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Nintendo

GAME BOY COLOR

A vibrant illustration of the character Shantae. She is depicted from the waist up, wearing a red, low-cut dress with a white collar and white arm warmers. She has purple hair styled in a bob, large yellow hoop earrings, and a confident, smiling expression. Her hands are clenched into fists, suggesting a fighting or determined pose. The background behind her is a dark purple with a starry, night-sky effect. The character is positioned above the large, stylized title 'Shantae' which is rendered in a bubbly, yellow-to-orange gradient font with a 3D effect and a dark shadow. The entire scene is set against a dark red, oval-shaped platform.

Shantae

INSTRUCTION BOOKLET

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EVERYONE
MILD VIOLENCE

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Magic to the Rescue!

Have you ever heard of Sequin Land? It was once a magical place, protected from monsters and mishaps by beautiful Guardian Genies. During long years of peace, many of the Genies fell in love with mortal men and half-Genies were born.

Sadly, as the ages passed large numbers of the original Genies began to disappear, until one day there were no more. Some folks imagined that they had been captured inside bottles, while others believed that the Genies had returned to their own realm.



Without the protection of the Guardian Genies, the daughters of the Genies with their limited magical powers made a decision to stand against evil on their own. Though they were few and far between, these half-Genies traveled the world, each choosing a kingdom to guard until peace could be won again.

Genie-girl Shantae has the job of protecting a small fishing village named Scuttle Town. She lives in an old lighthouse, where she keeps on the lookout for danger.



To her surprise, an opportunity for heroism is about to present itself. Uncle Mimic, a widely respected Relic Hunter, has unearthed a mysterious device called a Steam Engine. When he declares that this machine will change the world, news of his discovery sweeps the seven seas.

When the nefarious lady-pirate Risky Boots hears of this treasure, she launches an attack on Scuttle Town. Now it's up to Shantae to save the day!



Starting a Game

1. Make sure your Game Boy® Color is turned off. Insert the SHANTAE Game Pak and turn on your Game Boy® Color.
2. In the Title screen, press **START**.
3. In the File Select screen, you can choose to play on FILE 1, FILE 2, or FILE 3. (Each file is called NEW until you save a game into it.) To clear a file, press **SELECT** while highlighting the file. Then choose YES when asked if you want to permanently delete the file. Important! Once you clear a file, it cannot be restored.



PLAY SHANTAE ON GAME BOY ADVANCE!

When the SHANTAE Game Pak is inserted into a Game Boy® Advance, a GBA icon appears on the Title screen. This means that the game is running in an enhanced color mode adjusted for Game Boy® Advance. It also means that a secret room in Bandit Town is unlocked and open for business!

Controls

Control Pad

- Walk ←/→
- Run ←/→ (hold B Button)
- Duck ↓
- Crawl →/←
- Use sub menu item (↑ + B Button)



A Button

- Jump

B Button

- Ponytail Whip
- Swap Item/Dance view in sub menu

SELECT

- Enter/exit Dance mode

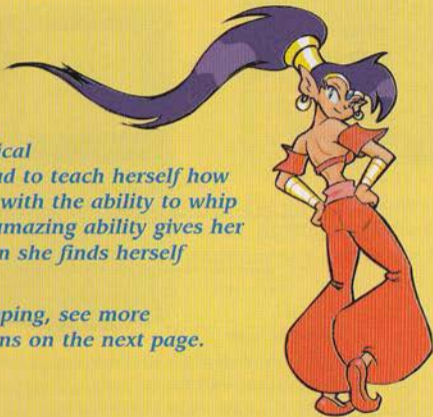
START


- Pause/unpause
- Enter/exit sub menu

Controlling Shantae


Like many half-Genies, Shantae has a few magical quirks. Although she had to teach herself how to dance, she was born with the ability to whip her magical hair. This amazing ability gives her a handy advantage when she finds herself in danger.

In addition to hair-whipping, see more of Shantae's basic actions on the next page.



WALK/RUN Press the **Control Pad**  to make Shantae walk. Hold the **B Button** while Shantae is walking to make her run.

JUMP Press the **A Button** to make Shantae jump. The longer you hold the button, the higher the jump

DUCK Press the **Control Pad**  to make Shantae duck.

CRAWL Press the **Control Pad**  to make Shantae crawl into logs and other tight spaces.

ATTACK Press the **B Button** and Shantae will crack her ponytail into enemies. She can attack while jumping or ducking (but not when walking).

DANCE Press **SELECT** and Shantae will enter Dance mode. Press **SELECT** again to exit Dance mode.

Shantae's Quest



As Shantae, it is your job to keep Risky Boots from stealing the Steam Engine and turning it into a Doomsday Device. Along the way you will battle many different monsters, solve puzzling tricks and traps, and meet new friends and allies. Keep your wits about you and save Sequin Land from disaster!

Your adventure begins with Risky Boot's attack on Scuttle Town. Guide Shantae through the burning onslaught and run Risky and her Tinkerbats out of town!

After a brief visit in Scuttle Town's remains, you will begin your quest for the four magical Relics that hold the key to the ultimate victory over Risky Boots!

Game Screen



Shots remaining

Dance meter

Current Item

Heart meter

Lives remaining

Gems



Exploring Sequin Land

You will travel through three level types in Sequin Land.

WORLD LOOP

These neighboring regions make up most of Sequin Land. Since the world is on a looping path, if you continue in one direction long enough, you will find yourself back where you started! While exploring the World Loop, take special note of any out of reach places you may be able to revisit later ... you never know which ones will contain a hidden treat!



TOWNS

There are five towns along the World Loop, one of which can only be seen at night. These places are bustling markets by day and shady backwaters by night. Towns offer a place to rest, save your game, purchase Items and best of all, gain clues. To read more about towns, see page 23.

LABYRINTHS

These sealed up dungeons are the resting place of legendary Relics. It is said that they were once protected by Guardian Genies, but are now home to unspeakable horrors. Each Labyrinth remains locked until you enlist the aid of one of Shantae's friends ... and some are friendlier than others!



Sub Menu

Press **START** to view the Sub Menu. This menu is divided into two parts: the Item menu and the Dance menu. You can switch between the menus by pressing the **B Button**. To use a consumable Item from the Item menu, select it with the **Control Pad**. After exiting the Sub Menu, press and hold **↑** and immediately press the **B Button**. Be careful not to spend expensive Items by accident!

While you're in the Sub Menu the game is paused. Press **START** again to resume the game.



1. Shantae's portrait shows her current Fighter's Gear (see page 17).
2. Currently selected Item and number remaining.
3. Number of Warp Squids currently owned (see page 18).
4. Number of Fireflies currently owned (see page 19).
5. Consumable Items. Move the highlighted area with the **Control Pad** to select.
6. Relics show when the Dribble Stone, Golem Stone, Simmer Stone and Twinkle Stone have been found (see page 19).
7. Talismans show when the Monkey Claw, Elephant Tote, Spider Venom and Harpy Talon have been found (see page 22).

ABOUT DANCES ...

- Magical Dances turn Shantae into different creatures (see page 14).
- Warp Dances send Shantae to her favorite town (see page 14).

Dancing

At the beginning of your adventure, Shantae can only practice Dance moves, but can't perform any Dance Magic just yet. However, when Shantae is taught a Magical Dance by a friendly character, it will appear on the Dance menu. It's your job to memorize the Dance, then practice, practice, practice! When performed correctly, each Dance will have a magical effect. Here are some of the various Dances and what they do:

MONKEY DANCE	Turns Shantae into a ledge-climbing monkey.
ELEPHANT DANCE	Turns Shantae into a powerful elephant.
SPIDER DANCE	Turns Shantae into a wall-climbing spider.
HARPY DANCE	Turns Shantae into a flying harpy.
WARP DANCES	Return Shantae to the town in which they were learned (5 in all).

In addition to these Dances, there are rumored to be hidden ones! Can you find them all?

FIND YOUR RHYTHM

If you're a first time dancer, have no fear! If you can count to four, you can move Shantae to the music. Let's go step-by-step through a simple Dance:

1. Press **SELECT** to make Shantae start dancing. Make sure you choose a safe place, or enemies may attack her!
2. Look at the flashing note at the bottom of the screen. Each time it lights up, you can enter any move. Try pressing the **A Button** at the same instant as the note lights up. If you timed it right, Shantae will clap her hands and shake her hips.
3. Try pressing the **B Button**. Shantae will spread her arms and bob up and down. Make sure you press the button at the exact moment the note lights up!

HINT: If you have trouble deciding when to press the button, try counting the stars as they flash like this: "1-2-3-4, 1-2-3-4." The first star will always light up at the same time as the note. If you press a different direction each time you say the "1" you will have found your rhythm!



4. Now it's time to string several moves together and form a Dance! Try pressing a different button or direction every time the note (or the first star) lights up. Keep performing moves one after the other, but don't take any breaks. This is how you will perform a real Dance such as the Monkey Dance once you've collected it!

Remember that your Dances will not have a magical effect until a friendly character teaches a Dance to you and it appears on your Dance menu. Until that happens, you can only dance as practice!

ADVANCE DANCE

Rumor has it that someone in Bandit Town knows a secret Transformation Dance. What is the key to opening this bandit's secret room? Can you solve the riddle and learn the Advance Dance?

Fighter's Gear

The people of Water Town specialize in handcrafted Fighting Gear. Although expensive, each new component will allow Shantae to perform a new attack other than her Hair Whip. After collecting all four Fighting Gear Items, you can combine them for devastating combo moves! You can see each Item as it's added to Shantae's portrait on the Item menu.

- FIGHTER'S BOOT** Double tap **↑** to Spin Kick enemies.
- FIGHTER'S SASH** Press the **B Button** during a Spin Kick to Drill Attack enemies.
- FIGHTER'S CUFF** Hold down the **B Button** for 2 seconds to power up Shantae. Release the button to Elbow Dash into enemies.
- FIGHTER'S TIERRA** Press the **B Button** during an Elbow Dash to perform a Whirling Hair Spring.

Discoveries

HEART POWER

When Shantae is damaged in battle, she will lose Hearts. If she ever loses them all, she will be defeated. You can improve her endurance by collecting Heart Holders, which are hidden throughout the land. Each Heart Holder allows Shantae to take more hits.

WARP SQUIDS

In each town, a worried mother Squid has misplaced her children. The little rascals have managed to lose themselves while playing in the Labyrinths. By finding them and returning them to their mother, Shantae can learn valuable Warp Dances. Choose wisely which town to deliver the children to, because the destination of each Warp Dance is based on which town Shantae learns it in!

FIREFLIES

These little critters only come out at night! If you look high and low, you may be able to find all 12 of them. With that many glowing bugs you could cast a lot of light around!

RELICS

These are the hidden stones that lie guarded in each Labyrinth. As you collect them, you can view them on the Item menu. There are four stones in all, and you can see why Risky Boots would want them!

- | | |
|----------------------|--|
| DRIBBLE STONE | An everlasting source of water. |
| GOLEM STONE | Magical ore that can withstand extreme conditions. |
| SIMMER STONE | An everlasting source of fire. |
| TWINKLE STONE | Always frozen, and good for cooling machinery! |



ITEMS

Defeated enemies will sometimes drop Gems that can be spent on handy Items. Each town sells a different assortment of Items at various prices. Purchased Items can be used in battle by pressing **↑** and the **B Button** at the same time. Here is a description of each Item and how it helps in battle:

- VIAL 1** Refills a few Hearts.
- VIAL 2** Refills most Hearts.
- VIAL 3** Refills all Hearts.
- FLOAT MUFFIN** Eat one for temporary protection against bottomless pits.
- VANISH CREAM** Makes Shantae invisible to enemies!
- EXIT CANDY** Lets Shantae warp to the entrance of a Labyrinth when she's inside it.

TWIN MINTS

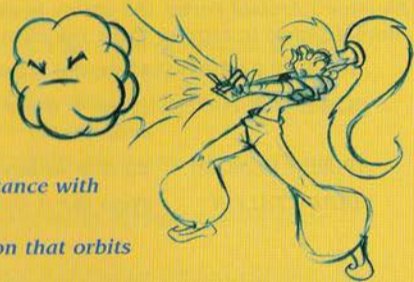
Splits Shantae into two gals for twice the attack!

GREEDY JAR

While this ghostly jar floats overhead, defeated enemies will drop extra loot!

STORM PUFF

An extremely powerful lightening attack — tricky to use!



FLASH BOLT

Attack from a distance with three fire flashes.

PIKE BALL

A defensive weapon that orbits Shantae's body.

FIRE BALL

An advanced version of the Pike Ball, it orbits much faster and does greater damage.

TALISMANS

These very elusive objects are hidden throughout the World Loop, and give Shantae's Animal Forms the ability to attack. It may take more than one Animal Dance to retrieve these priceless weapons:

- MONKEY CLAW** Make the Monkey swipe by pressing the **B Button**.
- ELEPHANT TOTE** Press **↓** while jumping to cause a small earthquake!
- SPIDER VENOM** Release deadly blasts by pressing the **B Button**.
- HARPY TALON** Press the **B Button** to slash in air or on land.

Town Rooms

Many towns share similar locations that will help you in your quest. Keep an eye open for:

- SHOPS** Friendly places where you can exchange your Gems for useful Items or Fighter Gear.
- WARP ROOMS** A place to return Warp Squids and learn new Warp Dances
- HOT BATH HOUSE** A community bath where you can refill your Hearts for free!
- SAVE ROOM** Save your progress or resume a saved game (see page 26).
- FRIEND'S ROOM** Each town has a character who would love to help out. After all, isn't that what friends are for?



Mini Games

You can visit three mini-game locations during your adventure:

DANCE PARLOR

Choose a rank and see if you can keep up with the rhythm! Higher ranks cost more to enter, but if you can make the cut you'll win big cash! Watch the Dance Move Icons as they make their way up the screen. As each move becomes highlighted, it's time to enter that move! Perfect scores will win an additional bonus!

FOOT RACE

The ever-untrustworthy zombie Rottytops will challenge you to a foot race. Duck to slide under obstacles and jump over others! The first to finish wins!

GECKO MATCH

Here opposing players must pay in more money for every roll of the dice. The one whose gecko reaches the top first is the winner and gets the haul! Be warned! If you're in the lead, you can leave with your winnings, but once you fall behind, quitting means losing your cash and rolling again means paying in even more! Play the odds and quit while you're ahead. The more furious the battle, the more money goes into the pot!



Saving

It is very important to make a record of your progress. Otherwise, turning off your Game Boy® Color will cause your game to be lost. Visit any of the SAVE ROOMS, located in every town, to save your game. It's a good idea to visit a SAVE ROOM after every accomplishment. Remember that whatever information is currently on your save file will be lost when the new information is saved over it. You can only save to a new file by starting a new game from the File Select screen.

*Note: You will also find Save Statues next to every Labyrinth!
It's a good idea to use them before entering the maze-like Labyrinths.*

GAME OVER

When Shantae is out of lives, the game is over. At the Game Over screen, choosing CONTINUE lets you resume at Shantae's last saved location. Remember, Gems or Items will be lost unless you save often!

Characters

SHANTAE

She's the half Genie-girl who's set up shop in Scuttle Town, much to the Mayor's disapproval. She wants to prove herself as a Guardian Genie, but has very few magical abilities to rely on. She's a spirited dancer with a strong sense of right and wrong.



MIMIC

This Relic Hunter has made many tremendous discoveries, including Shantae! He tries to keep a watchful eye on the trouble-prone Genie-girl and is her closest thing to family. News of his Steam Engine brings Risky and her legions to Shantae's very doorstep!



RISKY BOOTS

This lady-pirate is known for her love of wealth, power and all shiny things. She's a hands-on kind of gal, quick to pursue ways to increase the Steam Engine's power, and eager to thrash anyone who gets in her way. She commands an endless army of loyal Tinkerbats.

TINKERBATS

These silent shadowy figures carry out Risky's orders without question. Although not too formidable in battle, Tinkerbats can make just about anything out of anything ... or anyone.



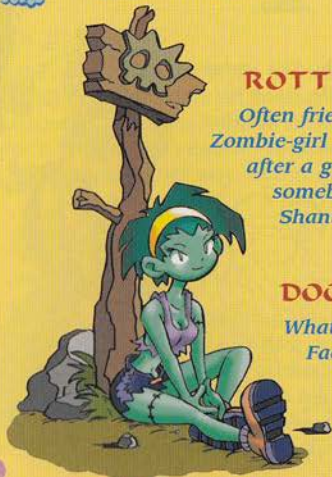
SKY

Sky is Shantae's life-long friend and ally. Sky trains war-birds, and is often gone from Scuttle Town for long periods of time. She wants Shantae to see the world, and seems to be in a big hurry to grow up. Sky is never apart from her favorite bird, Wrench.

BOLO

Shantae's occasional sparring partner is an odd nut. He seems barely awake until his interest is sparked, usually by the opportunity to hit someone or something with his bolo ball.





ROTTYTOPS

Often friendly but never a friend, Rottytops is a Zombie-girl with a scheming mind. She's always after a good time, especially if it means getting somebody else in trouble. Lately she's made Shantae her personal project.

DOOMSDAY DEVICE

What is Risky building in her Tinker Factory? What will become of Sequin Land if she completes her steam-powered behemoth? Only you can save the day!

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ALL THINGS CAPCOM



Credits

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MANUAL ART	<i>Matt Bozon</i>
MARKETING	<i>Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson, Nate Williams</i>
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