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Nintendo

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Nintendo

GAME BOY

DMG-KA-USA-1

KID ICARUS®

OF MYTHS AND MONSTERS

INSTRUCTION BOOKLET

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Thank you for selecting the Kid Icarus®: Of Myths And Monsters, Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure the maximum enjoyment of your new game. Then save this booklet for future reference.

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Precautions

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and /or GAME BOY unit.
4) Do not clean with benzene, alcohol or other such solvents.
5) Store the Game Pak in its protective sleeve when not in use.
6) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy unit.

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The Tale of Kid Icarus

Let us return to the past, a long long time ago, in an age when the Gods and Man lived together in harmony. At that time, there was a kingdom called "Angel Land" which was founded by the Goddess Palutena. Angel Land was a place where the sun was always shining and the people peacefully raised their crops. It was a good and happy place and a smile never left the face of Palutena as she watched over the country from The Sky Palace. But, one day her smile was wiped away as a result of a dream. A terrible dream. which seemed so real and was much more horrible than the worst nightmare. Calling a soothsayer to her, she asked him to unravel the dream and foretell what was to pass.



Seemingly in pain, the soothsayer began to speak, "Angel Land will be attacked.

Attacked by an invasion of demons from another world. Terrible demons by the name of O...Or ...Orcos!"

Upon uttering this name, the soothsayer was struck speechless, as voiceless as a stone.

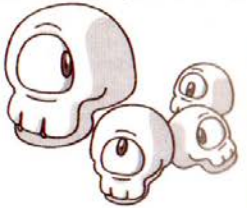
Palutena immediately summoned Pit, the leader of the Icarus Army. The personal body-guards of Palutena, the Icarus Army was responsible for guarding the peace in Angel Land and none took their job lightly.Upon arriving, Pit was asked to have a seat, a liberty not usually given by a Goddess. Looking directly into his eyes, Palutena began, "Pit! Thank you for coming. I have a task for you," she then told him of her dream and of the soothsayer. "Pit, this dream will come to pass. And, I believe that it will happen in the not-too-distant future. I trust you, but, you must tell no one else! News of these terrible demons will cast our peaceful Angel Land into chaos. I bid you now to begin training so that you may gain special magical power. I am placing all of my hopes and the fate of Angel Land on you Pit. You must be the one to battle the demons." Sitting back in her chair, Palutena continued, "Since the days of old, Angel Land has possessed The Three Sacred Treasures.These treasures, when worn, will give the wearer the special magical powers to battle any demon. Yet alas, poor Pit you do not yet have sufficient power to wear these Three Sacred Treasures."





So Pit, with the help of Palutena, devised a mission so that he might attain the power he needed to wear The Three Sacred Treasures. This mission was threefold: To battle his way up the Under World Tower, storm the Over World, and conquer the dizzying heights of the Sky World Tower. Only then would Pit have sufficient power to enter The Sky Palace and wear The Three Sacred Treasures.

To keep The Three Sacred Treasures safe in case Angel Land was attacked while Pit was away on his mission, Palutena sealed them and sent one to each of the Fortress Guardians. She knew that once they had their hands on The Three Sacred Treasures, the Fortress Guardians would not give them up again without a fight. After Pit's mission of training was complete, and he had gained the ability to use The Three Sacred Treasures, the job to defend Angel Land from the Orcos would be his.



With this plan in mind, Palutena then dispatched Pit to the darkest depths of the Under Would Tower.



You must help Pit on his life-or-death mission to collect The Three Sacred Treasures and return them quickly to the Sky Palace before the Orcos can overrun the land.

But....
Just what are the Orcos?!!!!!



1. Controller Operations

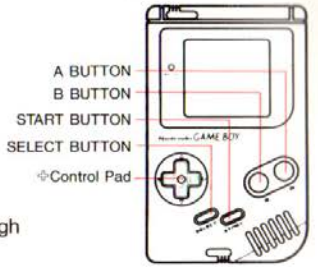
BUTTON FUNCTIONS

- A BUTTON···Makes Pit jump (press repeatedly during a jump to give Pit a gentle landing).
- B BUTTON···Fire arrow OR crashes down the Hammer (if Pit is holding a Hammer).
- ✣CONTROL PAD

← → Pit will move left or right.

↑ Aims weapon (arrow) upward OR makes Pit climb up a ladder.

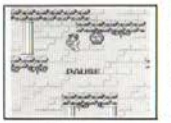
↓ Makes Pit crouch down OR makes Pit climb down a ladder OR allows Pit to drop through some floors.



- SELECT BUTTON··· Selects NEW GAME or CONTINUE from the Title Screen. Press during a game to change the Bow into a Hammer.
- START BUTTON···Press to start the game. Press during a game to pause the action.

ABOUT THE PAUSE

Use the pause to temporarily stop the game. Press the START Button once to pause the game. While paused you can use the ✣ Control Pad scroll around the area surrounding the display. Press the START Button again to display the Item Screen. Press the START Button one more time to restart the game.



Pause



Item Screen

During a game, press the A, B, SELECT and START Buttons at the same time to reset the game and show the Title Screen.
When the Title Screen is displayed, press ←(Left) on the ✣ Control Pad, the SELECT Button, and the B Button at the same time to erase the saved game.

2. HOW TO PLAY KID ICARUS

● **Before Starting the Game**···Correctly insert the cartridge into your GAME BOY® Compact Video Game System and turn the power switch to the "ON" position. "Nintendo®" will appear on the screen followed by the story and the Title Screen.

● **The Title Screen**···When the Title Screen appears, press the SELECT Button or ✣ Control Pad to choose NEW Game or Continue, then press the START Button.
NEW GAME···Starts the game from the very beginning.
CONTINUE···Restarts the game from the area saved at.

★**SAVE?**···You can only save a game after reaching the checkpoint at the end of each area. After the points earned in that area are added to your score, move Pit in the SAVE direction (Left) to display the Save Screen. Select YES from the Save Screen to save the game status up to the present point and continue to the next area. Select NO, and Pit will continue to the next area without saving the game.
NEXT···To simply enter the next area without saving, move Pit in the NEXT direction (Right) and Pit's adventure will continue.

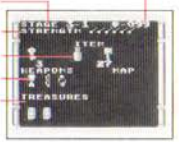


Title


Checkpoint


Save Screen

● **Item Screen**···During a game, the game action will pause when the START Button is pressed once. Pressing the START Button again will display the Item Screen. The Item Screen displays Pit's personal data and possessions.



★**Credit and Continue**···This game offers Credit and Continue functions. When Pit is defeated, and if credits remain on the Credit Screen, the game can be continued with all the items Pit has collected so far. (The Credit function will not register items found and hearts earned in Fortresses or The Sky Palace-Stage 4.) When the game is over, select CONTINUE from the Title Screen to restart the game from the last area saved.



Credit

NOTE

The battery back-up stores the game when the Game Boy® power switch is turned OFF. However, credits are not stored when the Game Boy® is turned off.

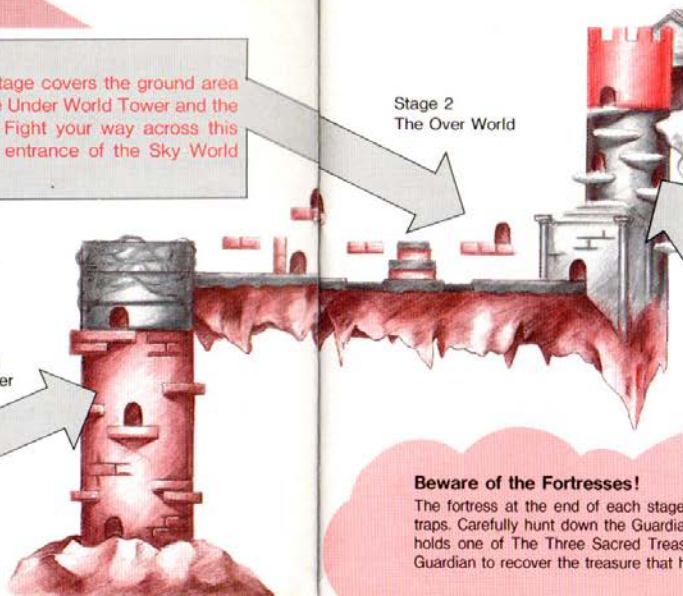
3. A Guide To Angel Land

Just what soft of world is Angel Land where Pit has his adventures?

The world of Angel Land is divided into four separate stages:
The Under World Tower, the Over World, the Sky World Tower, and the Sky Palace. The Under World Tower, the Over World, and the Sky World Tower stages are each divided into three areas and a Fortress. By defeating the Guardian of a fortress, the stage is cleared and Pit will reclaim one of The Three Scared Treasures.

STAGE 1
A tower rising up from the Under World. Pit starts his mission here climbing to reach the Over World above.

STAGE 2
This wide stage covers the ground area between the Under World Tower and the Sky Tower. Fight your way across this area to the entrance of the Sky World Tower!



STAGE 4
The Sky Palace towers over Angel Land. Not only is Palutena here, but others await Pit. Who could they be, and what could they want?!!!!

STAGE 3
A tower soaring into the sky. Climb to the top of this tower to reach the entrance to Palutena's wonderful Sky Palace.

Beware of the Fortresses!
The fortress at the end of each stage is a maze full of enemies and traps. Carefully hunt down the Guardian of each fortress who greedily holds one of The Three Sacred Treasures. You'll have to defeat the Guardian to recover the treasure that he holds.



4. THE ITEMS

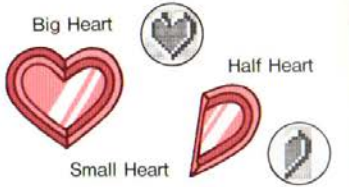
All sorts of items appear during the course of this game. Each of the items is very useful to Pit for the success of his mission. Make sure you know what each of these items do before you start collecting them.

★ITEM

Each item helps Pit with his mission.

Hearts

When defeated, an enemy turns into a heart.
Collect these Hearts to swap for items in The Shop or The Black Market. Each Big Heart is worth 10 Hearts. Each Half Heart is worth 5 Hearts.



Hammer

The Hammer is useful not only for defeating enemies, but can smash The Centurions and even knock down some walls. If you have a Hammer in stock, press the SELECT Button to equip it instead of the Bow.



Recovery Items



Water of Life (Goblet)
One little Goblet full of the Water of Life restores Pit's life energy a little bit.

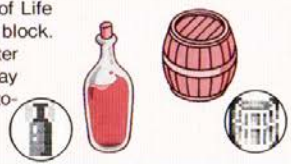




Water of Life (Chalice)
One big Chalice full of the Water of Life restores Pit's life one full block. The Chalice will restore Pit's life as soon as he touches it.



Water of Life (Bottle)
One Bottle full of the Water of Life extends Pit's life for one full block. Pit can stock 1 Bottle for later use. When his Strength display reaches 0, the Bottle is automatically used.



Water Barrel
When Pit has the Water Barrel, he can store up to 8 Bottles of the Water of Life. Unfortunately, the Water Barrel alone has no effect.



Collect as many Hammers as you can. They are very important!



Harp

Touch a Harp during a stage and enemies turn into Hammers for a fixed period of time.

Feather

When Pit holds the Feather, he can fly for a fixed period of time by tapping the A Button.



Credit Card

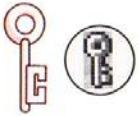
Pit may find the Credit Card in a Treasure chamber. The Credit Card allows him to buy one item in the Black Market.



Centurion

Centurions await in each stage. When the Centurion is hit with a Hammer, an item sometimes appears.





Key

Each Key allows Pit to open one locked door.

Palutena's Key

Palutena's Key is hidden near the end of each area. All the doors in the area will open when Pit touches Palutena's Key. NOTE: Palutena's Key only appears if Pit has entered each room in the area.



Special Fortress items



Map

This is a map of the Fortress. It is of no use unless Pit also holds the Pencil or Torch.

Torch

The Torch shows Pit's position on the Map.



Pencil

The Pencil shows where Pit has been on the Map.



★GIFTS FROM ZEUS

Life Block



If Pit has been successful in his mission, he will receive an additional Life Block from Zeus when he arrives at the checkpoint. Pit can receive up to five Life Blocks.



Check point

Power Arrows



If Pit has been successful in his mission, when he enters the Sacred Chamber he will receive a Power Arrow from Zeus. The Power Arrows show Pit's strength. The more Power Arrows Pit has, the stronger his attack power. Pit's maximum is eight Power Arrows.



Sacred Chamber



How can Pit be successful on his mission?

Pit's mission is not just to defeat the enemies of Angel Land. There are many elements that are related to his progress. As Pit progresses he has to meet many challenges along the way.



Sacred Training Center

Weapons

Pit receives Weapons from Zeus if he succeeds in special training in the Sacred Training Center. The Weapons increase Pit's strength both offensively and defensively.

Fire Arrow



A fireball engulfs the tip of Pit's arrow to increase his chance of hitting the target. The Fire Arrow can be used when Pit's life meter is at least 2 blocks full.

Long Bow



A sacred bow to extend the distance that Pit's arrows fly. The Long Bow can be used when Pit's life meter is at least 3 blocks full.



Protective Crystals

Two Protective Crystals surround Pit and protect him from enemies. The Protective Crystals can be used when Pit's life meter is at least 4 blocks full.

★THE THREE SACRED TREASURES

The Three Sacred Treasures have belonged to Angel Land since ancient times but are now in the possession of the Fortress Guardians. The Three Sacred Treasures give the wearer amazing powers, but can only be worn by heroes who have completed a mission.

WINGS OF PEGASUS

The Wings of Pegasus allow the wearer to fly like a bird.



LIGHT ARROW

The Light Arrows will defeat most enemies with a single shot. They can be fired continuously.



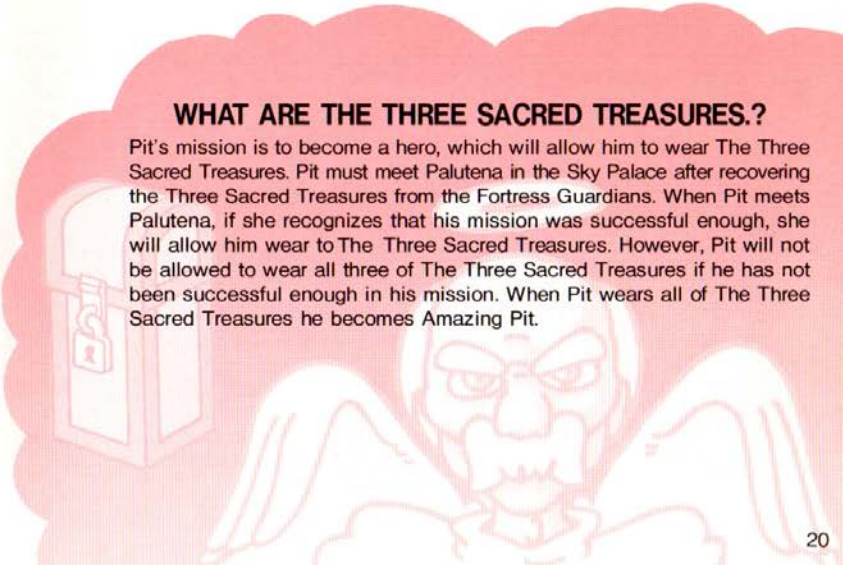
SILVER ARMOR

The Silver Armor halves the damage to the wearer from enemies' attacks.



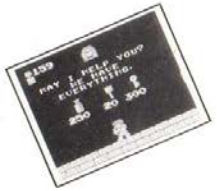
WHAT ARE THE THREE SACRED TREASURES.?

Pit's mission is to become a hero, which will allow him to wear The Three Sacred Treasures. Pit must meet Palutena in the Sky Palace after recovering the Three Sacred Treasures from the Fortress Guardians. When Pit meets Palutena, if she recognizes that his mission was successful enough, she will allow him wear to The Three Sacred Treasures. However, Pit will not be allowed to wear all three of The Three Sacred Treasures if he has not been successful enough in his mission. When Pit wears all of The Three Sacred Treasures he becomes Amazing Pit.



5. ROOMS

Many rooms exist in Angel Land, including the Shop, the Black Market, the Treasure Chamber, the Information Center, the Hot Spring Chamber, the Hospital, the Sacred Chamber, the Sacred Training Center, and the Bat Chamber.



★THE SHOP

Pit can swap Hearts for Items in the Shop.

TYPES OF ITEMS

Water of Life (Chalice or Bottle), Hammer, Key, Pencil, Torch, etc.

※Press the ↓ (Down) on the ✣ Control Pad to change the display to other available items.



★THE BLACK MARKET

Like the shop, Pit can swap Hearts for Items in the Black Market. It's a rough place, but some useful Items can be found here from time to time.

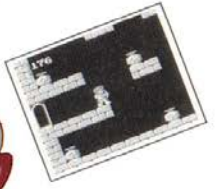
TYPES OF ITEMS

Water of Life (Bottle), Water Barrel, Key, etc.

★TREASURE CHAMBER



The Treasure Jars are found in this chamber. Break the Jars by shooting them with arrows to expose the treasure inside. It costs five Hearts to break each Treasure Jar. Beware: The God of Poverty lurks inside one of the Jars. Breaking this Jar will cause him to make the remaining Treasure Jars disappear.







★HOT SPRING CHAMBER

A soak in the Hot Spring Chamber allows Pit to regain all his strength.



★HOSPITAL

Enter the Hospital in each Fortress to have the Eggplant Curse removed by the nurse stationed there.





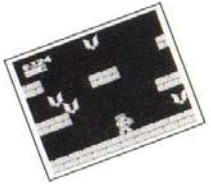
★SACRED CHAMBER

If Pit strives hard on his mission up to the Sacred Chamber, he will receive the gift of a Power Arrow from Zeus.



★SACRED TRAINING CENTER

Pit receives his choice of one weapon if he is successful at Zeus' special training.



★BAT CHAMBER

The Bat Chamber is a room full of bats.



★INFORMATION CENTER

A place to receive helpful information.

6. THE SECRETS

These secrets are worth knowing.

SECRET POINTS

Apart from points awarded at the Checkpoints, there are other Secret Points that must also be obtained. You should earn as many Secret Points as you can. If Pit does not earn enough secret points, he may not be allowed to wear all of The Three Sacred Treasures. As there is no indicator of the secret points that you have collected, you should always keep in mind looking for secret things.

HAMMER

The Hammer has the power to smash objects. It can smash Centurions, exposing what is hidden beneath, and it may also destroy some walls. Something will always appear when Pit smashes an object with the Hammer, so use it often. Note: One Hammer vanishes each time an object is destroyed.

IN THE TREASURE CHAMBER···

If Pit breaks all the Treasure Jars except one, without the God of Poverty appearing, the last Jar will contain an Item. What Item? You'll have to find out.

THE BLACK MARKET

The prices are very high here but you may be able to buy some very useful things. The Black Marketeer doesn't speak to his customers very politely, but it is said that a Black Marketeer in a good mood may reduce the sale price. To negotiate, press Down and Left on the ✣ Control Pad and ?????. Be careful: The price may go up if the Black Marketeer is in a bad mood.

JUMPING

Pit can jump further if you continuously tap the A Button during a jump. Master this technique and Pit will be able to reach even the most difficult places.

THE EGGPLANT CURSE

If the Eggplant Wizard in a Fortress places the Eggplant curse on Pit, he turns into an Eggplant. If this happens don't panic! There are many tight places that only an Eggplant can get through. These tight places may just be a short-cut to a place where Pit must go.

7. THE CAST OF CHARACTERS

★Pit and His Friends★





PIT
The main character of the game.
He has been ordered on a mission by Palutena.





ZEUS
The judge of Pit's training while his mission is underway.
The more successful the training, the greater Zeus will reward him.





GODDESS PALUTENA
The goddess of Angel Land.





SHOP KEEPER
Owner and chief clerk of the Shop.





BLACK MARKETEER
Owner of the Black Market Shop.





CROW
The keeper of the Hot Spring Chamber.



NURSE
The nurse at the hospital who removes the Eggplant Curse.

DON
Gives out information and teaches Pit many useful things at the Information Center.





★PIT'S FOES★

ALL STAGES



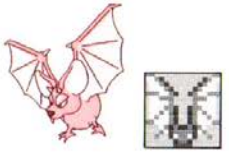
SNAKE

The Snake appears from a Snake Pot in any stage, usually in groups of 4.



SPITBALL BLOB.

Materializes from inside the floor Pit is standing on to attack the unsuspecting Pit.



BATS

The Bats inhabit the Bat Chamber. They will fly around and around in surprise when Pit enters their chamber.

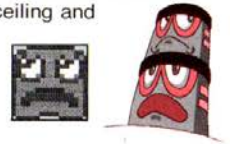


THE GRIM REAPER AND REAPETTES

The Grim Reaper yells and screams, calling Reapettes to attack when he sees Pit.

TOTEM

Animated blocks which suddenly fall from the ceiling and pile up.



STAGE 1 Enemies



CYCLOPS SKULL

Appear in the air above Pit, flying around in groups.

WORMSER

Creeps over the floor but has quick enough reactions to avoid Pit's arrows.





KING KRAB

Appears from underneath to attack Pit when it finds him.

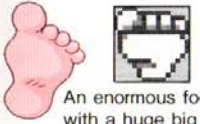
STAGE 2

CYCLOPS HOPPER



Jumps like a grasshopper to attack Pit.

BIG TOE

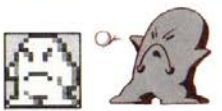


An enormous foot with a huge big toe. It drops from the sky.



STICKY TALON

Steals weapons that Pit is carrying, and sells them to the Black Market.



GRUFF

Wanders around the floor and attacks Pit when it finds him.



GLOBE

Floats up from the floor and returns when it reaches a certain height.

STAGE 3





KOMAYTO
A mysterious floating creature. Nobody knows where it came from. It looks like a jellyfish, but floats in the sky.



OCTUS
An octopus-like enemy that attacks Pit.







MERC
A muscle man who stomps around the clouds.

LUNUS
An innocent-looking new moon that will attack Pit when it finds him.





STAGE 4

PYTHAGORAS
A lively old man who throws equilateral triangles.









BUSY BEE
A noisy bee which flies around and around Pit.





SHADOW MASK
Has a face like a mask that splits in two when Pit attacks.

PUTT
Looks like Amazing Pit and attacks in groups.





FORTRESS





GUBBLE
A monster with four sharp teeth.





SLIME
Sticks to the floor or ceiling and jumps between them from time to time.





SPUNKY
A spider who jumps to attack Pit.

FUZZ BALL
Flies around the Fortress like it owns it.





STONE GOLEM
Normally quite still, but starts moving if it sees Pit.





EGGPLANT WIZARD
A wizard who turns Pit into an eggplant.





FIREBALLS
Balls of fire which attack Pit in groups.





FORTRESS GUARDIANS

Stage 1
MINOTAUR

A bull-like monster that is half bull and half human.





Stage 2
SKULL WING

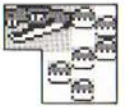
A monster with only a skull and the wings of a bat.





Stage 3
FIRE SERPENT

A giant monster with the head of a snake and a body of fire.





ORCOS

The secret enemy that attacked Angel Land in Palutena's dream. But, just what are the Orcos?!!!!!

?

AMAZING PIT

Can you train hard enough to allow Pit to wear the Three Sacred Treasures, become Amazing Pit, and defeat the oncoming Orcos invasion?



WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE™** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE™** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

To satisfy the needs of our customers, Nintendo maintains a nationwide network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE™** Centers located in major metropolitan areas† and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.

†United States only. In Canada Nintendo provides service through its Canadian Service Center.