**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - 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 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 tenosynovitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don’t think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

**WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.
- To avoid battery leakage:
  - Do not mix used and new batteries (replace all batteries at the same time).
  - Do not mix alkaline and carbon zinc batteries.
  - Do not mix different brands of batteries.
  - Do not use nickel cadmium batteries.
  - Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
  - Do not leave batteries in the Game Boy or accessory for long periods of non-use.
  - Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
  - Do not recharge the batteries.
  - Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
  - Do not dispose of batteries in a fire.
Thank you for purchasing ASTRO BOY™: OMEGA FACTOR. Please note that this software is designed only for use with the Nintendo® Game Boy® Advance system. Be sure to read this instruction booklet thoroughly before you start playing.
In the future....

After losing his only son in a car accident, a genius scientist named Dr. Tenma created a robot in memory of his son.

This robot was a scientific wonder unlike any other robot that existed.

He had six super abilities including 100,000 horsepower strength, rocket-powered feet, and the Omega Factor, which allowed him to experience human emotions.

Throughout the world, large numbers of robots were created to assist humans, however, the human race soon became afraid of the robots' capabilities.

The people are now trying to destroy the robots, causing the robotic race to rebel.

Underneath it all, someone is plotting a scheme to create even more tension and ultimately bring war.
Astro, who embodies both human and robotic traits, stands as a bridge between the two races and will always fight to reunite these two factions.

Astro must use not only his super powers, but his human Omega Factor to bring peace to robots and humans.

**ASTRO**

The most technologically complex robot in the world, Astro has an artificial brain that allows him to reason and feel emotions just like a human. He is pure-hearted and has a strong sense of justice. Don't let his boy-like tendencies fool you. He will confront any enemy-big or small.

- X-Ray Vision
- Electronic Brain
- Supersonic Hearing
- Finger Laser
- Arm Cannon
- 100,000 Horsepower Strength
- Rocket Powered Feet
Dr. O'Shay

Dr. O'Shay became the head of the Ministry of Science after Dr. Tenma's departure. He is both foster father and mentor to Astro. He believes in equal rights for both humans and robots.

Zoran

Astro's sister was created by Dr. O'Shay. She is somewhat spoiled and tends to get both herself and Astro into trouble. Despite this, she and Astro have a very strong bond.

Dr. Tenma

A brilliant robot scientist. When he was head of the Ministry of Science, Dr. Tenma created a robot to replace his dead son, Tobio. He secretly desires to have his robotic empire rule the world.

Atlas

Astro's archrival, Atlas is both powerful and dangerous. He possesses the same intelligence as Astro, but has greater fighting strength. With a part of his memory missing, Atlas may hold a secret that even he is unaware of.
Astro’s Abilities

The control scheme for Astro will vary depending on the type of stage you are playing. Please refer to the following notations as a reference for each ability:

<table>
<thead>
<tr>
<th>Controls on the ground</th>
<th>Controls in mid-air</th>
<th>Controls for Shooting Stages</th>
</tr>
</thead>
<tbody>
<tr>
<td>G A</td>
<td>A S</td>
<td></td>
</tr>
</tbody>
</table>

### Move
- Use the Control Pad `↑` or `↓` to move.
- Use the Control Pad `←` to move up and down, and `→` to move sideways.

### Dash
- Press the Control Pad `↑` or `↓` twice.
- Astro remains invulnerable during the Dash.

### Jet
- Press the Control Pad and the A Button during the Jump. To move direction, press the Control Pad.
- Press the Control Pad and the A Button. To move direction, press the Control Pad.

---

**Basic control scheme. (See P.11 for more information on Astro’s abilities.)**

<table>
<thead>
<tr>
<th>Controls in Menu Mode/Dialog</th>
<th>A Button</th>
<th>B Button</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Game/Skip Events in dialog</td>
<td>Enter/Send Messages in dialog</td>
<td>Cancel/Send Messages in dialog</td>
</tr>
<tr>
<td>Not Used</td>
<td>Not Used</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Control Pad</th>
<th>L Button</th>
<th>R Button</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select Modes/Items</td>
<td>Not Used</td>
<td>Not Used</td>
</tr>
</tbody>
</table>
EX ATTACK: Inflict EX attack using the EX points saved in the EX Gauge. The EX points decrease as the EX attack is performed.

EX Dash
G A S | Press the A and B Buttons simultaneously (use the Control Pad to alter direction).

Shot Weapon
G A S | Press the L Button.

Arm Cannon
G A S | Press the R Button.

- Use your Jets! - To jet while flying, use the Control Pad in the air. When assigning power-ups, keep in mind that the more power allocated to your Jets, the more times you can use it at once. You can also use it to jump higher and reach higher places.
COPY: Copy the saved data. First, choose the saved data you want to make a copy of, then select the slot you wish to copy the saved data to. Press the A Button to copy. Note that only one saved data can be copied into any given slot.

DELETE: Delete the saved data. Once the saved data is selected to delete, a confirmation screen will appear. Press the A Button to delete the selected data. Beware that once the data has been deleted, it cannot be restored.
When selecting a previously saved game, you will begin play from the point where you last saved.

By choosing an empty slot, the Name Entry and Difficulty Setting Screen will appear. Once you have entered your selection, the game will begin.

**NAME ENTRY:** Move a cursor using the Control Pad and use the Control Pad to enter alphanumeric characters and symbols. Press the A Button to end the Name Entry.

**DIFFICULTY SETTINGS:** Use the Control Pad to select EASY/HARD and press the A Button to enter a selection. Note that you cannot change the difficulty level once it is selected at the beginning of the game.

---

- **Tezuka Characters Part 1 -**

  **Wato Chiyoko**

  Since her caring nature has been highly praised by Dr. O'Shay, she has been given a special position as tutor to Astro. She always carries Band-Aids with her and she has an interest in ancient civilizations.

  **Wally Kisagari**

  His real name is Shunsaku Ban. He is a well-known and talented detective in Japan. He pursues Kinsankaku and its gangsters, who are on international Most Wanted lists. He also seeks to uncover the mystery of the Marine Express.
By pressing START during gameplay, the game is paused and the Pause Screen appears. Highlight a selection and select it by pressing START or the A Button.

- **CONTINUE:** Returns to the game.
- **RETRY:** Restarts from the point where the game was previously saved.
- **EXIT:** Returns to the Title Screen.

### How To View The Screen
1. **Life Bar:** If the bar drops to zero, Astro will be knocked unconscious.
2. **EX Gauge:** By hitting opponents successfully, the EX Gauge fills. Every time it is filled, Astro’s EX Points increase.
3. **EX Points:** The EX Points decrease as you use the EX attacks.
4. **Score:** Your Score will go up as you defeat opponents.
5. **Time:** Displays time elapsed from beginning of the stage.
6. **Opponent’s Life Bar:** Defeat opponents by continually inflicting damage until this bar is empty.

### Game Flow
Throughout the game, you will encounter characters from the works of Osamu Tezuka, the creator of the Astro Boy comic and cartoon. The more characters you collect, the more Astro will evolve. Explore as much of the game as possible to find all the characters.

Even after completing all of the stages, you can continue to replay the game to encounter new characters and unlock new stages. See “Secrets of Omega Factor” on P.20 for more details.

#### -Tezuka Characters Part 2 -

**Amazing Three**

The Amazing Three traveled to Earth as a group of three and disguised themselves as animals. Bokko, Pukko, Nokko are seen only as a rabbit, a duck, and a horse. Traveling on a huge tire-shaped vehicle called Big Rolly, they go from place to place bringing peace to everywhere they go.
How to View Omega Factor

The Tezuka characters are categorized into 4 types; TENDERNESS / BRAVENESS / JUSTICE / EVIL. When Astro figures out the qualities of the character, the character is shown in a box somewhere on the Omega Factor Screen. For instance, if the character is displayed in a box on the left above Astro, it indicates that the character has been perceived as being “tender with a strong sense of justice.” (see ✔️1.) On the contrary, if the character is put in a box on the right beneath Astro, it describes the character as being “evil and brave.” (see ✔️2.)

To view the Omega Factor Screen anytime during the game, press SELECT.
### HOW TO PLAY

**Astro’s Power Up**

Astro has six special skills. With each Tezuka character you encounter, you can power-up one of your abilities. Once the Screen on the right is displayed, select a skill you wish to strengthen. Press the A Button to enter a selection. For details on the 6 skills, see below.

- **Life:** Astro’s number of lives goes up.
- **Punch:** Melee Attack Power increases.
- **Laser:** Increase Arm Cannon and Finger Laser strength.
- **Shot:** Increase Shot Weapon power.
- **Jet:** The number of times you can use the Jet increases.
- **Sensor:** Astro's sensitivity sharpens and he becomes capable of sensing subtle changes. You might be able to find someone you have not seen yet.

* Press the L/R Button on the Omega Factor Screen to view the Power Up Screen.

#### Continue & Game Over

If Astro loses all of his life bar and is knocked down, you are given the option to continue the game or quit.

- **CONTINUE:** Retry the game from the point where you were knocked down. You can retry as many times as you like.
- **EXIT:** Press the A Button to return to the Title Screen.

---

**-Tezuka characters Part 3 -**

**Big X**

Big X is an invulnerable super hero. He is strong enough to deflect bullets or catch a plane by hand. Following the V3, a horrifying combat robot, he infiltrated the Cruciform Island.
Here is an introduction to some of the stages that appear in the game.

<table>
<thead>
<tr>
<th><strong>STAGES</strong></th>
<th><strong>OPTIONS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Metro City</strong>&lt;br&gt;This futuristic city is where Astro was introduced to the world. Humans and robots used to coexist here in peace, however, the robots got out of control and started attacking humans. Even worse, Ms. Wato, Astro’s tutor was kidnapped by these robots. Is there a mastermind behind these occurrences? Astro must hurry to Ms. Wato’s rescue and uncover the plot.</td>
<td>Information on the Tezuka characters and score data can be viewed here. Select an item you wish to view using the Control Pad and press the A Button. To quit Options, press the B Button.</td>
</tr>
<tr>
<td><strong>Cruciform Island</strong>&lt;br&gt;One after another, planes are being knocked out of the sky by some mysterious object. Only Astro can withstand the heat coming from this unknown entity, so he is sent to save the day. After destroying the mysterious object, Astro stumbles upon Cruciform Island, a hideout of Kinsankaku. Can Astro uncover the mystery of this island?</td>
<td><strong>Tezuka characters</strong>&lt;br&gt;View details on the Tezuka characters that Astro meets during the game. Use the Control Pad to choose a character, and press the A Button to display the details. To return to the previous screen, press the B Button.</td>
</tr>
<tr>
<td>And Astro’s journey continues….</td>
<td><strong>High Score</strong>&lt;br&gt;Check the high score and a record of play time. Choose the score you wish to see using the Control Pad and press the A Button. Press the B Button to return to the Options Screen.</td>
</tr>
<tr>
<td><strong>Delete All Data</strong>&lt;br&gt;By selecting this item, all game data previously saved will be deleted. (see. P.15 for details on saved data). Beware that once the data is deleted, it cannot be restored.</td>
<td><strong>OPTIONS</strong>&lt;br&gt;By clearing certain conditions, more options may become available.</td>
</tr>
</tbody>
</table>
- Important Legal Information -

Copying of any video game for any Nintendo system 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.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher’s "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)
LIMITED WARRANTY

*THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN GAME BOY ADVANCED PAKS MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!

Limited Warranty
Sega of America, Inc. warrants to the original consumer purchaser that the Game Boy Advance Game Pak shall be free from defects in material and workmanship for a period of 90 days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Game Pak will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modifications, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service
To receive additional support, including troubleshooting assistance, please contact Sega at:
* web site . . . . . . . . . . . . . . . . . http://www.sega.com/USA
* e-mail . . . . . . . . . . . . . . . . . support@sega.com

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH ABOVE. IN NO EVENT SHALL SEGA OF AMERICA, DREAMCAST INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of Sega Corporation or its affiliates. All Rights Reserved. © Hitmaker/SEGA, 2003. www.sega.com © 2004 Sony Pictures Entertainment Inc. ASTRO BOY character and all related indicia ™ or ® & © 2004 Tezuka Productions. All rights reserved. Distributed by Sony Pictures Television. This game is licensed for use with the Nintendo Game Boy Advance System only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America, Inc., 600 Townsend Street, Suite 650, San Francisco, CA 94103. All rights reserved. Programmed in Japan. Made and printed in Japan.