

AGB-AWRE-USA

GAME BOY ADVANCE

ADVANCE WARS™



INSTRUCTION BOOKLET

Nintendo®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms 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 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.



EVERYONE
MILD VIOLENCE



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

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.



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Advance Wars Dossier

The winds of war are blowing, and the Orange Star Army needs your help weathering the storm. As a special advisory commander in Advance Wars, you'll go head-to-head with seasoned campaign veterans in an all-out fight for supremacy. It's turn-based wartime strategy at its finest, and you'll need polished tactical skills if you hope to survive the coming onslaught. You'll meet a colorful cast of commanding officers during your military career, both as foes and allies, and their varied skill levels will continually test your prowess. Learning from these COs is the key to your success on the field, so keep your eyes open and your mind alert!

Advance Wars takes place in four countries. In the upper northwest corner of the map is Orange Star, to the east is the neighboring country of Blue Moon, to the south is Green Earth and off the east coast is the island nation of Yellow Comet. The current situation in each of these countries is odd. We have received reports that unknown forces are attacking both Green Earth and Yellow Comet and that they have suffered significant damage. We're not isolated from this outbreak of hostilities, either. The Blue Moon Army, under the command of Olaf, has invaded Orange Star! This is where you come in. We need your help. It's time to begin driving the invaders back across the border.

Welcome to Advance Wars! My name is Nell. I'm a CO in the Orange Star Army, and I will be your instructor and advisor throughout the course of this campaign. Let's get started!



Controls

L Button

Move cursor to units awaiting orders

+ Control Pad

Move cursor
Make menu selections

START

Begin game
Display Overview Map
Skip opening cinema

SELECT

Display Map Menu
Reorder troop display
(See page 19)

R Button

Display intel on units and terrain features

A Button

Confirm selections
Display Map Menu
Display movement range

B Button

Cancel selections
Display attack range (When cursor is on a unit)
Highlight all units (When cursor is not on a unit)



! Press A + B + START +
SELECT to reset the game.

Preparing for Combat

Insert the Advance Wars Game Pak into your Game Boy Advance.

Note: This Game Pak is not for use with Game Boy or Game Boy Color game systems. When you turn the power ON, the Game Boy logo will appear followed by the opening cinema. Once the opening cinema is finished, or once you press the A Button or START, you'll see the Advance Wars Title Screen.



NAME ENTRY

Press START or the A Button on the Title Screen to move to the Name Entry Screen. You can enter any name you like. Use the + Control Pad to choose a letter and the A Button to confirm your selection. Press the B Button to cancel a selection. When you have finished entering your name, move the cursor to OK and press the A Button. Next, I will explain more about the game and then continue on to the Mode Select Screen.



⚠ Once you have saved a game in progress, the Name Entry Screen will no longer be displayed.

Mode Select

There are eight modes to choose from in Advance Wars, but only three modes are open at the beginning of the game.



Field Training (See page 23)

Go here to receive special instruction on the art of war. I'll be your instructor.

Vs. Mode (See page 23)

This is the single-system, single-Game Pak multiplayer mode.

Link Mode (See page 26)

In this mode, you can link up two or more game systems for more multiplayer action.

After Field Training

Campaign (See page 32)

Play through the Story Mode here.

War Room (See page 32)

Go here to test your strategic prowess.

Stats (See page 33)

Select Stats to view your combat record and rank.

Design Maps (See page 35)

This mode allows you to design your own maps.

Earn Advance Wars Coins

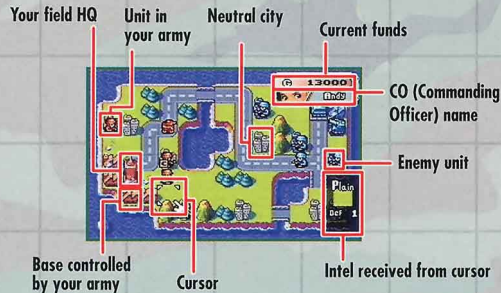
Battle Maps (See page 34.)

Enter Battle Maps to purchase items with the coins you earn.

Rules of Engagement

ABOUT THE GAME SCREEN

The game screen is the battlefield, and the orange army units are yours to command. Units are individual components of your army that you use like chess pieces. A single unit can have as many as ten HP (Hit Points). Do your best to remember this.



The call to war has been sounded! Before you move out, though, you need to familiarize yourself with the basic rules of the game.

Use the + Control Pad to move the cursor. Use the cursor to select units, terrain, and menu selections.

COMBAT PROGRESSION

Battles consist of a CO issuing orders to his or her deployed units, then selecting End to complete that turn. All COs in the field do the same. When all armies have finished issuing orders, day one of the battle is complete. This process repeats until one army emerges victorious.

WAR FUNDS & UNIT DEPLOYMENT

War Funds

It takes funds to deploy units into the field. You receive funds by capturing and holding neutral or enemy properties.* The more properties, the more funds your army receives. Unused funds are carried over to the next turn.

* Cities, airports, ports, and bases are the only properties that can be captured.

! Funds cannot be carried from one map to the next.

Unit Deployment

To deploy units, place the cursor on a deployment property—a base, airport, or port—and press the A Button. Then on the Deployment Menu use ↑ and ↓ on the + Control Pad to select the unit you want to deploy and press the A Button to confirm the decision.

! New units can be used on the turn following their deployment.

! A single army can deploy a maximum of fifty units.

Unit	Cost
Infantry	1000
Mech	3000
Recon	4000
Tank	7000
Mid Tank	16000
APC	5000
Artillery	6000

Other UI elements: 5000 funds, 3 units, 2 units, None, M Gun, Intel, Def 3.

UNIT MOVEMENT

To move a unit, you must first select it. Place the cursor on the unit you want to move and press the A Button. Once a unit is selected, its movement range is displayed. Place the cursor in the space you want to move the unit to and press the A Button. The unit will follow the path shown by the Movement Arrow.*

*The Movement Arrow is the red arrow that traces the route from the selected unit to its destination.

Movement Range



Movement Arrow

After a unit reaches its selected destination, the Wait command appears. When you select this command, the unit changes to a darker color, as shown here. Darkened units cannot receive further orders until the next turn.

ⓘ You can move all of your units using these steps. You cannot deploy more than one unit per space.



About Fuel

Units consume fuel as they move. Planes and ships burn fuel even when they are not moving. When out of fuel, ground forces are unable to move, while air and naval units either crash or sink.

CAPTURE

When you move an infantry or mech (mechanized infantry) unit to a neutral or enemy property, the Capture command appears. Select this command to make your unit begin securing that property.



Unit Capturing a Base



Capture Animation

FIRE

When a unit is in position to attack the enemy, Fire will appear in the Command Menu. Select this command to display the Attack Cursor. Use the + Control Pad to choose which enemy unit to attack and press the A Button. Your unit will begin its attack.



Attacking Unit



Attack Cursor



Battle Animation

You command both direct and indirect combat units. Direct combat units move into attack position next to the enemy and fire in the same turn. Indirect combat units must move into attack position some distance from the enemy and then wait a turn before firing. The benefit of indirect fire is that the attacking unit is safe from counterattack. Developing a strategy that uses these two distinct unit types successfully is one of the keys to becoming a solid CO.

ⓘ The attack range varies among indirect combat units.

If you reduce an enemy unit's HP to zero, the unit vanishes from the field of battle. Of course, the same thing occurs if one of your units has its HP reduced to zero.

SUPPLY

You can supply your units with fuel and ammo. There are two ways for units to receive supplies. First, all units that are on bases or adjacent to an APC (Armored Personnel Carrier) will have their fuel and ammo automatically replenished at the beginning of each turn. The units on bases will also regain two HP. You can also resupply a unit by moving an APC into an adjacent space and selecting Supply from the Command Menu.

- ! All units are capable of receiving supplies. If there are multiple supply vehicles deployed, they can all distribute supplies.
- ! Air units receive supplies in airports. Naval units receive supplies in ports. Naval units stopped on shoals can also receive supplies from lander units.

Unit Receiving Supplies



APC

JOIN UNITS

You can join two units of identical type to form one unit. This is useful when you have units that are low in HP. To join units, move one unit onto a space occupied by a unit of the same type and select Join from the Command Menu. Press the A Button to confirm your command and make the units merge to form a single unit. The newly formed unit's HP is the total of the two single units' HP.

- ! You cannot join two units together if one of the units has ten HP. A newly formed unit's maximum HP is ten, even if the total of the two original units' HP exceeds ten.

LOAD UNITS

Transport units* have the ability to carry other units from place to place. To load a unit onto a transport vehicle, move the unit you want to load to a space occupied by a transport and select Load from the Command Menu. An L will appear on any transport vehicles carrying units. Place the cursor on a transport vehicle to view the type of unit it is transporting. * APCs, transport copters, landers, and cruisers are all transport units.



APC Unit to be Transported

- ! The loading of units depends on the type of transport unit and the terrain.
- ! Units being transported will not take damage if the transport unit is fired upon. However, if a transport unit is destroyed while carrying a unit, the unit it is carrying is also destroyed.

UNLOAD UNITS

To unload a unit, select Drop from the Command Menu, use the + Control Pad to select where you want to unload the unit, and confirm your selection with the A Button.

- ! If there are two units being transported, use ↑ and ↓ to select which unit to unload. Transport units capable of carrying two units can unload both units during the same turn.

BATTLE OUTCOME

Victory

There are two ways to win a battle: HQ Capture and Rout. HQ Capture requires one of your infantry or mech units to capture the enemy HQ. To win by Rout, you must defeat all deployed enemy units.



ⓘ Depending on the rules settings and the map being battled on, Base Capture may also be a means to achieve victory.

Defeat

There are three ways to lose on the field of battle: HQ Capture, Rout, and White Flag. HQ Capture occurs when the enemy captures your HQ. Rout occurs when all of your units are destroyed. White Flag occurs when you give up and choose Yield from the Options Menu on the Map Menu.

ⓘ The terms for victory vary between game modes.

MAP MENU

To display the Map Menu, place the cursor on an unoccupied space on a map and press the A Button.



ⓘ The contents of the Map Menu vary between game modes.

Unit

Unit displays vital intel about all of your deployed troops. Use ← and → to scroll through the units displayed and ↑ and ↓ to scroll through the display headings. Press SELECT to reorder the unit listing to match the selected display heading.

Orange Star 1 / 6 @ 15000			
Infantry	10	99/99	Free
Infantry	10	94/99	Free
Infantry	7	88/99	Free
Recon	10	75/80	Free
APC	10	70/70	None

Unit Intel Screen

Unit Intel Screen

Type: The name of the unit

HP: The number of HP per unit

Gas: The amount of fuel per unit

Rounds: The number of primary weapon rounds per unit

Status

Select Intel and then Status to view information on the current battle. Use the + Control Pad to select a menu option and press the A Button to confirm your choice.



Terms (Campaign Mode Only)

I will inform you of the terms of victory for each map in Campaign Mode.

Intel

The Battle Status Screen displays the current map name, day of battle, number of bases held by each army, number of neutral bases, and information on funds. The Unit Status Screen displays intel on the total number of units deployed, number remaining, and number defeated.

	Base	Income	Assets
Orange Star	8	8000	8000
Blue Moon	7	7000	0
Neutral Bases	8		

Battle Status Screen

	Unit Status	Units Deployed	Units Defeated
Infantry	2	0	0
Tank	1	0	0
APC	1	0	0
Artillery	1	0	0

Unit Status Screen

CO

Select CO to view officer dossiers for the commanding officers participating in the current battle. Press ← and → or the R and L Buttons to switch between the dossiers. Use ↑ and ↓ to scroll through the officer dossiers.



Rules (Vs. Mode and Link Mode Only)

This selection allows you to check the team and rules settings. You can't change settings on this screen.



⚠ The menu contents may differ between game modes.

Save

This command lets you save your game's progress. Be careful! You will have to repeat any unsaved actions if you turn your system OFF. Saving frequently is often an important part of a good strategy. Remember! This game does not have an auto-save function, so it's up to you to include saving in your battle plans.

⚠ Only one file per game mode is available for saving. Link Mode games can't be saved.

Deleting All Game Data

Press and hold the L Button, →, and SELECT when turning the power ON to bring up the Delete Game Data Screen. Use → to select Yes and confirm with the A Button.

⚠ Be careful! Deleted game data cannot be restored.

Options

The Options Menu contains game setup selections. Use ↑ and ↓ to select the setup you want to change and then press the A Button to make changes.

Music: Turn the game music ON or OFF.

Visuals

Set which visuals to display during game play.

Visual A: Display both Battle and Capture animation.

Visual B: Display Battle animation only.

Visual C: Display player Battle animations only.

No Visual: Display no animation.



Delete

Select the unit you want to delete with ↑, ↓, ←, and →, then press the A Button to confirm.

Yield

Select Yes and confirm your choice with the A Button to yield and forfeit the battle.

Exit Map

This selection lets you return to the Mode Select Menu at any point during a battle. Choose Yes and press the A Button to confirm your selection and end the battle.

⚠ The contents of the Options Menu and the game setups that you can change may differ between game modes.

End

After you finish issuing commands for your turn, select End to end your turn and press the A Button to confirm.

FOG OF WAR

On some maps, you will encounter a phenomenon called the Fog of War. Fog of War limits visibility, so your units can only see as far as their individual vision ranges allow. The vision range is different for each unit. Infantry and mech units can increase their vision ranges by three spaces when they climb mountains.

Vision Range for Infantry and Mech Units

Normally, infantry and mech units have a vision range of 2. This means that they can see for two spaces from the space where they're deployed.

When infantry and mech units climb mountains, their vision range extends three spaces farther than normal.

❗ For more information on individual units' vision ranges, see page 43.



MODE SELECT MENU

Field Training

In Field Training, you can gain actual battle experience while I instruct you in the art of war. On the Mode Select Screen, use \uparrow and \downarrow to choose Field Training, and press the A Button to confirm your selection. On the following screen, use \uparrow and \downarrow to select the map you want to play, then press the A Button to confirm.

Vs. Mode

On the Mode Select Screen, use \uparrow and \downarrow to choose Vs. Mode and press the A Button to confirm your selection.

Playing Vs. Mode

To play Vs. Mode, you need one Game Boy Advance game system and one Advance Wars Game Pak. Player 1 issues commands to his or her units first. When Player 1 is finished, he or she passes the game system to Player 2. Player 2 issues orders and then passes the system to Player 3 who follows the same procedure. When Player 4 completes his or her turn, he or she passes the system to Player 1. The players continue to take turns in this fashion until the battle is complete.

❗ This explanation is for a four-player game with four human players. If there are only three human players, the computer controls the additional army and takes its turn at the appropriate time.



When you first play the game, your only Menu option is New. After that, you will also see Continue.

At first, there will be four different maps available for Vs. Mode play. To select the type of map, use ← and →. Use ↑ and ↓ to select the map you want to use, then press the A Button to confirm your choice.



Map Types for Vs. Mode

Pre-Deployed

On this type of map you enter combat with a set type and number of pre-deployed units. You cannot deploy any additional units.

Three-Player

Select this option to vie for victory on maps designed specifically for three-player combat.

Four-Player

These maps let you pit your tactical skills against three other armies in a no-mercy melee.

War Room

War Room maps become available once the mode itself is opened for play.

! You can buy additional maps with Advance Wars Coins, which you can earn in the Field Training and Campaign Modes. For more information on purchasing maps, see page 34.

After you select a map, the CO Select Screen appears. Choose the officers you want to use and set whether each one will be controlled by a human player or by the computer. Use ← and → to move between headings and ↑ and ↓ to choose settings for them.

! In battles of three or more armies, you can create teams by assigning flags to each army. Armies under the same flag are allied and will battle cooperatively.

Next, set the combat rules to your liking using ← and → to move between the rules and ↑ and ↓ to change the rule setups.

Rules

Fog

Turn Fog of War ON or OFF. Selecting ON limits the vision range to that of each individual unit.

Weather

Select between Clear, Snow, Rain, and Random. Random allows for climate changes throughout the course of the game.

Funds

Set the amount of money received per allied base. This affects the number and type of unit you can deploy during battle.

Turn

Set the number of days combat will continue. Victory is awarded to the army with the most bases at the end of the pre-determined time limit.

Capt

Choose to have victory determined by the number of bases captured during game play. The game ends when the set number of bases has been captured.

Power

Turn the CO powers ON or OFF. Choosing ON allows you to use your commanding officer's special power. Each CO has a different power.

Visuals

Select the animation setup that you prefer. The animation options are the same as those explained in the Options Menu.

! Once a game is started, the rules cannot be changed.



Link Mode

Choose this mode and link up two or more Game Boy Advance systems with the appropriate number of Game Boy Advance Game Link cables.

- ⓘ Link Mode includes both Multi-Pak and Single-Pak game modes. Note that the number of Game Paks needed to play each mode is different.

Multi-Pak Vs. (2-4 Players)

To play Multi-Pak Vs., you need one game system and one Game Pak per person.

- ⓘ Before playing, you need to connect all game systems with Game Link cables. See page 38 for details.

On the Mode Select Menu, use **↑** and **↓** to select Link Mode and press the A Button to confirm. On the next screen, select Multi-Pak Vs. using the same steps. When you're done, the Player Entry Screen will appear.

Once all participating players have been entered, Player 1 should press START to begin data transmission.

- ⓘ Do not turn the power OFF or disconnect any Game Link cables during data transmission.



Link Failure

The Link Failure Screen appears if an error occurs during linking. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the data transmission setup again.

Once data transmission is complete, the Map Select Screen is displayed on all game screens. Select the map type with **←** and **→**, then select the map to be used with **↑** and **↓**.

- ⓘ Any player can select a map for game play.
- ⓘ Map availability varies depending on the number of players.

Next, the Teams Select Screen will come up. Each player will use **↑** and **↓** to choose a CO.

- ⓘ In battles of three or more armies, you can create teams by assigning flags to each army. Armies under the same flag are allied and will battle cooperatively.

Rules setup is next. Use **←** and **→** to move between the rules and **↑** and **↓** to change the rule setups. Press the A Button to confirm setup and begin the game.



Link Failure Error Screen



Map Select Screen



Teams Select Screen



Rules Screen

- ❗ The Rules Screen is displayed on all linked game systems.
- ❗ The Rules setup cannot be changed once the game begins.
- ❗ The computer cannot control an army in this mode.

Single-Pak Vs. (2-4 Players)

To play Single-Pak Vs., you need one game system per player but only one Game Pak.

- ❗ Before playing, you need to connect all game systems with Game Link cables. See page 40 for details.

In the Mode Select Menu, use **↑** and **↓** to select Link Mode and press the A Button to confirm. On the next screen, repeat the same steps to select Single-Pak Vs. Mode. The Player Entry Screen will then be displayed on Player 1's game system. Player 1 should confirm the number of player entries and press START.

- ❗ Only Player 1's game system will display the Player Entry Screen. All other players' systems will display the Game Boy logo.

Next, the Download Screen will appear on all players' game screens. When download begins, the Now Loading message will appear.



- ❗ It will take a few moments for the download process to finish.
- ❗ Do not turn the power OFF or disconnect any Game Link cables during the download process.

Data Transmission Failure

The Data Transmission Failure Screen appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the download setup again.

Once the download process is complete, PRESS START is displayed on Player 1's screen. Player 1 must then press START to begin the game.

- ❗ The computer performs map selection and rules setup in Single-Pak Vs. Mode. The map menu options are specific to this mode.
- ❗ Single-Pak Vs. games cannot be saved.

Trade Maps (2-4 Players)

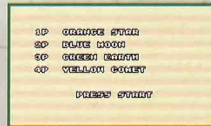
To Trade Maps, you need one game system and one Game Pak per participant.

- ❗ Before trading, you need to connect all game systems with Game Link cables. See page 38 for details.

Trade Maps Mode lets you send and receive maps designed in the Design Maps Mode (see page 35). The person sending map data is the Sender, and the person receiving the map data is the Receiver. The Sender can send map data to all linked players.



Data Transmission Failure Screen



Download Success Screen

- ❗ Only one Map Data File can be sent at a time.
- ❗ Map data cannot be sent if that data has not first been saved.

All players need to select Link Mode on the Mode Select Screen using \uparrow and \downarrow and then pressing the A Button. On the following screen, all players use the same steps to select Trade Maps. The Player Entry Screen is displayed next, and once each player has been entered, Player 1 must press START. This will begin data transmission.

- ❗ Do not turn the power OFF or disconnect any Game Link cables during data transmission.

Link Failure

The Link Failure Screen appears if an error occurs during linking. If this happens, turn all game systems OFF, check all Game Link cable connections and begin the data transmission setup again.

Once data transmission is complete, the Sender Select Screen appears on all players' game systems. Use \uparrow and \downarrow to select the player who will be the Sender.

- ❗ All players must select the same Sender.



Link Mode Menu Screen



Player Entry Screen



Link Error Failure Screen



Sender Select Screen

Sender

The Map Select Screen will be displayed on the Sender's game system. The Sender will use \leftarrow and \rightarrow to select a map data to send.

Receiver

The Map Save Screen will appear on the Receivers' game systems. The Receivers will use \leftarrow and \rightarrow to select the area where they wish to save incoming map data. Up to three maps can be saved on the Map Select Screen.

- ❗ Do not turn the power OFF or disconnect any Game Link cables during data transmission.

Data Transmission Failure

The Data Transmission Failure Screen appears if an error occurs during data transmission. If this happens, turn all game systems OFF, check all Game Link cable connections, and begin the data transmission setup again.



Map Select Screen



Map Save Screen



Waiting Screen



Data Transmission Failure Screen

Sender

Once data transmission is complete, the Data Transmission Complete Screen appears on the Sender's screen. The game then returns to the Link Mode Menu Screen.

Receiver

After the received map data has been saved, the Data Transmission Complete Screen appears on the Receivers' screens. The game then returns to the Link Mode Menu Screen.

! Maps traded in this mode can be used in Vs. and Multi-Pak Vs. Modes.

Campaign

In Campaign Mode, you join forces with three Orange Star Army COs to face an array of enemy commanders as you battle your way across the map. Use \uparrow and \downarrow to select Campaign, then press the A Button to confirm your choice.

! The first time you select Campaign Mode, you can only select New from the Menu Screen. After you have some saved game data, Continue will become an option.

War Room

The War Room Mode lets you develop your strategic skills by competing for high points and rankings in single battles. On the Mode Select Screen, use \uparrow and \downarrow to select War Room, then press the A Button to confirm your choice.



Data Transmission Complete Screen



Data Transmission Complete Screen



The Map Select Screen will be displayed next. Select the map you want to use with \uparrow and \downarrow , then confirm your choice with the A Button.

! A series of question marks (???) on the Map Select Screen denotes maps that can be purchased at Battle Maps. (See page 34.)



Map Select Screen

Use \leftarrow and \rightarrow to select the CO you want to use on the CO Select Screen. Press the A Button to confirm your choice and begin the game.



CO Select Screen

Stats

Select Stats Mode to view your combat history. To select Stats Mode on the Mode Select Screen, use \uparrow and \downarrow to highlight the mode, then press the A Button to confirm your selection. Next, choose either Player Rank or Map Record using the same methods. Your rank as a special advisor in Campaign Mode is listed in Player Rank. Map Record shows the top five scores for individual War Room maps.



Battle Maps

Go to Battle Maps to spend your hard-earned Advance Wars Coins. You can gain coins in both the Campaign and War Room Modes. The proprietor of Battle Maps is a knowledgeable and friendly fellow named Hachi. He knows just about all there is to know about Advance Wars and will sometimes share his information with you. I recommend not only shopping at Battle Maps, but dropping in from time to time just to chat. You can purchase additional maps here and also hire new commanding officers. Enter Battle Maps by selecting it on the Mode Select Screen and pressing the A Button. Use \uparrow and \downarrow to scroll through items for sale and press the A Button to purchase items.

⚠ You will not be able to purchase items if you do not have enough coins.



The next section, Design Maps, will be my last explanation. Once you finish reading it, you'll be a qualified commander! Concentrate and keep up the good work! You have your orders.



Design Maps

If you want to create your own original maps, this is the mode for you. You can battle on the maps that you create in Vs. Mode and Multi-Pak Vs. Mode. You can also trade your maps with friends in the Trade Maps Mode. Select Design Maps on the Mode Select Screen with \uparrow , \downarrow , and the A Button.

Creating Original Maps

Once you open the Design Maps Mode, use the L and R Buttons to pull up unit and terrain feature menus. Scroll through the choices with \leftarrow and \rightarrow , and press the A Button to place the selected item on the map. When placing army units and bases, use \uparrow and \downarrow to scroll through the available colors.

Design Maps Menus

Terrain Features Menu

This menu includes HQs, cities, and all types of bases, as well as roads, woods, rivers, and other terrain features.

Unit Menu

Here you can choose from infantry, mech, tank, rocket, and other ground units. You can also deploy air units, such as bombers and battle copters, and naval units, including battle ships, cruisers, and landers.



Design Maps Screen



Design Maps Controls

L Button: Display the Unit Menu

On Design Screen: Move the cursor
On Menus:

Use ← and → to select menu items
Use ↑ and ↓ to change the color of
army units, HQs, and bases

START: Display map overview

SELECT: Display the Design Maps Menu



R Button: Display the Terrain Features Menu

A Button: Place the
selected item on the map

B Button: Select the terrain
feature or unit indicated
by the cursor on the Design
Maps Screen

- ⚠ You cannot erase terrain features once they are placed on the map, but you can replace them with other features. Select the new feature, then place the cursor over the feature you want to replace and press the A Button.
- ⚠ You can delete any deployed army unit by selecting Del (delete) from the Unit Menu, placing the cursor on the unit you want to recall, and pressing the A Button.

Rules for Creating Maps

There are certain conditions that must be met in order for a map to be used for combat. There must be at least two HQs on the map. The map must also contain at least one deployed unit or one production base for each army HQ.

- ⚠ Once your map is ready for combat, you will see OK on-screen.



About the Menu Windows

Press SELECT to bring up the Design Maps Menu. Use ↑ and ↓ to select a menu item and press the A Button to confirm your choice.

Use ↑ and ↓ to select a File Menu item and press the A Button to confirm your choice.



Select this to load a previously saved map. Use ↑ and ↓ to select a map and press the A Button to confirm.

Come here to save a map you are designing. Use the + Control Pad to select the place you want to save to and press the A Button to confirm.

To name your map, select this menu item. Once you select Name, the Name Entry Screen will be displayed.

Help Intel Fill End

Help contains instructions on Design Maps controls and map rules.

To view the current number of cities and bases on a map, select Intel.

Choose Fill to fill an entire map with one terrain feature.

⚠ If you choose Random on the Fill Menu, the computer will design a map with random terrain features.

Select End to return to the Mode Select Screen.

Multi-Pak Vs. and Trade Maps Modes

To play these game modes, you will need to link up multiple game systems with Game Link cables. Please follow the instructions below to link up multiple game systems.

Necessary Equipment

Game Boy Advance systems	_____	One per player
Advance Wars Game Paks	_____	One per player
<i>Game Boy Advance Game Link cables</i>		
Two players	_____	One cable
Three players	_____	Two cables
Four players	_____	Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Advance Wars Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now follow the control explanations for each game mode on pages 26 and 29.

- ! Do not connect any game systems that will not be used during game play. For example, for a two-player game, do not link up more than two game systems.
- ! The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the diagram to your right when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)

Troubleshooting

You may experience malfunctions or be unable to transfer game data in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.



Single-Pak Vs. Mode-Linking Instructions

To play this game mode, you will need to link up multiple game systems with Game Link cables. Please follow the instructions below to link up multiple game systems.

Necessary Equipment

Game Boy Advance systems	_____	One per player
Advance Wars Game Paks	_____	One Game Pak
<i>Game Boy Advance Game Link cables</i>		
Two players	_____	One cable
Three players	_____	Two cables
Four players	_____	Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Advance Wars Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn each game system's Power Switch ON. Now follow the control explanations for this game mode on page 28.

❗ Do not connect any game systems that will not be used during game play. For example, for a two-player game, do not link up more than two game systems.

❗ The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

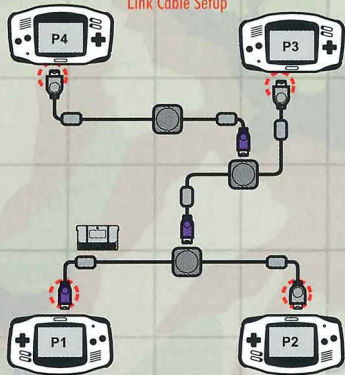
Consult the picture to your right when connecting Game Link cables to Game Boy Advance systems. (Note that the Game Pak and the small, purple connector go into Player 1's game system.)

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance game systems are linked.

Game Boy Advance and
Link Cable Setup



Essential Intel Dossier

UNIT INTEL

Each unit in Advance Wars has its own special traits. Knowing the strengths and weaknesses of your army will allow you to formulate a more precise and complete strategy.

Viewing Data		Secondary Weapon Name (Secondary Weapons have unlimited Ammo)	
Primary Weapon Name	Number of Primary Weapon Rounds	Range of Fire	
Weapon One	Ammo	Weapon Two	Fire
	9		1
Vision	Move	Fuel	Cost
3	6	70	7,000

Vision Range in Fog of War: 3
 Movement Range: 6
 Fuel Capacity: 70
 Deployment Cost: 7,000

! Units that use two weapons automatically switch between weapons depending on the enemy unit they are attacking.

! Some units carry no weapons.

Ground Units

Air Units

Naval Units



Infantry

Cheapest unit to deploy. Can capture new bases, but has weak firepower.

Weapon One	Ammo	Weapon Two	Fire
None	None	Mach. Gun	1
Vision	Move	Fuel	Cost
2	3	99	1,000



Mechanized Infantry

Uses bazookas against vehicles. Strong against tanks, and also able to capture bases.

Weapon One	Ammo	Weapon Two	Fire
Bazooka	3	Mach. Gun	1
Vision	Move	Fuel	Cost
2	2	70	3,000



Recon

Strong in combat against infantry units. Has a large movement range.

Weapon One	Ammo	Weapon Two	Fire
None	None	Mach. Gun	1
Vision	Move	Fuel	Cost
5	8	80	4,000

When transport units, marked with ★, are destroyed, so are any units that they are transporting.



Tank

A small, inexpensive tank. Its large movement range makes it easy to deploy.

Weapon One		Ammo	Weapon Two		Fire
Tank Cannon		9	Mach. Gun		1
Vision	Move	Fuel	Cost		
3	6	70	7,000		



Md Tank

Possesses the strongest offensive and defensive ratings among ground forces.

Weapon One		Ammo	Weapon Two		Fire
Md Tank Cannon		8	Mach. Gun		1
Vision	Move	Fuel	Cost		
1	5	50	16,000		



APC ★

Able to transport infantry and mech units. Can also deliver fuel and ammo. Carries no weapons.

Weapon One		Ammo	Weapon Two		Fire
None		None	None		None
Vision	Move	Fuel	Cost		
1	6	70	5,000		



Mobile Artillery

An inexpensive indirect-combat unit. Fires on enemy units from a distance.

Weapon One		Ammo	Weapon Two		Fire
Cannon		9	None		2-3
Vision	Move	Fuel	Cost		
1	5	50	6,000		



Rocket Launcher

A powerful unit capable of firing on both ground and naval units from a distance.

Weapon One		Ammo	Weapon Two		Fire
Rockets		6	None		3-5
Vision	Move	Fuel	Cost		
1	5	50	15,000		



Anti-Air

A specialized unit that is strong against air, infantry, and mech units. Can't cope with tanks, though.

Weapon One		Ammo	Weapon Two		Fire
Vulcan Cannon		9	None		1
Vision	Move	Fuel	Cost		
2	6	60	8,000		



Missile

Wreaks havoc on air units. Has a large vision range in Fog of War.

Weapon One		Ammo	Weapon Two		Fire
Surface-to-Air Missiles		6	None		3-5
Vision	Move	Fuel	Cost		
5	4	50	12,000		



Fighter

Rules the skies and inflicts heavy damage on other air units.

Weapon One		Ammo	Weapon Two		Fire
Missiles		9	None		1
Vision	Move	Fuel	Cost		
2	9	99	20,000		



Bomber

Inflicts heavy damage on both ground and naval units.

Weapon One		Ammo	Weapon Two		Fire
Bombs		9	None		1
Vision	Move	Fuel	Cost		
2	7	99	22,000		



Battle Copter

Can fire on many types of units, which makes it easy to deploy and invaluable on the field.

Weapon One		Ammo	Weapon Two		Fire
Air-to-Surface Missiles		6	Mach. Gun		1
Vision	Move	Fuel	Cost		
3	6	99	9,000		



Transport Copter ★

Can transport both mech and infantry units. Carries no weapons and cannot fire.

Weapon One		Ammo	Weapon Two		Fire
None		None	None		None
Vision	Move	Fuel	Cost		
2	6	99	5,000		



Battle Ship

Has a huge attack range. Its cannon does tremendous damage against other naval units.

Weapon One		Ammo	Weapon Two		Fire
Cannon		9	None		2-6
Vision	Move	Fuel	Cost		
2	5	99	28,000		



Cruiser ★

Can do heavy damage to subs and air units. Can also transport up to two copters at a time.

Weapon One		Ammo	Weapon Two		Fire
Anti-Sub Missiles		9	A.A.M. Guns		1
Vision	Move	Fuel	Cost		
3	6	99	18,000		



Lander ★

Can carry up to two ground units at a time.

Weapon One		Ammo	Weapon Two		Fire
None		None	None		None
Vision	Move	Fuel	Cost		
1	6	99	12,000		



Sub

When submerged, can be attacked only by cruisers. Find by colliding with it.

Weapon One		Ammo	Weapon Two		Fire
Torpedo		6	None		1
Vision	Move	Fuel	Cost		
5	5	60	20,000		



TERRAIN INTEL

Terrain plays an important role in formulating an optimum battle strategy, as it affects troop movement and may also provide defensive cover.



Headquarters (HQ)

Each army in the field has a headquarters that acts as its base of operations. An HQ can supply ammo and fuel, restore HP, and provide superior defensive cover for all ground units. Victory is yours if you can capture your enemy's HQ.



Bases

Bases are the deployment points for all ground units. In addition to providing supplies and HP to these units, they also provide high defensive cover.



Airports

Air units enter the field of battle from these air bases, and they are also where air units receive supplies and regain HP. The defensive cover rating of airports is high.



Ports

Ports are the deployment points for all naval units, and they also provide them with ammo, fuel, and places to regain HP. Ports are safe havens for ships and subs because of their excellent defensive cover.



Cities

Cities can be allied, neutral or controlled by the enemy. Both infantry and mech units can capture neutral and enemy cities, which then become able to provide ground units with supplies and HP.



Roads

Roads allow units to traverse maps without hindrance, but they offer no other terrain benefits.



Plains

Plains are the most common type of terrain found in Advance Wars. The terrain benefits are limited to minimum defensive cover.



Woods

When Fog of War is present, units deployed in woods can be seen only by units adjacent to them and by air units. The defensive cover benefit of woods is above average.



Mountains

Only mech, infantry and air units can travel over mountains. In Fog of War, mech and infantry units increase their vision range by three when in the mountains. Mountains offer great defensive cover.



Rivers

Rivers cross much of the terrain in Advance Wars. They can only be traversed by infantry, mech, and air units. Rivers offer no defensive cover.



Bridges

Bridges are essential, because they allow ground units to cross bodies of water. Bridges provide no other terrain benefits.



Seas

Seas are traversable by naval and air units only. Seas offer no terrain benefits.



Shoals

Shoals provide loading and unloading points for landers. Almost all units can travel upon shoals, but they provide no defensive cover.



Reefs

When Fog of War is present, units deployed in reefs can only be seen by adjacent units and air units. Aside from this attribute, reefs offer little in beneficial features.

Another map feature is climate. Depending on the map being used, it will sometimes rain or snow. These climatic conditions affect the movement range of all deployed units. For detailed terrain information, place the cursor on a specific terrain feature and press the R Button. This is a useful tool for reconnoitering maps and developing a strategy specific to that map.

Mountain intel under normal conditions.



Mountain intel under snowy conditions.



OFFICER DOSSIERS

The following dossiers contain brief profiles of each of the commanding officers of the armies in Advance Wars.

Intel on these individuals is limited, so it's important to compile more complete summaries through extensive game play. Each CO has a special, unique CO Power that becomes usable when his or her CO Power Meter is full. The CO Power Meter gains energy automatically during combat.

ORANGE STAR

Andy



Skills

Andy is a well-balanced CO with no real weaknesses.

Power

Hyper Repair
Restores two HP to all of Andy's damaged units.

Skills

All of Max's direct combat units have superior firepower. However, his indirect combat units are a little weak, and their attack range is limited.

Power

Max Force
Boosts the attack power of all of Max's direct combat units.



Max

Sami

Skills

Sami is an infantry specialist. Her mech and infantry are experts at capturing and securing new bases. Her transport units also have a large movement range.

Power

Double Time
Increases the already large movement range of all of Sami's infantry and mech units.



Grit

Skills

Grit is a long-distance attack master, which gives his indirect combat units an extended attack range. His direct combat units have a low firepower rating.

Power

Snipe Attack
Increases both the range and strength of Grit's formidable indirect combat units.



Blue Moon

Olaf

Skills

Olaf has an affinity for cold weather, and his troops are not affected by snow. Rainy weather, however, does shorten their movement range.

Power

Blizzard
Causes snow to fall, which adversely affects all units except Olaf's own.



GREEN EARTH



Eagle

Skills

Eagle is master of the skies, and his air units are very powerful. In contrast, Eagle's naval units are fairly weak.

Power

Lightning Strike

Enables all of Eagle's troops, with the exception of infantry and mech units, to attack twice in one turn.



Drake

Skills

Drake rules the seas, and his naval units reign supreme. Air combat is his weak point—his copters and planes are not highly regarded.

Power

Tsunami

Causes a giant wave to rise up and strike, damaging all enemy units.

YELLOW COMET



Kanbei

Skills

Kanbei hosts an army with exceptional defensive and offensive ratings. However, the deployment costs for his troops are high as well.

Power

Morale Boost

Gives Kanbei's troops a burst of energy and increases their offensive attack abilities.

Sonja



Skills

The reconnoitering prowess of Sonja's troops allows them a large vision range during Fog of War. They also keep their HP status hidden from the enemy. Sonja suffers from chronic bad luck.

Power

Enhanced Vision

Increases the vision range of all of Sonja's units and even allows them to spot units hidden in woods and reefs.



Here is a compilation of some terms used in Advance Wars. All words and phrases are listed alphabetically.

A-F

Air Units

Fighter, bomber, battle copter, and transport copter are the types of air units in Advance Wars. All of these units are deployed from airports.

Ambush

An ambush occurs when a unit runs into a hidden or unseen enemy unit and is forced to wait until the next turn to receive new orders. Ambushes can only occur when Fog of War is present.

Bases

Cities, ports, airports, ground bases, and HQs are all terrain features that can be captured. Capturing and holding these types of bases is an essential part of a successful strategy.

Commands

A command is any order to a deployed unit. Commands include Move, Fire, Wait, Capt, etc.

G-N

Ground Units

Infantry, mech, recon, tank, Md tank, APC, artillery, rocket, anti-air, and missile are types of ground units found in Advance Wars. All of these units are deployed from ground bases.

Indirect Combat

Units with an attack range of two or more spaces can fire on enemy units from a distance and thereby avoid any counterstrikes. This one-sided combat is called indirect combat.

Movement Cost

This term refers to the percentage of a unit's movement range required to traverse specific terrain types.

Naval Units

Battleship, cruiser, lander, and sub are the types of naval units in Advance Wars. All of these units are deployed from ports.

Neutral Cities

Neutral cities are gray and appear on almost every map. Infantry and mech units can capture these cities to create allied bases.

O-Z

Special Map Case

Map cases carry additional maps or extended game play. The Special Map Case comes with a complete set of playable maps.

Units

A unit is a group of soldiers or armament of the same type deployed into combat.

Vs. Map Case

The Vs. Map Case is a storage case that allows you to purchase and keep additional two-player Vs. Maps.

MOVEMENT COST

This chart shows the movement cost for unit types on specific terrain.

Unit Type	Plains	Rivers	Mtns.	Woods	Roads	Cities	Seas	HQ	Airports	Ports	Bridges	Shoals	Bases	Reefs
Infantry	1	2	2	1	1	1		1	1	1	1	1	1	
Mech	1	1	1	1	1	1		1	1	1	1	1	1	
Medium Tank	1			2	1	1		1	1	1	1	1	1	
Tank	1			2	1	1		1	1	1	1	1	1	
Recon	2			3	1	1		1	1	1	1	1	1	
APC	1			2	1	1		1	1	1	1	1	1	
Artillery	1			2	1	1		1	1	1	1	1	1	
Rocket	2			3	1	1		1	1	1	1	1	1	
Anti-Air	1			2	1	1		1	1	1	1	1	1	
Missile	2			3	1	1		1	1	1	1	1	1	
Fighter	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Bomber	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Battle Copter	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Transport Copter	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Battleship							1			1				2
Cruiser							1			1				2
Lander							1			1		1		2
Sub							1			1				2

⚠ Movement cost differs depending on the climate conditions. This chart displays movement cost for clear conditions.



DAMAGE CHART

The damage done by a unit changes depending on the type of unit it is attacking. The chart to the right shows the severity of damage a unit will inflict on another unit by ranking them from A-E. A represents the highest damage potential and E the lowest.

Attacking Unit Type

Defending Unit Type

	Infantry	Mech	Medium Tank	Tank	Recon	APC	Artillery	Rocket	Anti-Air	Missile	Fighter	Bomber	Battle Copter	Transport Copter	Battleship	Cruiser	Lander	Sub
Infantry	D	D	E	E	E	D	D	D	E	D			E	E				
Mech	C	D	D	C	B	B	B	B	C	B			E	D				
Medium Tank	A	A	C	A	A	A	A	A	A	A			E	C	E	D	D	E
Tank	B	B	D	D	B	B	B	B	C	B			E	D	E	E	E	E
Recon	D	D	E	E	E	D	D	D	E	E			E	D				
APC																		
Artillery	A	A	D	B	B	B	B	B	C	B					D	C	C	C
Rocket	A	A	C	A	A	A	A	A	A	A					C	A	C	A
Anti-Air	A	A	D	D	C	C	C	C	D	C	C	C	A	A				
Missile											A	A	A	A				
Fighter											C	A	A	A				
Bomber	A	A	A	A	A	A	A	A	A	A					B	A	A	A
Battle Copter	B	B	D	C	C	C	C	C	D	C			C	A	D	C	D	D
Transport Copter																		
Battleship	A	A	C	A	A	A	A	A	A	A					B	A	A	A
Cruiser											C	C	A	A				A
Lander																		
Sub															C	D	A	C

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REV-B

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REV-L

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