRUCTION BOOKLET

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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**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 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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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

EVERYONE

Mild Violence

ESRB CONTENT RATING www.esrb.org

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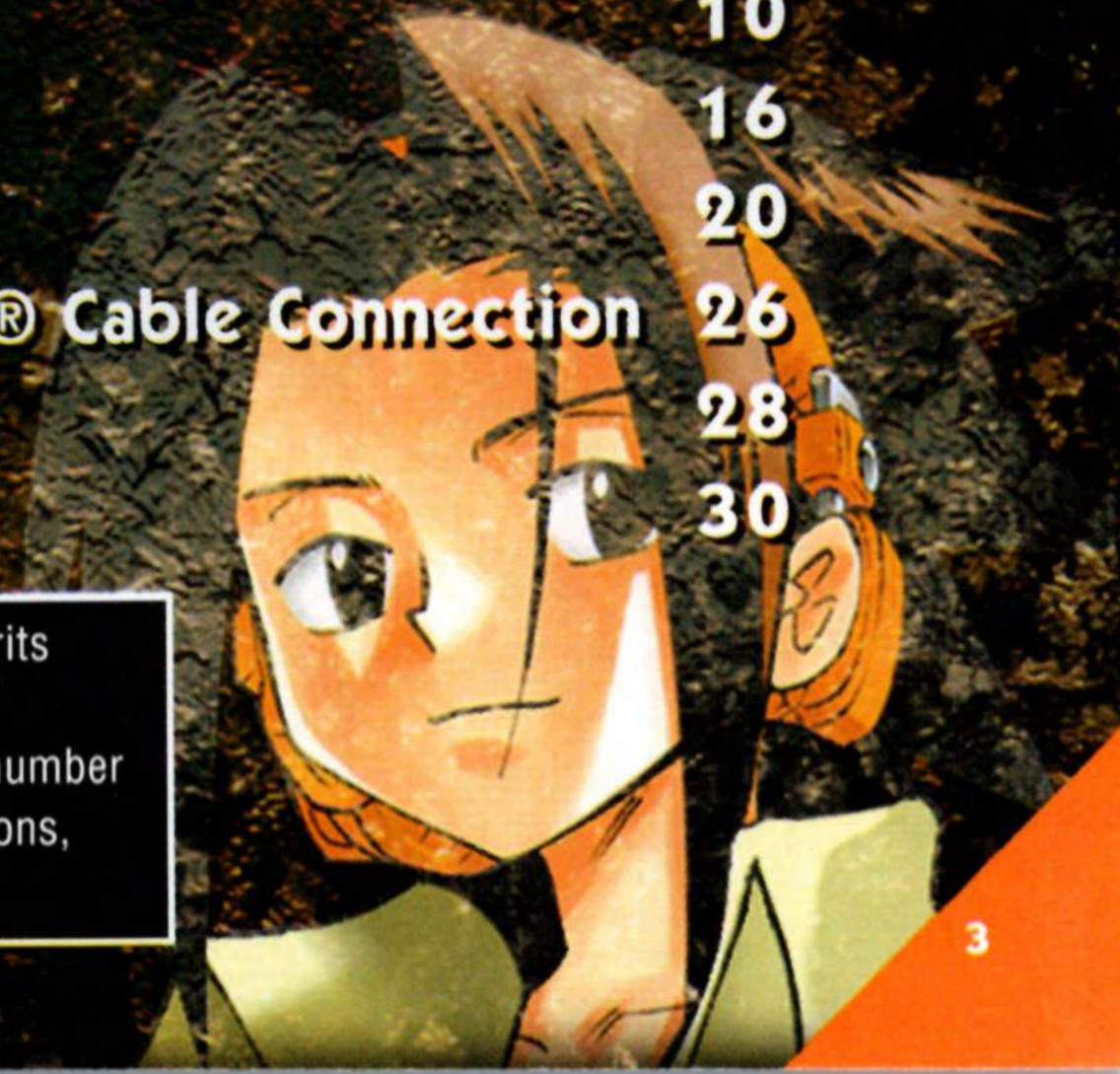
*Differences between Shaman King: Legacy of the spirits Soaring Hawk and Sprinting Wolf versions:
There is no difference in the storyline. However, the number of spirits appearing is different between the two versions, and the results of spirit merging are also different.



Story

Ghosts and spirits are the shapers of cultures and civilizations. They have existed long before the birth of mankind, and hold dominion over the earth. Their mighty powers are supported by shamans who have attained god class. They are responsible for the creation of four ancient civilizations, and have guided humanity for eons.

Spirits

Spirits exist as partners to shamans, always there for them when in need. It is said that a shaman's rank is determined by the strength of his spirits. Various types of spirits exist: animate spirits, sprites, and angels, among others.

Some, however, were opposed to the mighty power of the spirits. The ancient Aztecs of Central America, who are not included among the four ancient civilizations, managed to avoid conflict with ghosts and spirits, and established a new civilization in the new world. Powerful shamans there used the vast seas as a barrier to protect the Aztecan civilization from ghost or spirit invasions.

That is, until humanity itself broke through that barrier...

Obtaining Spirits

It is said that over 1000 types of spirits exist. Battle with restless, tormented spirits, or with various rivals to obtain them. Some spirits may be obtained without fighting.

Getting Started

Firmly insert the Game Pak into the Game Boy® Advance, turn the power ON, and the Title Screen will be displayed. Use the +Control Pad to highlight "NEW GAME" or "CONTINUE," then press the A Button to make your selection.

NEW GAME

Selecting "NEW GAME" allows you to play from the beginning. Watch the story unveil as you control Yoh Asakura. Advance from stage to stage and strengthen your party by collecting spirits.

CONTINUE

If you have created a save game data file, selecting "CONTINUE" will allow you to start off from the Save Altar (see page 12) where you last saved your game.

Save Game Data and Status Recovery

Saving game data and status recovery (see page 25) can be done at the Flame Inn, found on the World Map (see page 10). For more information on saving game data, please see the Save Altar explanation on page 12.
Note: Only one save game data file can be created per user.

Game Controls

The basic controls for this game are explained below. For a more detailed explanation of the controls, please refer to each screen explanation (Field Screen, Menu Screen, Battle Screen).

●Game Boy® Advance

The name and use of each button is displayed below. When using a Game Boy® Advance SP, please refer to the instruction booklet included with it in addition to the explanation provided below.

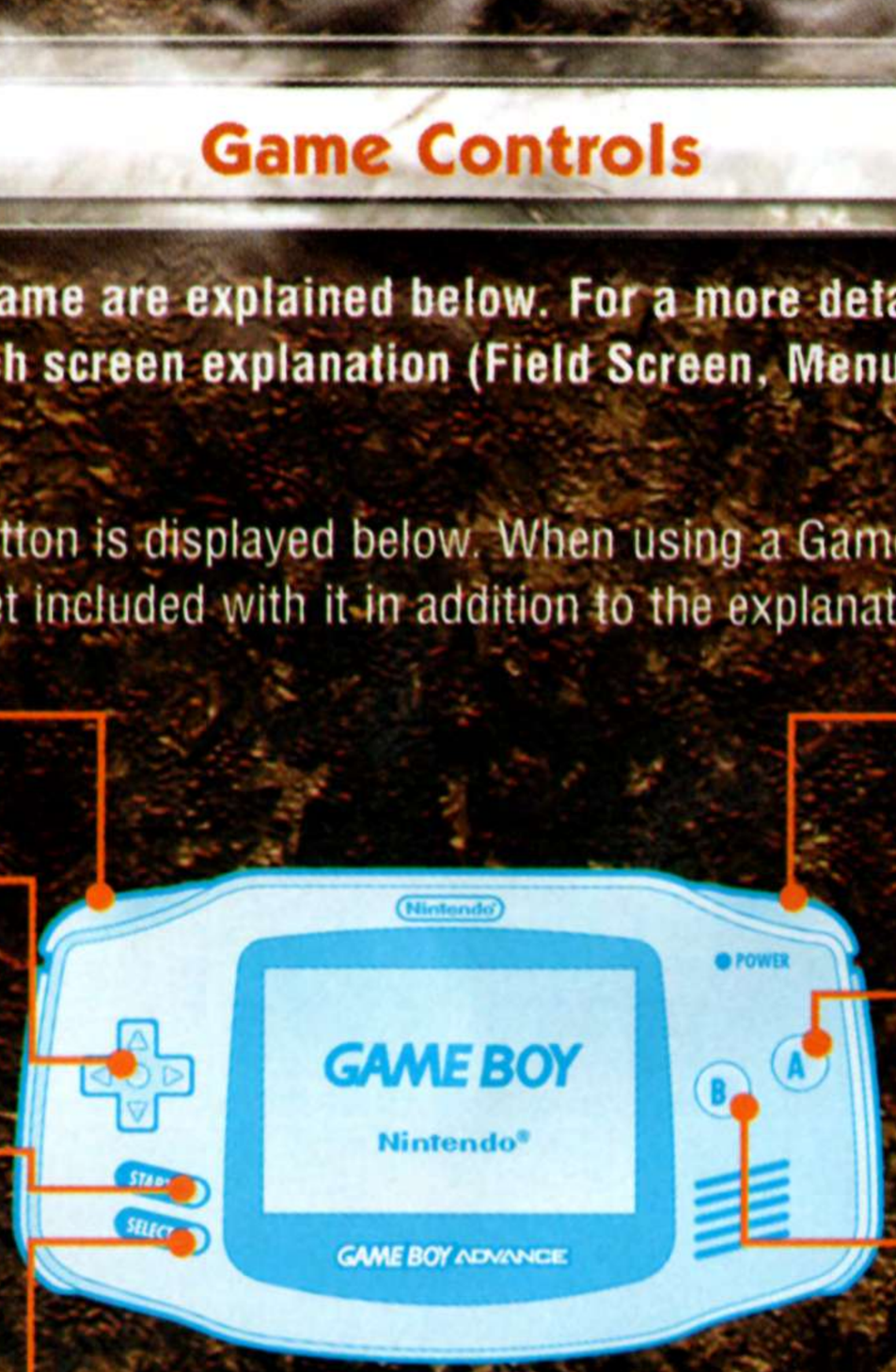
L Button

R Button

Album

+Control Pad

Highlight Columns / Move Character



A Button

Confirm / Talk / Investigate

Start

Display Menus / View Status (Menu Screen)

B Button

Cancel / Run

Select

Change Cursor (Menu Screen)

How to Play

Play as the story's protagonist, Yoh Asakura, and use spirits to battle various enemies. After winning a battle, use special items to obtain the defeated enemy's spirit. Build the strongest party possible by gathering a wide variety of spirits!

Field Screen >> Pages 10-15

Move your character and talk to others while on the Field Screen. Various events occur on the Field Screen, depending on which area you advance to.

Menu Screen >> Pages 16-19

The Menu Screen allows you to change party members and use certain items. You can also use the Menu Screen to confirm the status of your spirit(s). Prepare well before going into battle!

Battle Screen >> Pages 20-25

Use spirits to fight your enemies in the Battle Screen. You are able to change spirits and use different items during battle. Once your opponent's HP (health power) has decreased significantly, use a Mortuary Tablet (see page 23) to trap your opponent's spirit and make it your own!

World Map Screen >> Page 10

This screen is displayed when your character moves from town to town. After choosing a certain place on the World Map, your character will advance to the Field Screen. When leaving the Field Screen, your character automatically returns to the World Map.

Field Screen (1)

The Field Screen is considered the most fundamental screen in the game. Conversations and battles take place here. Leaving the Field Screen takes you to the World Map, where you can select another Field to enter.

World Map

Use the World Map to select your next destination. Use the +Control Pad to highlight the place you'd like to go, then press the A Button to advance to your destination's Field Screen.

Note: You can discover new places as you advance further in the game.

Field

Move your character freely around the Field. If the Field continues on to another one, advance to the edge of the screen, and you'll automatically be taken there.

Field Controls

Various actions can be performed while moving the character along the Field Screen.

● Movement (+Control Pad)

Use the +Control Pad to move your character. Hold down the B Button while using the +Control Pad, and your character will move more quickly.

● Talking and Investigating (A Button)

Stand close to other characters in the game, and press the A Button to talk with them. When dialogue text is displayed, press the A Button to continue to the next part of the conversation. If you notice places or objects that seem to be of some significance, approach them and press the A Button to investigate.

Dialogue Text Display

Field Screen (2)

Field Facilities

Various facilities exist on certain Fields. Move from the World Map to a Field with facilities, and use them to your advantage.

● Save Altars (Flame Inn)

Move in front of a Save Altar in your Home, press the A Button, and save game data will be created, your status will fully be restored, and/or you can trade spirits (see pages 28-29). Use the +Control Pad to highlight whether you'd like to save your game or trade spirits, then press the A Button to confirm your choice. When saving your game, your spirit's HP and the amount of times its technique(s) can be used will be restored.

Save Altar

Freeing Spirits From This World

Some spirits exist which are unable to break away from this world, and are living in constant torment. Listen to their stories, find out why they're unable to rest in peace, and free them from this world to go on to the next.

●Spirit Merging (Town History Museum)

Use Spirit Merging to combine two of your spirits. This allows them to power up. Go to the ancient item in the Town History Museum, and press the A Button. Select "Yes" with the +Control Pad, and then press the A Button to confirm. Select the first spirit with the +Control Pad, and confirm your choice by pressing the A Button. Then choose the second spirit using the same method. The two spirits will then begin to merge.

Note: Some spirits are unable to merge with others.

Points to Consider when Merging Spirits

- After two spirits merge, the new spirit's level is the same as the stronger spirit of the two.
- After two spirits merge, if the resulting Spirit Level total surpasses your character's Shaman Level (see page 16), the actual Spirit Level will only match the character's Shaman Level. Pay close attention to these two types of levels before merging spirits for the best possible results.
- Spirit types change depending on what type of spirits you merge together. Try many different combinations to see what works well.
- Merge Types (see pages 18-19) are divided into "Power Up" and "Change." Choosing "Power Up" will increase the spirit's ability, but won't change its appearance. Choosing "Change" will actually change the spirit's appearance as well as increase its ability.

Field Screen (3)

Album

The following description explains how to select spirits via the Album Screen.

1.Press the R Button at the Field Screen.
2.Pressing the R Button switches to the Album Screen.
3.Select spirits by pressing the +Control Pad Up or Down on the Album Screen.
4.Select your spirit and then press the A Button to confirm your choice.
The spirit's details are displayed.
Press the B Button to cancel your selection and once again to return to the Field Screen.

● Controls (List)

+Control Pad Up/Down:	Select Spirit
A Button:	View details
B Button:	Return to the map screen
+Control Pad Left/Right:	Switch pages
R Button & +Control Pad Up/Down:	Switch pages
L Button:	Switch between List headings
Select:	Sort

●Controls (Details)

+Control Pad Left/Right: Select Spirit color and background
LR Button: Spirit moves from left to right
Select: View spirits facing in the opposite direction

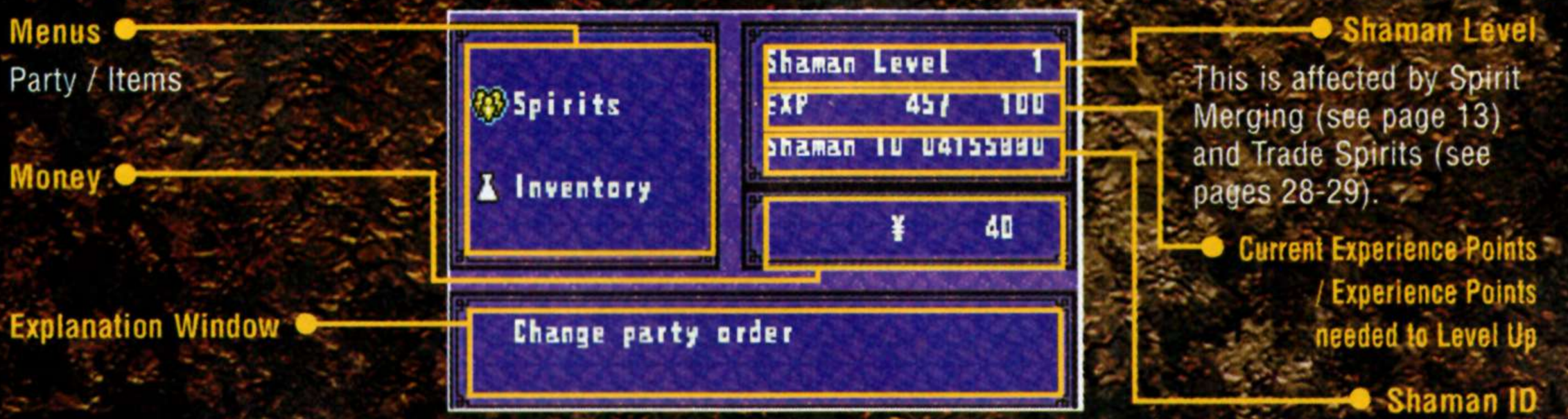
RANK: A measure of strength, values are dependent on Spirit Merging
ATT: The attributes (Element) of a spirit
TYP: Type

Menu Screen (1)

Use the Menu Screen to change spirits and check each spirit's status. You are only able to possess a certain number of spirits at one time, so use the Menu Screen to replace spirits you no longer need.

Main Screen

Press Start while on a Field Screen, and the Main Screen will be displayed. Highlight a menu with the +Control Pad, and press the A Button to confirm your choice.



When you start a game (including starting a new game), a unique Shaman ID is created. All spirits obtained during the game are tagged with this ID and are differentiated from those obtained by trading with friends. When using a friend's spirits (spirits with a different Shaman ID) in battle, spirits with a Shaman Level higher than your own cannot be commanded and will not fight.

Party

This menu allows you to replace party members. Highlight a spirit with the +Control Pad, then press the A Button to advance to a selection menu. Choose a partner which you can replace, and press the A Button to confirm. The spirit at the top of the list in yellow letters will fight the first battle. A maximum of 6 spirits are able to participate in battle.

This spirit will fight first.

● Status

Press Start at the Party Menu, and a Status Screen for the currently highlighted spirit will be displayed. Press the +Control Pad Left/Right or Select to toggle between the Status Screen and Technique List for the highlighted spirit. Press Start or the B Button to return to the Party Menu.

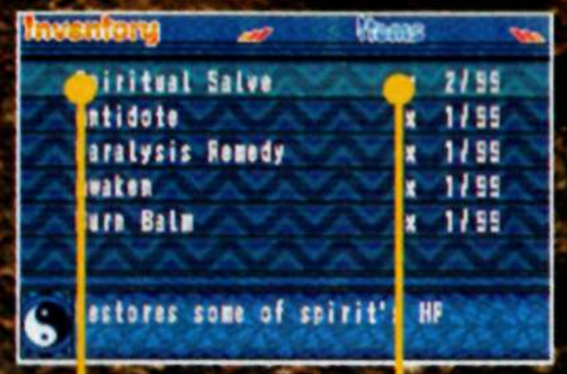
Menu Screen (2)

Viewing the Status Screen

The figures below give a basic outline of the Status Screen and Technique List.

Items

Items can be purchased at Funbari Shopping Town, and used by accessing the Menu Screen. To use or drop an item, select the item and press A. Highlight "Use" or "Drop" by pressing the +Control Pad Up or Down, then confirm your choice by pressing the A Button. If you choose "Use," you must select a spirit to use the item. Press the +Control Pad Left or Right to highlight the Items, Mortuary Tablets, or Precious Items columns.



Spirit details / Order / Move / Part

These commands are used on members of your party. Select a spirit and press the A Button to bring up these menus. Press the B Button to cancel.

- **Spirit details:** Select "Details are seen" from the list at the bottom left of the screen. Press the B Button to return to the previous screen.
- **Order:** Select "It exchanges" from the list at the bottom left of the screen. A triangular pointer will appear. Select the spirit you wish to trade.
- **Move:** Select "It moves" from the list at the bottom left of the screen. Select the spirit you wish to add to/remove from the party. You will be asked if you wish to add/remove the selected spirit. Choose "Yes."
- **Part:** Select "It separates" from the list at the bottom left of the screen. You will be asked if you wish to discard the selected spirit. Choose "Yes." This process cannot be reversed, so you will be asked to confirm that you wish to discard the selected spirit. Choose "Yes" once more.

Battle Screen (1)

When running into an enemy on the Field Screen, you will advance to the Battle Screen. Defeating the enemy allows you to get experience points and money. At times, you are also able to obtain your enemy's spirit.

Battle Screen

Below is an explanation of the Battle Screen.

Battle Rules

Battles are turn-based. One turn passes when both the ally spirit and enemy spirit have completed an action. Once a spirit's HP reaches zero during battle, the spirit is no longer able to function, and must be replaced by a spirit from the Party List. Select from two choices, "Select Spirit" or "Flee," with the +Control Pad, then press the A Button to confirm your choice. You will get experience points and money if victorious in battle.

Game Over

When the HP of all the spirits in your Party List is reduced to zero, it's Game Over, and you are returned to the Title Screen.

Leveling Up

If you attain the amount of experience points displayed on the Main Screen and Status Screen under "Experience Points needed to Level Up," you will gain a level. When a spirit levels up, its abilities increase, and it learns new techniques.

Battle Screen (2)

Battle Commands

Four commands can be used during battle. Use the +Control Pad to highlight a command, and press the A Button to confirm your selection.

● Select Technique

Choose a method of attack. Highlight a technique with the +Control Pad, and confirm your selection with the A Button. The Select Technique Screen is used in the same way as the Technique List Screen (see page 18).

● Select Spirit

Choose a spirit to use in battle. Select a spirit from the Party List with the +Control Pad, and confirm your choice by pressing the A Button. A full turn is consumed when changing spirits.

Inventory

This choice allows you to use an item. Move the +Control Pad Up or Down to highlight "Use" or "Drop," then press the A Button to confirm your selection. When choosing "Use," you must then select a spirit to use the item. Press the +Control Pad Left or Right to choose between Items, Mortuary Tablets (see below), or Precious Items.

Mortuary Tablets

These items are used to trap spirits. There are three different types, each with a different effect. Use these items on enemies when their HP has been lowered significantly. Note that you are unable to use Mortuary Tablets during an event battle.
Some Spirits and Super Spirits exist which appear identical to others, except for their color. These are very hard to find, so gather as many as you can!

Battle Screen (3)

● Flee

This command enables you to flee from the enemy and ends the battle. However, if the command fails, one turn is consumed, and you are unable to do anything during that time. Note that you are unable to flee during an event battle.

Elements

Spirit Techniques are based on a variety of elemental properties, which are: Light, Darkness, Nothingness, Fire, Ice, Thunder, Water, Wind, and Earth. These elements are all complexly interrelated. During a battle, if the attack technique element is the same as the core element, then you can inflict massive damage. In addition, there are four types of effects which are determined by the elemental properties of the attack technique combined with the defense core technique. Those effects are: "Amazing effect," "Normal," "Average effect," and "No effect."

Status Ailments and Changed Conditions

An icon displayed next to Status indicates a Status abnormality or a change in conditions. These two phenomena occur when an enemy uses certain techniques during battle. All Status abnormalities are healed at the Save Altar, and certain items can be used to heal a portion of Status abnormalities as well. Recovery from changed conditions occurs at the end of each battle.

Status Ailments

Sleep	The spirit is unable to move for a certain amount of time.
Poison	The spirit takes a certain amount of damage during each turn.
Heavy Poison	The spirit takes more damage per turn than when inflicted with regular Poison.
Paralysis	The spirit is unable to attack, and its Agility decreases.
Burn	The spirit takes damage during each turn, and its Attack Power decreases.
Frozen	The spirit is unable to move. If the spirit is inflicted with a Fire element attack, it recovers from Ice. The spirit also recovers automatically after a certain amount of time.
Immobile	The spirit's HP reaches zero.

Changed Conditions

Curse	The spirit takes damage during each turn.
Nightmare	The spirit takes damage during each turn while sleeping.
Entrance	There is a high probability that the spirit will be unable to attack when inflicted with Entrance.

Game Boy® Advance Game Link® Cable Connection

Below is an explanation of how to link to another Game Boy® Advance using the Game Boy® Advance Game Link® Cable.

Note: For this game, the Game Boy® Advance Game Link® Cable is only used to trade spirits.

Connecting the Game Boy® Advance Game Link® Cable

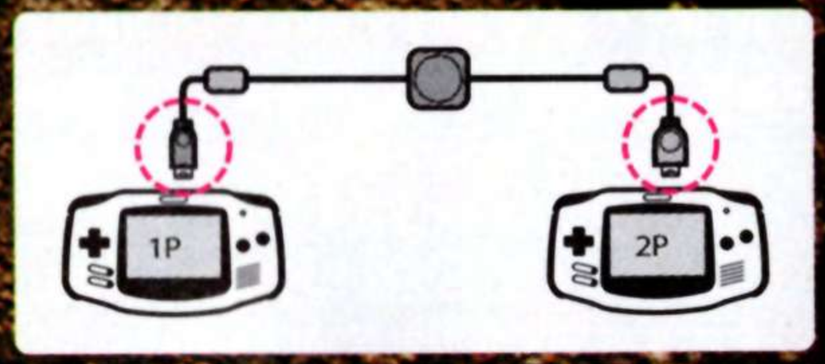
Follow the instructions below to connect two Game Boy® Advance systems using a Game Boy® Advance Game Link® Cable.

You will need:

Game Boy® Advance or Game Boy® Advance SP 2
Shaman King LEGACY OF SPIRITS Game Pak 2
Game Boy® Advance Game Link® Cable 1

Connecting the Game Boy® Advance Game Link® Cable

1. Make sure that each Game Boy® Advance system's power switch is set to OFF before inserting a Shaman King: LEGACY OF SPIRITS Game Pak into each Game Boy® Advance system.
2. Connect the Game Link® Cable to each Game Boy® Advance system's external expansion connector.
3. Turn each Game Boy® Advance system's power switch ON.
4. Follow the instructions for link play on page 26.



The player whose system is connected to the small plug becomes Player 1.

Link Play Warnings

The following can cause Game Boy® Advance systems to fail to link properly or malfunction:

- **Using a cable other than the Game Boy® Advance Game Link® Cable.**
- **Failing to insert the Game Link® Cable completely.**
- **Removing the Game Link® Cable while linked.**
- **Failing to connect the Game Link® Cable/ Game Boy® Advance systems properly.**
- **Connecting three or more Game Boy® Advance systems.**

Trade Spirits

Use the Game Boy® Advance Game Link® Cable to link up with a friend's Game Boy® Advance and trade spirits! If your friend has a spirit that you don't have, strike up a deal, and make an exchange.

*If you own Shaman King: Legacy of the spirits Soaring Hawk you will be able to trade spirits with Shaman King: Legacy of the spirits Sprinting Wolf!

*If you own Shaman King: Legacy of the spirits Spring Wolf you will be able to trade spirits with Shaman King: Legacy of the spirits Soaring Hawk!

Introduction to Trading Spirits

After carefully reading over the explanations on pages 26 and 27, link up to a friend's Game Boy® Advance with a Game Boy® Advance Game Link® Cable. Both you and your friend must do the following:

1. Check Out the Save Altar

Go to the Save Altar in the Flame Inn, and press the A Button. Highlight the "Trade Spirit" option with the +Control Pad, and press the A Button again to confirm your choice.

2. Save

When asked if you wish to use the save alter, select "Yes" with the +Control Pad, and then press the A Button to confirm. After saving is complete, the Trade Spirits Screen is displayed.

How to Trade Spirits

The spirits in your possession are displayed on the Trade Spirits Screen. Move the +Control Pad Up or Down to highlight the spirit you wish to trade, press the A Button to confirm your choice, and the "Waiting for friend to start trade" screen is displayed. Once your friend chooses a spirit to trade, the transaction is complete. Pressing the +Control Pad Left or Right enables you to toggle between a view of your spirits or your friend's spirits. Pressing the B Button cancels the Trade Spirit mode, and returns you to the previous screen.

After Trading Spirits

When the transaction is complete, you will return to the Spirit View Screen. If you'd like to trade additional spirits, repeat the above steps.

Yoh Asakura

Yoh is a young boy and well-known shaman from the Asakura family. His motto is to "live an easy life," and he's always pretty upbeat and cheerful. Yoh was hated by many in his younger days, and was often called a "freak," among other things. When his friends are in a jam, he always finds time to bail them out.

Amidamaru

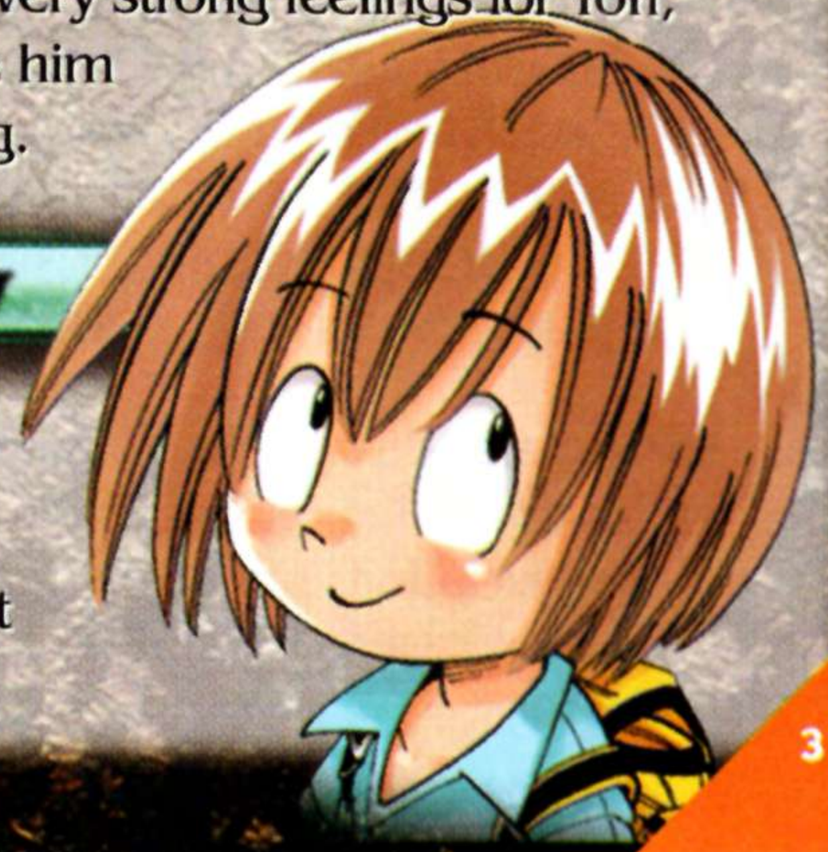
Known as the man that killed a thousand soldiers, Amidamaru is a samurai spirit who died a glorious death in battle 600 years ago. His decapitated head was enshrined at Seigan Temple on Funbari Hill. With Yoh's help, he has managed to break away from his attachment to the past, and has since become Yoh's spirit.

Anna

Anna is a young girl who was raised to be sensitive to the voices of spirits. She was raised with this special ability in order to keep the Asakura Shaman bloodline from dying out. She's known to be rough and rude, and is feared by many, but has very strong feelings for Yoh, and is determined to guide him to the rank of Shaman King.

Morty

Eventual heir of the world-renowned Oyamada Company, Morty is Yoh's classmate at Shinra Junior High School. Morty is Yoh's first ever human friend. He doesn't possess any of the special abilities that shaman are known for, but he is able to see spirits.



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