

ATLUS

WWW.ATLUS.COM

15255 ALTON PARKWAY SUITE 100
IRVINE, CA 92618

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989, 1998 NINTENDO OF AMERICA INC. © 1999 ATLUS U.S.A., INC. REVELATIONS: THE DEMON SLAYER IS A TRADEMARK OF ATLUS U.S.A., INC. THE RATINGS ICON IS A TRADEMARK OF THE DIGITAL SOFTWARE ASSOCIATION. FOR ADDITIONAL RATING INFORMATION CALL 1-800-771-3772.

EmuMovies

PRINTED IN JAPAN

Nintendo

GAME BOY COLOR

REVELATIONS™

THE DEMON SLAYER™

Instruction Manual



ATLUS

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



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE
Mild animated violence



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

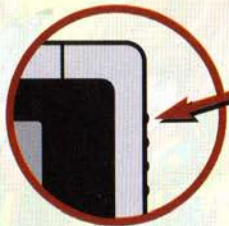
REVELATIONS™

THE DEMON SLAYER™

CONTENTS

Getting Started	4
Story	5
Map	6
Starting the Game, Using the Control	8
Registering Names	9
Field Menu Screen	10
Battle Menu Screen	12
Recruiting the Monsters	14
Monster Fusion	16
VS Mode	18
Places to Go Within the Town	20
Weapons and Armor	22
Magic	23
Items	24
Status Screen	25
Starting Guide	26
Hints	28

GETTING STARTED



Power On / Off

- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY Game Pak into the slot on the back of the Game Boy body, with label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions on page 8.

STORY

Long before human beings existed...

Telepathy, Teleportation, Telekinesis...

Powers that only -GODS- could harness.

-GODS- named this power -GAIA-.

El is a student of GAIA. Under GAIA teacher Zodia, he learned the power of GAIA. On the afternoon of his graduation, people began to hear some strange noises from the sky far away. The noises were initially indistinctive, but they eventually came closer...

Dark objects started to cover the horizon.

Creatures that were never before seen started to appear...





DALO

CROTONA

ATLANTIS

SHRINE OF HYPNOS

SHRINE OF HYPNOS

NEST OF MONSTERS

NEST OF ZORD

HARAPPA

MERUHA

SHRINE OF HYPNOS

SHRINE OF HYPNOS

JALAWAN

RAMUH

MIIPALO

REMLIA

CAVE OF OASIS

TOWER OF MEGAN

TILMUN

ZORD CASTLE

MOILA

ARROW



STARTING THE GAME (USING THE CONTROL)



STORY MODE:

Choose (Start) or (Continue). When you choose (Continue), please select the file to be loaded using the Control Pad.

VS MODE:

Connect two Game Boy systems and choose (VS mode) to play VS mode. Please follow the instructions on the screen. (See P.18 for detail)

CONTROL:

- + Control PadCharacter movement, to select commands in the menu.
- A ButtonTo talk, search, confirm, and scroll messages.
- B ButtonTo cancel, open command menu, and scroll messages.
- SELECTTo open command menu.
- STARTTo start VS mode.



REGISTERING NAMES



BEFORE YOU START THE GAME:

Please enter the names for the three main characters. However, you can also start the game using the default names. Use the + Control Pad to move the cursor, and press the A button to select a letter. Press the B button for backspacing.



Move the cursor to (DONE) and press the A button to confirm the name.





FIELD MENU SCREEN



You can use the following commands in the field.

TALK:

Face your character toward a character you want to talk to, then press the A button.

SEARCH:

Press the A button to search 1 step in front of your character.

MAGIC:

Select the magic you want to use, and press the A button.

ITEM:

Each character can carry up to 8 items. Monsters cannot carry or equip items. (The number of items include items that characters have equipped.)

• USE

Use the item that your characters possess.



• EQUIP

Equip the item that your characters carry. Some items cannot be equipped by certain characters.

• GIVE

You can exchange items with the characters in your party.

• DROP

You can drop items that you no longer need. (You cannot drop event related items)



BATTLE MENU SCREEN

SORT:

• SUMMON

To summon monsters from stock. Maximum number of characters in a party is 6 including the main character.

• RETURN

To return a monster to stock.

• SWAP

To swap monsters between the party and stock.

• LEAVE

To delete a monster permanently.

• ORDER

To change the order of the party. Characters in the front will have a higher chance of getting attacked.

STATUS:

You can check the status of your party members. Press the A button to view information of the items and magic they possess.

SYSTEM:

• SAVE

To save the game. (Up to 3 files)

• MESSAGE

To change message speed.



BATTLE MENU SCREEN

When you encounter the monsters, the screen will look like the one below.



FIGHT:

This command will let you fight the monsters. When you choose this command, the following sub commands will appear.

• ATTACK

Your character will attack the enemy using the equipped weapon.

• MAGIC

To use Magic. There are some spells that can't be used during battle.

• ITEM

To use Item. (Main character and sub-characters only)

• GUARD

To guard against an enemy attack (to decrease damage taken).

• RETURN

To return monster to stock.

AUTO:

Choose this command for auto-battle. The auto-mode will continue until you press the B button or until the battle is over.

RUN:

You can run away from the monsters. If you fail, you will be open for a monster's attack for 1 turn.

RECRUITING MONSTERS

Some monsters will join your party if you succeed in negotiation. Try to talk to the monsters during the battle. In some cases, the monsters may start talking to you. You can have up to 10 monsters at a time.

THERE ARE 4 WAYS TO RECRUIT MONSTERS:

- **1.** Main character negotiates with the monster.
- **2.** Sub-character 1 negotiates with the monster.
- **3.** Sub-character 2 negotiates with the monster.
- **4.** A monster in your party negotiates with the monster.

WHEN YOU CHOOSE 'TALK'

- Answer the monster's question by choosing Yes/No.
- Monsters will try to explore your personality from the conversation. Try to talk along with the monster to recruit them.
- Monsters have various personalities, such as mean-spirited monsters and kindhearted monsters. Try to have a conversation with them carefully.
- Generally, a monster with healing Magic is kindhearted and a monster with attack Magic is mean-spirited.
 - If the main character's level is much lower than the monster's, the monster will ignore the main character.

WHEN YOU CHOOSE ANYTHING OTHER THAN THE MAIN CHARACTER

- Sub-character 1 is ill-tempered. He typically makes a threat to weaker monsters to recruit them.
- Sub-character 2 is kindhearted. She can sometimes recruit strong monsters.
- When a monster in your party talks with an enemy monster, and if they are of the same type, the chances of recruiting will increase. If your monster's intelligence is higher than the enemy monster, the chances of recruiting it also increases.

Monsters that you have recruited will be kept in Stock. In order to let the monsters in Stock join the party, use [Summon] then [Call].

The more monsters you have, the better advantage you'll have in battle, so try to recruit them.



MONSTER FUSION

Sub-character 1 (Kishe) was born with the Gaia ability to cast 'Combine.' This Magic can be used to fuse two monsters into one, creating a new monster.

HOW TO FUSE THE MONSTERS:

- In the map screen choose Magic.
- Choose Kishe and cast 'Combine.'
- Choose two monsters to be fused.
- Confirmation screen will appear showing the outcome of the monster from the fusion. If you are satisfied, choose Yes. If not, choose No.

(If a monster's level is higher than the main character's after fusion, you will not be able to combine that monster.)



HOW TO VIEW THE FUSION CHART

The number listed on the X-axis (horizontal, column) refers to the monster names listed on the Y-axis (vertical, row). If fusion is possible, an O will be displayed on the corresponding grid.

- = Fusion possible
- = Fusion not possible

MONSTER TYPES

Monsters are divided into various races by their abilities. The result of fusion is determined by the combination of types. However, the way to distinguish the type is unknown.

MUTATION

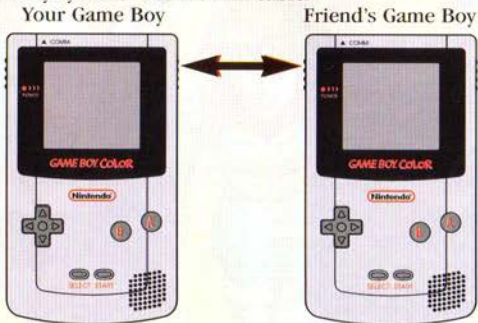
In rare cases, mutations will occur during fusion. A monster that appears by mutation is typically at a higher level than other monsters.

However, a monster that was created through mutation cannot be fused with other monsters.



VS MODE

In VS Mode, your party can battle with your friend's party by connecting 2 Game Boy systems with the link cable.



WIN/LOSS

You are going to fight 1-on-1 for 5 rounds. The player with more wins is the winner of VS Mode. If the number of wins are equal, the result will be a tie. The results of VS Mode will automatically be saved.

NOTE: VS Mode can not be used unless you have 5 or more characters in a party.

Please set 2 Game Boys each with the Game Pak.
Connect these Game Boys with the communication cable.



Choose Versus Mode

Choose the Saved File with more than 5 characters in a party.

Choose 5 characters that will join the battle.

Choose the order of the 5 characters.

Battle begins.

Important!

When there is no data you can use for VS. Mode, you can restart the game by pressing A, B, Select and Start all at the same time.

PLACES TO GO WITHIN THE TOWN



INN/HEALER

Stay over in the INN to replenish the HP and MP of your party. If you want to replenish your stock monsters, press the A button to remove the '?' mark. If you want to stay over in the INN, move the cursor to confirm and press the A button.



WEAPON SHOP

Weapons to be used in battle are sold here.



ARMORY

Armor to be used in battle are sold here.



ITEM SHOP

You can purchase various items here.



BANK

You can deposit money and store items. The money deposited and items stored can be retrieved at any Bank.

In the Weapon shop, Armory, and Item shop, you can sell weapons, armors, and items for a fraction of its original price.



WEAPONS AND ARMOR



WEAPONS

Name	Attack Power	Hit%	Who can equip
Heat Sword	14	80%	●▲■
Kill Whip	18	100%	●▲
Excalibur	60	80%	●▲
Tangaloia	30	80%	■
Force Sword	??	??	●

ARMOR

Name	Defense Power	Magic Defense	Who can equip
Leather Mail	10	10	●▲■
Copper Armor	20	20	●▲
Rei Robe	20	23	■
Arce Mail	35	35	●▲
Force Mail	??	??	●

SHIELD

Name	Defense Power	Magic Defense	Who can equip
Copper Shld	4	4	●▲
Iron Shld	13	13	●▲
Wolf Shld	21	21	●▲
Bull Shld	50	50	●▲

El=● Kishe=▲ Uranus=■



MAGIC



ATTACK MAGIC

Name	Attribute	Target	MP
Fire	Fire	1 enemy	2
Freeze	Ice	1 enemy	2
Geo	Lightning	1 enemy	2
Impact 1	Shock	1 enemy	4
Curse 1	Curse	1 enemy group	12
Holy 1	Chanting	All enemy	1
Sleep 1	Hypnosis	1 enemy group	5

HEAL, CURE MAGIC

Name	Attribute	Target	MP
Heal 1	Heal	1 member of your party	4
Heal All 1	Heal	All members in your party	10
Cure Poison	Cure Poison	1 member of your party	5
Cure Palalys	Cure Paralysis	1 member of your party	7
Defense Up	Defense Up	All members in your party	8
Offense Up	Offense Up	All members in your party	15
Revive 2	Revive (100%)	1 member of your party	30
Avoid	Encounter rate down	All members in your party	3
Escape	Escape from dungeon	All members in your party	3

ITEMS



Mana Seed
Regains HP



Mana
Regains HP to max



Pana
Regains MP



Pana Care
Regains HP,
MP to Max



Rune
Revive



Silph Wing
Teleports you
back to the
town.



Mona Branch
Cures Paralysis



Dew of Lete
?



Drgn Bone
?



Magnetite
?

STATUS SCREEN

CHARACTER'S PARAMETER

- **HP/MHP**
Character's
HP/Maximum HP
- **MP/MMP**
Character's
MP/Maximum MP



- **EXP**
Defeat monsters
to gain EXP. The
character will level up when certain
EXP limits are met.
- **MONEY**
You can acquire \$ by defeating mon-
sters.
- **OFFENSIVE POWER**
Weapon strength.
- **DEFENSIVE POWER**
Armor and Shield strength.

ABOUT LEVEL UP

Give 1 point to the parameter you want.

- **ENDURANCE**
Affects MHP increase rate and defen-
sive power.
- **INTELLIGENCE**
Affects MMP increase rate and Magic
power.
- **STRENGTH**
Affects offensive power.
- **SPEED**
Affects the % of surprise attacks, and
dodging %.
- **LUCK**
Something good may happen if this
attribute is high.

STARTING GUIDE

- 1. First, purchase Copper Shield the with the \$300 that you'll find in the chest.**

If you equip the Copper Shield, you will tremendously decrease your chance of being defeated by the enemy.

- 2. The road from Remlia to Oasis is pretty tough.**

Try to recruit Tanki into your party. Tanki will appear to the south of Remlia. Tanki can cast Heal1 and CureAll. Harpy also has similar abilities.

- 3. Try to recruit other monsters using Harpy and Tanki.**

These two monsters are gifted in their recruiting ability. They should be able to help you recruit monsters.



- 4. Where is the Black Key?**

Uranus gets kidnapped in the town of Harappa. In order to rescue her, you need to open the gate using the Black Key. You can acquire this item from the animals, but you need the Sol Ring in order to talk to them. Go to the Tower of Magan first.

- 5. Where is the Secret Cave?**

Go northeast from the Shrine of Hypnos and you'll see a blank space in the forest. There is a monster that you can only find in here. You can find an item, too.

- 6. After I find the Ark?**

There is a continent that you couldn't go to before. on that continent, there is a Hut of Sages. In there, you will be told to talk with the plants again. Then head to the Nest of Monsters and go to the big tree. After that, go to the big tree in Ramuh to receive the Dew of Light. Finally, go to the lake North of Jalawan and you will be warped to a different world.



HINTS



THERE ARE HIDDEN POWERS IN CERTAIN ITEMS WHEN USED DURING THE BATTLE:

- Bamora...** It increases the attack power of a member in your party.
- Tote's Eye...** It increases the defensive power of a member in your party.
- Yakin...** Heals HP of all party members to around 40 HP per member.
- Blood...** Lets your party to run away from battle.
- Cult Mask...** Mutes enemy group.
- Fire Staff...** Gives 150 damage to all enemies.
- Dew of Lete...** Paralyzes one enemy.
- Magi Flute...** Confuses enemy group.



Monsters are strong against certain Magic and weak against certain Magic.

Chanting Magic comes into effect after chanting several times.



NOTES







SUPPORT/INFO



For more information on any of our other products, you can visit our website at www.atlus.com or e-mail us at webmaster@atlus.com.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353 — Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9:00am-5:30pm Pacific Time. There is no charge for this service.



WARRANTY



ATLUS warrants to the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replace services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AES BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE ATLUS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair/Service After Expiration of Warranty — If your game requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

**Atlus U.S.A., Inc.
15255 Alton Parkway Suite 100
Irvine, CA 92618**

