

NINTENDO DS™

# Solatorobo

## Red the Hunter



INSTRUCTION BOOKLET

**xseed** JKS  
GAMES

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD 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  
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 - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **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.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, 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, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## **Important Legal Information**

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER  
GAMES WITH EACH DS SYSTEM CONTAINING  
A SEPARATE GAME CARD.

## ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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# Getting Started

Make sure your Nintendo DS system is turned off. Insert the Solatorobo Red the Hunter™ Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. **The Health and Safety Screen**, shown to the right, will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi™/Nintendo DSi™ XL system, simply touch the Solatorobo Red the Hunter™ icon to start the game.

When using a Nintendo DS/DS Lite system, touch the Solatorobo Red the Hunter™ panel to start the game.

If the Nintendo DS/DS Lite system's **Start-up Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the Instruction Booklet for your Nintendo DS/DS Lite system.

**NOTE:** "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite, Nintendo DSi and Nintendo DSi XL systems.

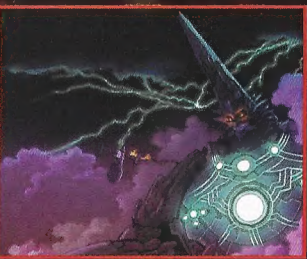
## ⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH  
AND SAFETY PRECAUTIONS BOOKLET  
FOR IMPORTANT INFORMATION  
ABOUT YOUR HEALTH AND SAFETY.

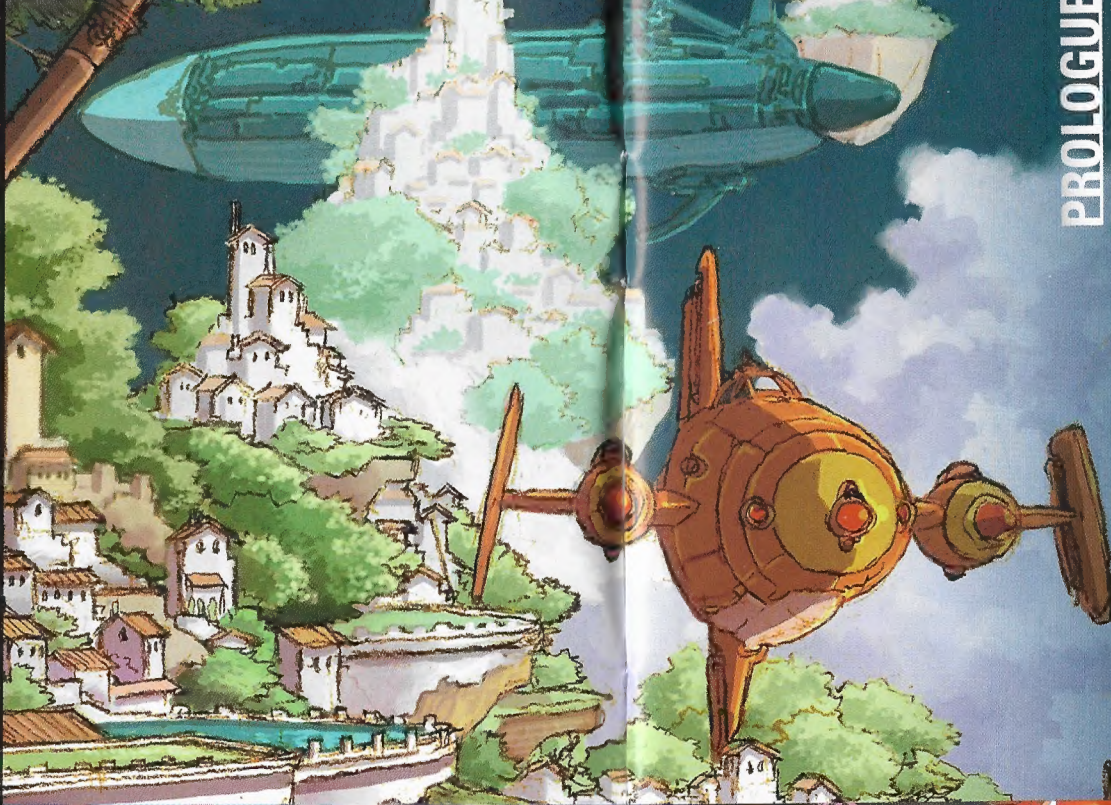
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT  
[www.nintendo.com/healthsafety/](http://www.nintendo.com/healthsafety/)

Touch the Touch Screen to continue.





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## PROLOGUE

It had been just another job for Red – infiltrate the cargo ship Hindenburg and retrieve an important file. Simple.

Upon retrieving the file (and pilfering a curious medallion for a “souvenir”), however, the Caninu boy beheld a sight he could not believe. A gigantic statue suddenly appeared, as if to pierce the sky... on a direct collision course for the ship! The subsequent impact sent the Hindenburg careening; flames signaling the craft’s impending fate. Red batted the sparks from his vision as he made his way to safety, but before escaping, he found himself in front of a Felineko lying motionless on the floor. Little did he know, this chance meeting would mark the beginning of an epic battle for the world itself.



# Characters

## Red Savarin

(Voiced by: Tetsuya Kakiyara)

The game's main character. A 17-year-old Caninu hunter, he rides atop a giant strong-armed robot named Dahak. While Red can sometimes have a bit of a smart mouth, he's the type of guy who could never abandon someone in trouble.

"He who laughs last, laughs best, right?"

## Dahak



## Chocolat Gelato

(Voiced by: Kana Asumi)

A 13-year-old Caninu girl who is like a little sister to Red. She pilots the flying ship Asmodeus and gives Red support over the com system.

"I know you can handle it, Red!"



"I want to make a contract with you."



## Elh Melizée

(Voiced by: Saori Goto)

A mysterious Felineko rescued by Red aboard the Hindenburg. Seems connected somehow to the medallion Red picks up.

"...Here I  
come!"



## Gren Sacher

(Voiced by:  
Hiroshi Tsuchida)

One of Opéra's subordinates, Gren is a 19-year-old Caninu with a calm, taciturn personality. His robot of choice, Mephisto, resembles an armored warrior.



Mephisto

## Calua Napage

(Voiced by: Taisuke Yamamoto)

One of Opéra's subordinates, Calua is a 17-year-old Felineko who has a tendency to be a bit scatterbrained. He fights in his customized OverMephisto.



OverMephisto

"You're  
kind  
of a fun  
dude!"



"Calua!  
Gren!  
Assistance  
please!"



## Opéra Kranz

(Voiced by: Ryoka Yuzuki)

Opéra, pilot of Tiamat, heads the Kurvaz Special Ops. This 20-year-old Felineko can be rather overbearing at times, but commands intense loyalty from her subordinates.



Tiamat

**"Utterly  
unscientific,  
but...  
I do not  
dislike  
that  
theory!"**

## **Merveille Million**

**(Voiced by: Emi Shinohara)**

Kurvaz Etat Major and Head of Development as well as Bruno's assistant. A 29-year-old Caninu woman, she is attractive and talented, but equally enigmatic.

## **Béluga Damiens**

**(Voiced by: Satoshi Katogi)**

A mysterious Felineko appearing before Red and his friends every so often. Specializing in ranged combat, he wields his Salamander with frightening skill.

**"Three  
seconds...  
Pray,  
to the  
wind...!"**



**Salamander**



**"Let's  
make  
a deal!"**



## **Bruno Dondurma**

**(Voiced by: Shigenori Soya)**

A 40-year-old Caninu who commands Kurvaz, the largest hunter's guild in the Shepherd Republic. He has covert operations all across the country and appears to be planning something sinister—but what...?



## Overview of the Shepherd Republic

### Airedale

A way station for travelers going to and from Pharaoh.



### Basset

An island made of decommissioned vessels.



### Spinon

With its bountiful water, Spinon is the premier resort of the Shepherd Republic.



### Pharaoh

The center of culture and politics in the Shepherd Republic.



### Shetland

An island rich in ore, home to many miners.



### Samoyede

Home to the leaders of the Anjalist faith.



### Vizsla

The natural habitat of the Shroomdandi.



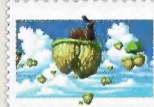
### Mau

A training ground for those wishing to master spells.



### Davren Islands

An archipelago made up of countless floating islands.



### Sealyham

Famous for its Sky Fish farming industry.



## GAME CONTROLS

All commands in this game are performed using button controls only. Below are instructions on how to navigate menus and make selections. For instructions on in-game maneuvers and combat, see p.18.

### NINTENDO DS CONTROLS

Nintendo DSi™ Lite

#### Top Screen

In this instruction booklet, the top screen is indicated by a red frame.

#### L Button

Switch pages (when the L Button icon is displayed).

#### +Control Pad

Move character or the cursor.

#### Touch Screen

In this instruction booklet, the Touch Screen is indicated by a blue frame.



#### R Button

Switch pages (when the R Button icon is displayed).

#### X Button

Open the Game Menu (see p.23).

#### A Button

Confirm selections/advance on-screen messages.

#### B Button

Cancel.

#### START

Skip cutscenes.

- During a conversation, hold down the R Button and A Button simultaneously to have the conversation automatically advance.
- Close your Nintendo DS system during gameplay to put the system into Sleep Mode and minimize battery consumption. Open your Nintendo DS system to take it out of Sleep Mode.

## TITLE SCREEN

The following menu items will appear on the Title Screen. Select one of these to proceed. Note: "Air Robo GP" will become selectable only after creating save data.

This game supports a single save data slot. When you want to bring your game to a stopping point to continue from later on, you must first save your game using a Save Point (see p.16). Alternatively, if you are on the Asmodeus, simply select "Save" from the menu (see p.30).



#### Start Game

Select to start playing the game. If there is save data present, its details will be displayed. To continue playing from where you last left off, select "Continue Adventure." If you want to delete your save data, select "Delete Save Data" and the according prompt will show.

#### Air Robo GP (see p.32)

Select to play the Air Robo GP, as encountered in the main game. Up to 4 players can take part using DS Wireless Play.

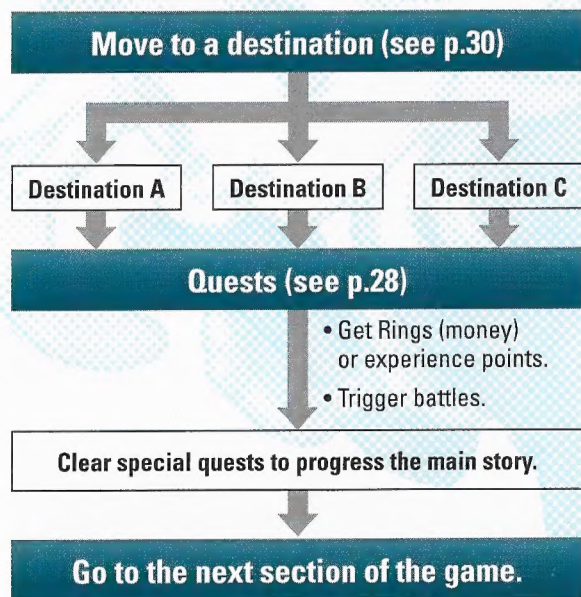
#### Taking Photos (Nintendo DSi/Nintendo DSi XL Only)

When starting a new game using the Nintendo DSi or Nintendo DSi XL, follow the on-screen prompts to take photos of yourself and your surroundings. These photos will appear later in the game. If you do not take any photos, preset images will be used instead.

# PLAYING THE GAME

Game progress is made by visiting various locations and completing quests. Only special quests will move the main story forward, opening up new locations for you to visit.

## BASIC GAME FLOW



Number  
of available  
quests

Obtainable Quest Points  
(see p.28)

## LEVELING UP

When you run into an enemy, a battle will start. Defeat the enemy to get experience points. Earn enough experience points and you will go up a level. Each time this occurs, your maximum Life (see p.16) will increase slightly in addition to your entire Life Gauge refilling.



## GAME OVER

When you are attacked by an enemy or take damage from a trap, your Life (see p.16) will decrease. If completely exhausted, the game ends - returning you to the Title Screen where you can restart from your last save point.



## Item Effects

You can find the items listed to the right by destroying barrels and boxes or by searching sparkling areas. You can also get Rings by clearing quests or defeating enemies. If you find any of these items, be sure to pick them up.

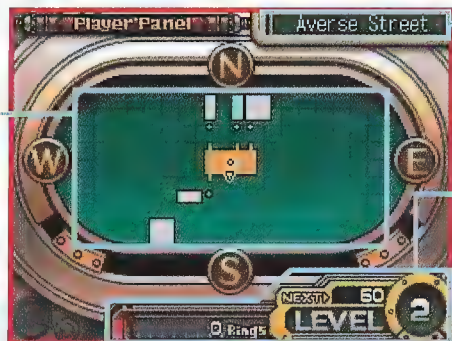
	<b>Meat</b>	Restores Life (see p.16).
	<b>Rings</b>	Money. These can be used at shops to purchase items.
	<b>P Crystals</b>	These allow you to open closed customization slots for your Robo (see p.24).

# HUD (Heads Up Display)

This section explains each element of the heads-up display, or HUD. Try to remember what each one means.

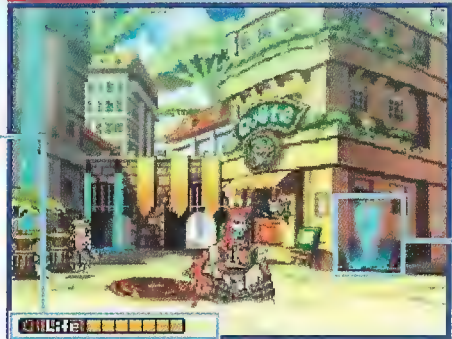
## Map

Shows the area around your current location. The flashing dot represents your position.



## Life

Your vitality. Eat Meat or locate a Save Point to recover Life. Let it fall to zero and it's game over.



## Current Location

The name of your current location.

## Rings and Level

**Rings:** The number of Rings you have.

**Next:** The number of experience points required to reach the next level.

**Level:** Your current level.

## Save Point

Search a Save Point to save the game. Your Life will also be fully restored.

## MAP ICONS

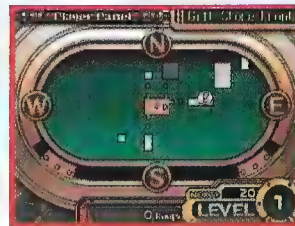
The icons used on the Map Screen are explained below. If you have an active quest and are unsure of where to go next, look for the location indicated by an exclamation point (!).



Current location and direction you are facing.

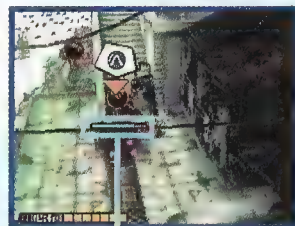


Destination



## BATTLES

When a battle begins, the Life of the currently targeted enemy will be displayed. When in a boss battle, the boss's Life will appear in the upper portion of the Touch Screen. Attack enemies and reduce their life to zero in order to defeat them.



## Enemy's Life



## Boss's Life

# ACTIONS

This section covers commands for in-game actions, including moving around and engaging enemies in combat. Such actions are generally divided into two categories - those performed from atop your Robo, Dahak - known as "Robo Actions," and those performed on foot - known as "Solo Actions." Note that "Movement," as outlined below, applies to both the aforementioned action types.

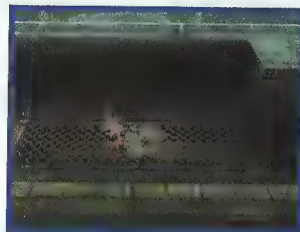
## MOVEMENT

<b>Move</b>	+Control Pad
<b>Dash</b>	Press B Button twice (while on Robo).

Moves you in the direction pressed. Dashing allows for faster traversal.

<b>Jump</b>	B Button
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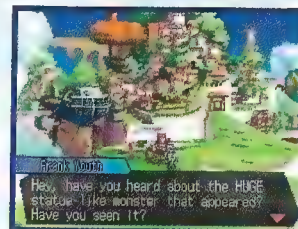
Good for leaping over obstacles and reaching high places.



## ROBO ACTIONS (PART 1)

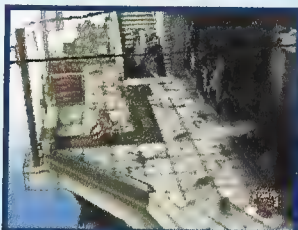
**Talk / Search** A Button

Use this to search the area directly in front of you. If facing another character, a conversation will be initiated.



**Grab / Throw** A Button

Press the A Button while near an object to grab it. Note: You are free to move around in this state. Pressing the A Button once more will throw the object - a handy move for grabbing airborne missiles and redirecting them at assailants.



## ROBO ACTIONS (PART 2)

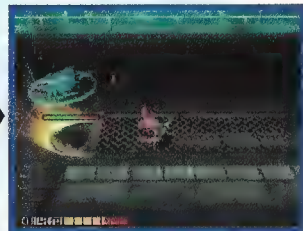
Grab Enemy / Throw Enemy	A Button
Flip Enemy	Grab enemy and press A Button repeatedly.

You can throw enemies in order to inflict damage. Do this by grabbing an enemy to bring up the Lift Gauge. Then press the A Button repeatedly until the gauge is full, thus flipping the enemy. The instant this occurs, grab and throw. You can throw an enemy into another to efficiently damage both.



Combos	Press the A Button near an enemy while the Combo Ring is displayed.
--------	---

When a flipped enemy is airborne, a Combo Ring will appear around it. During this window, you will be able to link the "Grab" and "Throw" actions in a combo, thereby dealing substantial damage to your foe. Watch the Combo Ring closely and press the A Button at the right instant to successfully pull this off.



## Midair Combo

Jump near an enemy while the Combo Ring is displayed and press the A Button.

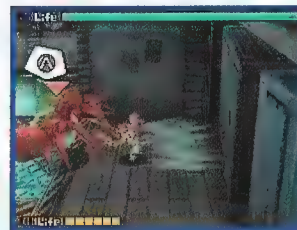
Jump near an enemy while the Combo Ring is present to chain a grab and throw in a "Midair Combo." Up to three of these can be performed, dealing heftier damage than a normal combo.



## Tackle

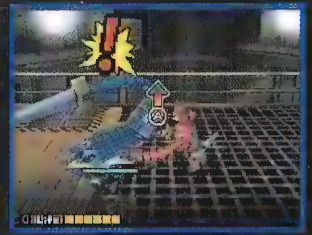
Press the B Button twice.

Dash into an enemy to perform a Tackle. While this does not deal damage, it can momentarily stun an enemy - even causing some bosses to drop their weapons.



## Observe Your Enemy

Attempting to grab an enemy by simply walking up to it leaves you wide open to counterattacks. The better route would be to hang back and closely observe, moving in to grab only when your foe is clearly vulnerable. Note: The Lift Gauge fills up quicker when grabbing from behind.

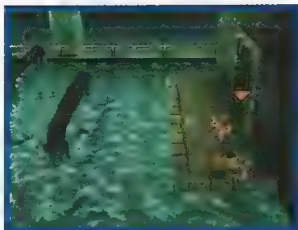


## SOLO ACTIONS

## Get On/Off Robo

Y Button

Climbing ladders, swimming, and searching certain areas will require you to get off your Robo and go it solo. Use the A Button to grab onto ladders and the +Control Pad to ascend or descend. When in water, swim with the +Control Pad and accelerate using the A Button. The B Button jumps.



## Stungun

A Button

Usable when off your Robo. Stops enemies' movements for a brief period, but does not inflict damage. Sidestep stunned enemies and proceed onward to safety!



## Search

A Button

Some areas cannot be searched while on your Robo. When you run into such places, simply get off and go it on foot, searching with the A Button.



## GAME MENU

Press the X Button while moving or while in combat to open the Game Menu. Here, you can customize your Robo (see p.24), check current objectives, and view stats. Each element of the Game Menu is explained below.



## Current Customization

Displays the effects of your current customization settings (see p.24). Stat effects change depending on the parts equipped.

## Quest Points

Current Quest Points. Get 10 of these to increase your Hunter Rank by 1.

## Hunter Rank

Current Hunter Rank. Some quests require a certain Hunter Rank be achieved prior to accepting.

## Menu Commands

## Customize (see p.24)

Brings up the Customize Menu so you can "set" or equip parts.

## What Next...?

Recalls your current objective.

## Check Quest

Checks your current quest (see p.28).

## Help

Allows you to review all help messages displayed so far.

## CUSTOMIZATION

You can power up your Robo by equipping it with a variety of parts. After obtaining a part (by purchasing it at a shop, for example), select "Customize" from the Game Menu and then "Set Parts." This will bring up the Customization Menu, explained below.



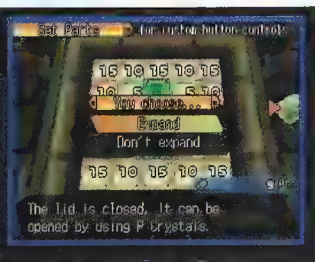
Slots let you equip parts. There are two kinds: black (open) ones that can be used immediately, and closed, currently unusable ones.

All the parts you own are stored here.

This is your total number of P Crystals. These can be obtained at various places throughout the game.

### Expanding Slots

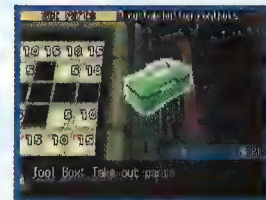
Closed slots can be opened or "expanded" in exchange for P Crystals. The required amount of P Crystals varies from slot to slot, as shown on each one's lid. Decide on a slot you want to open and select "Expand." This will change its color to black, allowing you to equip a part to it.



## CUSTOMIZING YOUR ROBO

### 01/ GET A PART FROM YOUR TOOL BOX

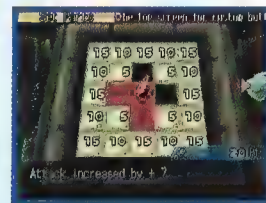
To set a part in a black (open) slot, first select your Tool Box and then a part of your choosing (types explained below).



<b>Attack</b>	Affects the amount of damage you do.	<b>Mobility</b>	Affects your movement speed.
<b>Defense</b>	Affects the amount of damage you take.	<b>Revive</b>	When your Life reaches zero, it will be restored in accordance with the number of "revive parts" you have equipped.
<b>Hydraulics</b>	Affects your lifting power. This makes the Lift Gauge fill up more quickly.		

### 02/ SELECT A LOCATION

Now you must select a location for your part. Note: You will not be able to equip it if the size and shape of the slot does not allow for a snug fit. You can, however, rotate your part using the L Button or R Button—thus letting you set parts that otherwise would not fit.



### 03/ CHECK YOUR ROBO'S STATS

Once you have successfully set a part in place, its effects will be reflected in your Robo's stats. For example, if you equip a part that has an "Attack +10" effect, your Attack stat will go up by 10. Use multiple parts with similar effects or maintain a smooth balance—what combination you go with is entirely up to you.



## TOWNS

There are many different towns to be visited throughout the game. Explore them all while keeping an eye out for shops peddling items.

### TALK/SEARCH

Townsppeople whose names appear when approached can be spoken to with the A Button. Similarly, locations of interest are designated with the A Button icon, so make sure to search them. Finally, people whom you have accepted quests (see p.28) from will be designated with an exclamation point.



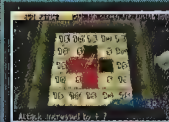
### SHOPS

There are various types of shops. Some specialize in parts, allowing you to both buy and sell, while others only stock souvenirs. Press up and down on the +Control Pad to browse the shop's inventory and select the item you want. Then press the A Button to confirm.



### Icons in Parts Stores

The icons to the left of each item in the shop's inventory refer to the item's shape. Check whether the part will fit in your open slots before purchasing.



## RETURNING TO THE ASMODEUS

If you approach Red's flying ship, Asmodeus, you will be able to select the "Return to Asmodeus" menu option. This will allow you to use the craft's onboard facilities (see p.30).



## QUEST BROKERS

At a Quest Broker, you can take on new quests (see p.28) and receive a variety of rewards for completing them. Note: You cannot cancel a quest once you have accepted it.



## Fighting Onboard the Duel Ship

After you complete a certain quest (see p.28), you will gain access to a location called the "Duel Ship." This is a ship with a built-in arena where you can undertake special combat quests. You will receive experience points after defeating your opponents, and if you make it through three matches, you win some prize money.



## QUEST

When you talk to a Quest Broker, a list of your current quests will be displayed. Quests marked with a star are key quests that will advance the main game story. Other quests can be used to gain experience or Rings. Each element of the Quest List is explained below.

### Required Hunter Rank

The Hunter Rank required to take on that quest.



### Quest Location

The Quest List screen shows quests from all over the game world. If you want to take on a particular quest, go to the Quest Broker at that quest's location.

### Obtainable Quest Points

The number of Quest Points you will obtain by completing the quest.

## Repeatable Quests

Most quests disappear from the Quest List screen once completed, but some can be accepted again and again. When you complete a quest like this for the first time, the name will change to green and remain on the Quest List. One way to earn extra Rings is to do quests like this multiple times.



## QUEST FLOW

### 01/ ACCEPT A QUEST

Select the desired quest from the list and confirm your selection. The details of the quest will be displayed. If you wish to take on the quest, select "Yes." Be sure to remember that you cannot cancel a quest once you accept it, nor can you go on to the next quest until your current quest has been completed.



### 02/ TALK TO YOUR CLIENT

The location of your client will be displayed on the Map Screen. Go and talk to them to get more information about your quest.



### 03/ FULFILL THE QUEST REQUIREMENTS

There are all kinds of quest requirements, from finding items to exterminating insects. To complete the quest, you must fulfill all of its requirements. Some quests may also result in combat.

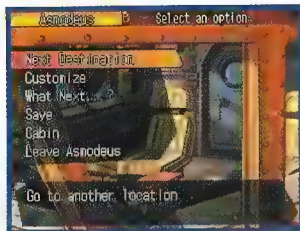


### 04/ COMPLETE THE QUEST

Once you have completed the quest, you will need to report back to your client. They will give you Rings and Quest Points as your reward. Note: Some quests do not give Quest Points.

# THE ASMODEUS

The Asmodeus is your base of operations, but it is also a flying ship that can take you where you want to go. This section explains the various menu items selectable while onboard the Asmodeus.



<b>Next Destination</b>	Travel to another location. Select a destination from the list and then confirm your selection. As you make progress in the game, you will gain access to more locations.
<b>Customize</b>	Display the Customization Menu so you can customize your Robo's parts.
<b>What Next...?</b>	Recall your current objective.
<b>Save</b>	Save your current game progress.
<b>Cabin</b>	Go to the cabin.
<b>Leave Asmodeus</b>	Leave the Asmodeus.

## Before Selecting a Destination

Each destination on the list has an icon displayed to its left. These can be useful if you want to look for a new quest or advance the game story.



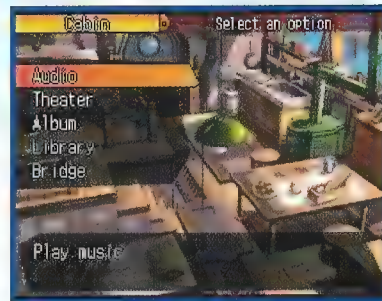
Destinations with this icon have a new quest available. The number of quests and the Quest Points you can get from them are displayed at the bottom right of the screen.



Traveling to a destination with this icon will advance the game story.

## THINGS YOU CAN DO IN THE CABIN

In the Asmodeus's cabin, you can listen to background music or view the movies that you have collected throughout the game. Try unlocking all of these items!



<b>Audio</b>	You can select this option once you have completed a certain quest. From here you can select "Compose Music" (create background music using the Tune Points you have collected in the game) and "Listen to Music" (listen the game's background music).
<b>Theater</b>	You can select this option after you have purchased a Painted Plate in a shop. Here you can play back movies related to the name of each plate.
<b>Album</b>	You can select this option after you have completed a certain quest. Here you can view photos once you have found all four of their pieces.
<b>Library</b>	As you play the game, you will gradually be able to view a variety of documents containing information about the game world.
<b>Bridge</b>	Return to the bridge.

## AIR ROBO GP

Here you can play the Air Robo GP racing game that appears in the game either by yourself or with friends (using DS Wireless Play). Up to 4 players can play at once. To play, each player must have a Nintendo DS and a copy of this game.



### SELECT MODE

Before the race, you must first select a mode.

#### Single Player

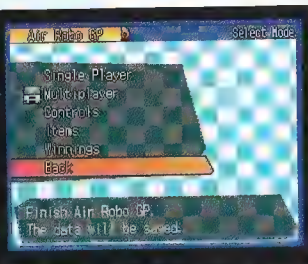
Play alone against the computer.

#### Multiplayer

Use DS Wireless Play to play against up to 3 other players.

### Select "Back" When You Are Finished

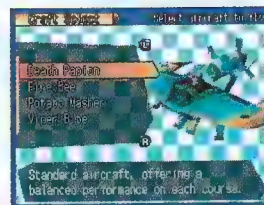
When in Air Robo GP mode, select "Back" from the menu to return to the Title Screen and save your game. Always return to the Title Screen before turning off your Nintendo DS system.



## AIR ROBO GP FLOW

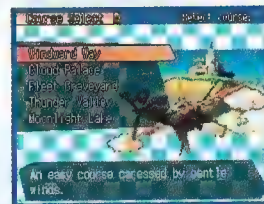
### 01/ SELECT A CRAFT

Select a craft to use from the list. The stats of each craft are displayed on the top screen. Completing certain quests will increase the number of crafts available to you.



### 02/ SELECT A COURSE

Select the course to use for the race. The course shape is displayed on the top screen, while the characteristics of the course can be found on the Touch Screen.



### 03/ START THE RACE

You must circle the course a certain number of times, using items found along the way to slow down the competition. The higher your rank at the finish line, the more prize money you will receive.

### 04/ FINISH THE RACE

When you finish the race, your rank and prize money will be displayed. If you want to try the same race again, select "Continue game play." If you want to go back to the menu, select "Return to Menu."

## RACE SCREEN

## Course

An overview of the course. The positions of each racer are displayed on the course.

## Item

Grab a floating balloon container to get an item to use during the race. You can hold one item at a time.

## Boost Gauge

Grab a floating crystal to slightly increase your Boost Gauge. You can use this to accelerate.



## Current Rank

The rank of each racer is shown here.

Course Record/  
Current Time

The time with the crown displayed next to it is the course record. The time below it is your current time.

## Rank/Laps

Displays your current rank, the current lap, and the total number of laps.

## RACE CONTROLS

Go Forward	A Button
Turn	+Control Pad
Ascend	Press down on the +Control Pad
Descend	Press up on the +Control Pad
Slide Turn	+Control Pad while holding the L Button or R Button
Accelerate	Press the B Button while you have Boost Gauge power
Use Item	Press the X Button while you have an item
Swap Vertical Axis	SELECT

## Item Effects

	Shield Barrier	Temporarily protect yourself with a barrier that nullifies enemy weapons.
	Missile	Attack a nearby opponent from behind. If the missile hits, they will temporarily lose control of their craft.
	Elec-mine	Place a mine that releases a large electrical field. If another craft hits it, they will temporarily lose control.
	Jammer	Use a cloud of smoke to reduce the speed of all other competitors.



## DS WIRELESS COMMUNICATIONS (MULTI-CARD PLAY)

Here is an explanation of how to play using Multi-Card Play.

### The Things You'll Need

- Nintendo DS system: One for each player
- Solatorobo Red the Hunter™ Game Card: One for each player

### Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.  
**NOTE:** In case you are using a Nintendo DS/DS Lite system which is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the Solatorobo Red the Hunter™ panel or icon.
4. Now, follow the instructions on page 38.


### Guidelines for Communications

For best results when using DS Wireless Communications, follow these guidelines.

The  icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes, etc.). When using a Nintendo DSi/Nintendo DSi XL system in a hospital or onboard an airplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DS/DS Lite system or the wireless indicator LED of your Nintendo DSi/Nintendo DSi XL system will blink rapidly.



### For best results, follow these guidelines:

- Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Ensure that the maximum distance between systems is at about 60 feet (20 meters) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
- In order to use DS Wireless Communications with Nintendo DSi/Nintendo DSi XL systems, DS Wireless Communications must be enabled in the System Settings.

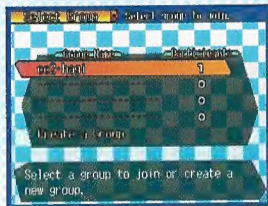
## MULTIPLAYER GAME SETUP

This section explains how to set up a multiplayer Air Robo GP game. First, start up the game as described under "DS Wireless Communications" (see p.36). Up to 4 players can participate in a multiplayer game. One player will be the host and the others will be the guests. Before playing, the host will need to create a group by selecting "Create a Group."

### USING DS WIRELESS PLAY

#### 01/ THE HOST PLAYER CREATES A GROUP

The host player will first select "Air Robo GP." They will then choose "Multiplayer" for the game mode and select "Create a Group." Then they will wait for the guest players to join.



#### 02/ GUEST PLAYERS JOIN

The guest players join the group that the host player has created by selecting the name of the host they want to join. After the host checks the name of the guest player, they will select "Confirm." Once all of the guests have joined, the host will start the game and send the course data to the guest players.

#### 03/ STARTING AND FINISHING THE RACE

Each player will select a craft in the same way as in a single player game, and the host will select the course. To quit Air Robo GP mode, select "Return to Menu" and "Back" after the race is over.

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## Red the Hunter



INSTRUCTION BOOKLET

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