

GAME BOY ADVANCE™

The logo for Advance Wars 2: Black Hole Rising features the title in a stylized, metallic font. The word 'ADVANCE WARS' is in a green-to-blue gradient, while '2' is large and white with a blue outline. Below it, 'BLACK HOLE RISING' is written in white on a blue horizontal bar. The entire logo is flanked by blue circular shapes resembling gears or planet orbits.

ADVANCE WARS™ 2
BLACK HOLE RISING

INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING

<http://www.replacementdocs.com>

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CONTROLS

L Button

- Move cursor to units awaiting orders

R Button

- Display INTEL on units and terrain features

+ Control Pad

- Move cursor
- Make menu selections
- Move units

A Button

- Confirm selections
- Display Map Menu
- Display movement range
- Scroll through text

START

- Begin game
- Display overview map
- Skip cinema scenes and dialogue

SELECT

- Display Map Menu
- Reorder troop display (See page 12)

B Button

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

Press SELECT, START, and the A and B Buttons to reset the game.

PREPARING FOR COMBAT

Insert the ADVANCE WARS™ 2: BLACK HOLE RISING Game Pak into your Game Boy Advance™ and turn the power ON. The GAME BOY logo will appear followed by the **Language Selection Screen** where you can choose one of the languages (ENGLISH, FRANÇAIS, DEUTSCH, ESPAÑOL or ITALIANO) using the **+** Control Pad. Press START on the **Title Screen** to move to the **Select Mode Screen**.



SELECT MODE SCREEN

ADVANCE WARS 2: BLACK HOLE RISING has six game modes to choose from. Use the **+** Control Pad to select a mode, and press the A Button to confirm your choice. Depending on the mode you select, a sub-window with further choices may be displayed.

[!] In some sub-windows, you can only select NEW when starting the game for the first time.



SAVING

There are two ways to save game data: by completing a mission or by selecting SAVE from the **Map Menu** during a mission.

Completing a Mission

When you finish a mission, you will be asked if you want to save your game data. Use the **+** Control Pad to select YES, and press the A Button to confirm your choice.

Map Menu

You can save your game data at any point during a battle. Select the SAVE command from the **Map Menu** (see pg. 13) and press the A Button. You will be asked to save your current game data. Restore your game by selecting CONTINUE from the **Select Mode Screen**.

[!] Games played in **Link Mode** cannot be saved.

Clear All Saved Game Data

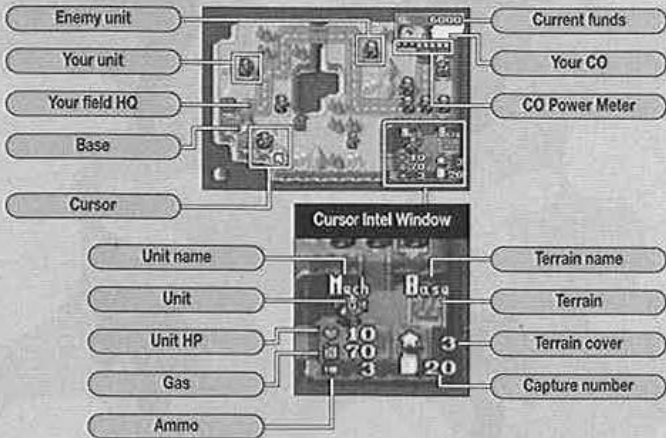
If you want to delete all of your saved data, press and hold SELECT, the L Button, and right on the **+** Control Pad when you turn on your Game Boy Advance. Use the **+** Control Pad to select YES and press the A Button to confirm.

! Game data that has been erased cannot be restored, so be careful!

RULES OF ENGAGEMENT

The **Game Screen** is divided into square-shaped spaces. The distance units can move and their attack ranges are measured in these spaces. Some squares have HQs, bases, and other properties, while others contain different terrain features, like mountains and seas.

Game Screen



Combat

Battles consist of COs issuing orders (FIRE, CAPT, etc.) to their troops, then waiting while the enemy CO does the same. When all COs are finished, a day ends. This process continues until a victor emerges.

Armies

You'll find five separate armies in *ADVANCE WARS 2*: Orange Star, Blue Moon, Yellow Comet, Green Earth and Black Hole (enemy). You will give orders to all the soldiers, with the exception of the enemy army, via your commanding officers.

Battle Outcome

Mission Complete (VICTORY)

There are two main ways to win a mission: HQ Capture or Enemy Rout. For an HQ Capture, move one of your INFANTRY or MECH units onto the enemy field HQ and select CAPT. To rout the enemy troops, you must defeat all deployed enemy units.

[i] *Depending on the rule settings and the **Battle Map**, you might be able to win by Base Capture - capturing a pre-determined number of properties.*

Mission Failure (DEFEAT)

There are three ways to lose on the field of battle: HQ Capture, Rout, and Surrender. HQ Capture and Rout are the same as above. To surrender, simply choose YIELD from the **Options Menu** on the **Map Menu**.

[i] *The terms for victory vary between game modes.*

UNITS

Soldiers, vehicles, and artillery that appear on the map represent entire units. Each unit starts with a total of 10 HP (Hit Points).

War Funds and Deployment

War Funds

It takes money to deploy units into the field. War funds are collected from the properties (bases, cities, HQ, etc.) each army controls on any given map. These funds are added to your total at the start of every turn. Unused funds are carried over to the next turn, but your funds are not carried from map to map.

Unit Deployment

Units can be deployed from one of three deployment properties: a base, an airport, or a port. Press the A Button to display the **Deployment Menu**, then use \uparrow and \downarrow on the \oplus Control Pad to select the unit you want to deploy. Confirm your choice by pressing the A Button again. The unit then appears on that property and can receive orders on the next turn.



Movement

Each unit can move once per turn. Use the cursor to select the unit you want to move, and press the A Button. When the unit is selected, its movement range appears. Place the cursor where you want the unit to move. A red arrow traces the unit's path. After the unit moves, the **Command Menu** appears. (NOTE: two units cannot occupy a single space at the same time.) The following orders may appear in the **Command Menu**: CAPT (Capture), WAIT, FIRE, SUPPLY, JOIN, LOAD, DROP. Use \uparrow and \downarrow on the \oplus Control Pad to select an order, and press the A Button to confirm. Once a unit has been ordered to wait, it can receive no further orders until the next turn.

Gas

Ground units burn fuel only when ordered to move. Air and naval units consume fuel every turn. They crash or sink if they run out of fuel, so check the fuel status on the **Cursor Intel Window**.

Canceling Movement Orders

You can cancel movement orders until you've given secondary orders from the **Command Menu**. Normally, units don't consume fuel if their movement orders are cancelled. However, in **FOG OF WAR** (see pg. 14), units consume fuel even if their movement orders are cancelled.

Capture (CAPT)

The Capture command appears when you move one of your infantry or mech units onto a neutral or enemy property. Confirm the Capture orders with the A Button to make your unit begin securing the property. Each property has a capture number, which is reduced each turn by the number of HP the capturing unit has. An infantry or mech unit with 10 HP can capture a property with a capture number of 20 in 2 days. Once a property is secured, it turns the colour of the army that captured it.

FIRE

The FIRE order appears in the **Command Menu** when a unit can attack an enemy. When you choose to attack by selecting FIRE and pressing the A Button, the Attack cursor appears. If multiple enemies are within range, you can move the Attack cursor with the **+** Control Pad. Once you have selected an enemy target, press the A Button to confirm your choice. Your unit will open fire immediately.

Types of Attack

Depending on the type of unit attacking, you will engage in either direct or indirect combat. Direct-combat units can move and fire in the same turn. Indirect-combat units, however, can only move or fire in one turn. When attacking, indirect-combat units are safe from counterattack.

[!] *The range of fire for indirect-combat units differs between unit types.*

An enemy unit that loses all of its Hit Points explodes and vanishes from the screen. Of course, the same is true for your units, too.

SUPPLY

You can supply units with their maximum amount of fuel and ammo by moving APCs (Armored Personnel Carriers) adjacent to them. Units can resupply their fuel and ammo by stopping on secured properties, too. They also recover 2 HP for every turn they remain on a property.

APC

Unit Receiving Supplies



To use an APC to supply, move the APC to a space adjacent to the unit in need of fuel or ammo. The SUPPLY order will appear in the **Command Menu**. Select SUPPLY, and press the A Button to confirm.

! *If multiple units are adjacent to an APC, all units receive supplies.*

Air and naval units can receive supplies and replenish hit points by resting in airports and ports, respectively. Air units and naval units can receive supplies from APCs by moving to a space adjacent to them.

! *Using bases to recover supplies and HP costs money. Don't worry – the cost will be deducted from your available war funds automatically!*

JOIN

You can join two units of the same type into one unit if both units have been damaged. To do this, move one unit onto a space occupied by a unit of the same type, select JOIN from the **Command Menu**, and press the A Button to confirm your orders. The newly formed unit has the combined amount of fuel and ammo of the individual units, but that number cannot exceed the maximum amount for that unit type.

! *Units also combine their HP when joined, but their HP will never exceed 10.*

LOAD

Transport units have the ability to carry other units. They can carry units with low movement ranges farther than normal, even allowing them to cross otherwise impassable terrain. To load a unit, select it with the cursor, move it onto a space occupied by a transport unit, and select **LOAD** from the **Command Menu**. Place the cursor on a transport vehicle to view **INTEL** on the units being carried.

- ! *Depending on the type of transport, some terrain types may prevent you from loading units.*
- ! *Units being transported are not damaged if the transport vehicle is fired upon.
However, if a transport is destroyed while carrying another unit, that unit is also destroyed.*
- ! *Even after transports have been ordered to **WAIT**, they can still load units.*

DROP

Loaded units can, of course, be unloaded. First, use the cursor to move the transport unit to the desired location. If the transport unit stops in terrain that allows for the unloading of troops, **DROP** appears in the **Command Menu**. When you select **DROP** and confirm this order with the **A Button**, the cursor appears, allowing you to choose where you want to unload a unit. If the transport is carrying two units, select which unit you want to drop with the **+ Control Pad**.

- ! *A transport carrying two units can drop both units in a single turn.*
- ! *Units cannot move on the turn they are unloaded.*

WAIT

When a unit finishes moving, this appears in the **Command Menu**. Select this to end a unit's turn if it's not firing or capturing.

MAP MENU

To display the **Map Menu**, place the cursor on an unoccupied space and press either **SELECT** or the **A Button**. Use **←** and **→** to select a command, and confirm with the **A Button**.

! Menu items vary depending on the game mode and the selected rules.



CO

View dossiers on the **COs** on the current battlefield. Use **←** and **→** to select a **CO** and **↓** to scroll through each dossier. At the end of each **CO** dossier, a chart shows the parameters for each of that **CO's** units. You can see how much each unit's abilities vary between **COs**. For help reading the chart, press the **R Button**.

INTEL

View intel on the current battlefield. There are four menu items under **INTEL**: **STATUS**, **TERMS**, **UNIT**, and **RULES**. Use **←** and **→** to select an item, and press the **A Button** to confirm your choice.



● STATUS

STATUS displays the current map name, the number of days the battle has been waged, the number of bases held by each army, and information on each army's funds.

● TERMS (Only in CAMPAIGN)

Check the victory conditions for your current battle here.

● UNIT

This screen displays vital intelligence (or **INTEL**) on your troops. Press **←** or **→** on the **Control Pad** to select a column and reorganise the information in numerical order. Press **←** or **→** on the **Control Pad** to select a unit, and press the **A Button** to move the game screen cursor to that unit.

! Select a data column and press **SELECT** to switch the order from highest number first to lowest number first.

● RULES (Not used in CAMPAIGN or the WAR ROOM)

Confirm the rules for the current battle. **NOTE:** you cannot change the rules here.

CO Powers (POWER) and Super CO Powers (SUPER) (see pg. 30)

These two options only appear on the menu when the CO Power Meter is full. Select them to use special CO abilities.

OPTIONS

The **Options Menu** contains five setup selections, including music and visuals (animation settings). Press \blacktriangle or \blacktriangledown on the \blacktriangle Control Pad to choose a menu item, and press the A Button to confirm.



● DELETE

Select this to remove units from the field of battle. Use the \blacktriangle Control Pad to select the unit you want to delete, and confirm with the A Button. Press the B Button to stop deleting units.

● YIELD

Select YES to accept defeat, and confirm by pressing the A Button.

● MUSIC

Select this, and turn the MUSIC ON or OFF by pressing the A Button.

SAVE

Choose this to save any battle in progress (see pg. 5).

END

Select this when you finish issuing commands, and your turn will end.

● VISUALS

Use the A Button to set which visuals display during game play.

● EXIT MAP

You can return to the **Select Mode Menu** at any time during battle. Choose YES and press the A Button to confirm your choice and end the battle.

FOG OF WAR

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



SELECTING A MODE

CAMPAIGN

Select **CAMPAIGN** with the **+** Control Pad, and press the **A** Button to confirm. Once you select **CAMPAIGN**, choose **NEW** from the **Sub Menu** to begin a new campaign and watch the campaign prologue. After the prologue, you'll see the **World Map (WARS WORLD MAP)**. Use the **+** Control Pad to move the cursor across the map. Select a map by placing the cursor over a flag and pressing the **A** Button.



VERSUS

In **Versus Mode**, you can play with up to four players using just one Game Pak. You can play on teams as well, for one-vs.-three or two-vs.-two battles. When playing with four people, Player 1 issues commands to his troops first. At the end of his turn, Player 1 passes the game system to Player 2, and so on. On the **Select Mode Screen**, select **VS. BATTLE**. Next, choose **NEW** from the **Sub Menu** to move on to the **Select Map Screen**. Use the **L** and **R** Buttons or **+** and **→** on the **+** Control Pad to select the type of map to be played. Next, use **+** and **→** to select the map you want to use. Press the **A** Button to confirm your choice.



Map Types for VS. MODE

PRE-DEPLOYED	Maps that provide you with a set type and number of pre-deployed units
3P MAPS	Maps designed for three players
4P MAPS	Maps designed for four players
WAR ROOM	Maps that originally appeared in the WAR ROOM
CLASSIC	Maps that appeared in <i>Advance Wars™</i>
VS. MAPS	Maps designed for two players
DESIGN MAPS	Maps you design yourself

[i] You can purchase more maps using points you earn in *CAMPAIGN* and the *WAR ROOM* (see pg. 24).

Next, you can set teams on the **Teams Screen**. Select the COs for this battle, and set him or her to a human or computer (CP) player. Use **↑**, **→**, **←**, and **↓** on the **+** Control Pad to complete setup, and then press the A Button. On the next screen, use **↑** and **→** on the **+** Control Pad to set each CO to a single-letter team name. When you're happy with the settings, press the A Button.

[i] In battles between three or more armies, you can create allies by assigning COs to the same team name.

The **Rules Screen** comes next. Use **←** and **→** on the **+** Control Pad to move between rules, and use **↑** and **↓** to change the rule settings. Confirm your rules by pressing the A Button.

Rules

FOG	Turn FOG OF WAR ON or OFF. Selecting ON limits the vision range to that of each individual unit.
WEATHER	Choose between CLEAR, SNOW, RAIN, and RANDOM. RANDOM allows for climate changes during the battle.
FUNDS	Set the amount of money armies receive for each allied base.
TURN	Limit the number of days the battle will continue. Victory goes to the army with the most bases at the end.
CAPT	Set victory conditions to be determined by the number of bases captured during the battle.
POWER	Turn the CO powers ON or OFF.
VISUALS	Select your animation preferences.

DESIGN ROOM

In the DESIGN ROOM, you can design your own custom maps and change CO hair and outfit colour.

MAP

Place terrain features and units anywhere you want to create all-new original maps. You can use your own maps in **Versus Mode** and **Multi-Pak Link Mode** (see pg. 19). You can also trade your maps with friends in **Link Mode** by selecting TRADE MAPS (see pg. 20). Select DESIGN ROOM from the **Select Mode Screen**, then choose MAP from the **Sub Menu**. This opens the map designer, where you can create maps to your heart's content.

● Creating your own Maps

Map Designer Main Screen

Once you open the map designer, use the L and R Buttons to open the unit and terrain menus. Scroll through choices with **↑** and **↓**, and use **←** and **→** to scroll through the available colours. Move the cursor to the area you want to place the selected item, and press the A Button to place it on the map.

Map Designer

Terrain Features Menu (R Button)

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

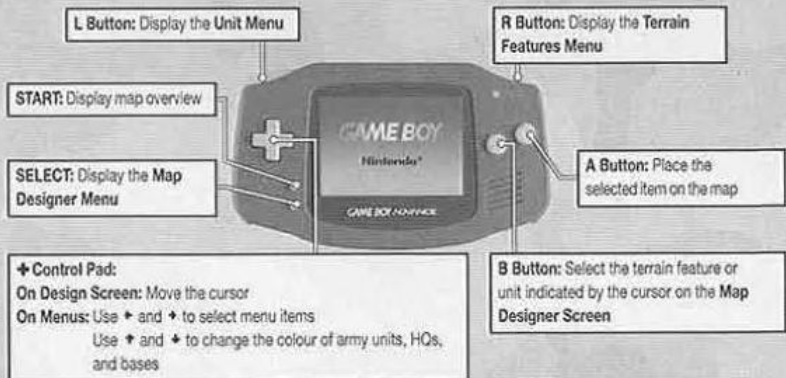
[!] *Special terrain features that appear in Campaign Mode will not be available.*



Unit Menu (L Button)

Here you can choose from infantry, tanks, and other ground units. You can also deploy air units and naval units.





Rules for Creating Maps

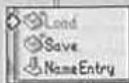
The map must have at least two HQs of different colours and contain at least one deployed unit or one production base for each army's HQ.

About the Menu Windows

Press SELECT to bring up the **Map Designer Menu**. Use \uparrow and \downarrow to select a menu item, and press the A Button to confirm your choice.

FILE	Use \uparrow and \downarrow to select a menu item and the A Button to confirm your choice.
HELP	Open this to receive hints on using the map designer.
INTEL	To view the current number of cities and bases on a map, select INTEL.
FILL	Choose FILL to fill an entire map with one terrain feature. You can also choose RANDOM to have the computer design a map with random terrain features.
END	Choose END to return to the Select Mode Screen .

LOAD	Select this to load a previously saved map. Use \uparrow and \downarrow to select a map and press the A Button to confirm.
SAVE	Come here to save a map you are designing. Use the + Control Pad to select the place you want to save to, and press the A Button to confirm.
NAME ENTRY	To name your map, select this menu item. The Name Entry Screen appears when you select this item.



CO

On the **Colour Edit Screen**, use the \blacktriangleleft Control Pad to select the colour scheme you want, then press the A Button to confirm your choice.

! Any COs you have revised will appear in **CAMPAIGN**, **Versus Mode**, etc., with their new colour schemes.

LINK

Choose this mode and link up two or more Game Boy Advance systems with the appropriate number of Game Boy Advance Game Link™ cables (sold separately) to wage multiplayer war or to trade original maps. On the **Mode Select Screen**, choose **LINK** to bring up the **Link Menu**. There are three link modes to choose from: **SINGLE-PAK**, **MULTI-PAK**, and **TRADE MAPS**. To select a mode, use \blacktriangleleft and \blacktriangleright on the \blacktriangleleft Control Pad and confirm your choice with the A Button.

SINGLE-PAK

You can battle with up to three friends using a single Game Pak. **Single-Pak Mode** offers five different maps to play on. The rules setup in **Single-Pak Mode** cannot be changed. The **Map Menu** options and units available are preset on each map.

! Before playing, you need to connect all game systems with Game Boy Advance Game Link cables (see pg. 22).

Once Player 1 selects **SINGLE-PAK** from the **Link Menu**, the **Player Entry Screen** appears. Player 1 then confirms the number of player entries and presses **START**.

! Only Player 1's game system will show the **Player Entry Screen**. All other players' systems will show the **GAME BOY** logo.

! If the number of entries is incorrect, check the cable connections and begin the linking process again.



Link Failure

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

Once the downloading process begins, a **Loading Screen** appears on all players' game systems.

❗ *While the game is loading, do not turn any of the systems OFF or disconnect any of the Game Boy Advance Game Link cables.*

❗ *The downloading process takes a few moments.*

Data Transmission Failure

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

When data transmission is complete, the **Select Map Screen** will appear on Player 1's game system. Player 1 should use the **+ Control Pad** to select a map, then press the **A Button** to confirm and begin the battle.

There's been a linking error.

Turn the power OFF, check the Game Boy Advance Game Link cable connections, and try again.

Data transmission failed.

Try again.

MULTI-PAK

To play a MULTI-PAK battle, you need one Game Pak per player.

❗ *Before playing, you need to connect all game systems with Game Boy Advance Game Link cables (see pg. 22).*

All players select MULTI-PAK from the **Link Menu** to bring up the **Player Entry Screen**.

Once the players have all been entered, Player 1 must press **START**.

❗ *If the number of players entered is incorrect, check the cable connections and begin the linking process again.*

If Link Failures occur, please refer to the information in section "Single-Pak".

Once all the data is transferred, the **Select Map Screen** appears on all players' screens. Use \leftarrow and \rightarrow on the \blacktriangle Control Pad to select a map type, then \uparrow and \downarrow to choose a map. Press the A Button to confirm.

[!] Any player can select a map to play. The available maps vary depending on the number of players.

Next, on the **Teams Screen**, each player uses \uparrow and \downarrow on the \blacktriangle Control Pad to choose a CO. Each player must press the A Button to confirm his selection.

[!] When playing with three or more players, teams can be created by having players select the same single-letter team name (see pg. 15).

Rule setup comes next. **RULES** can be set just as in a **VERSUS** battle. Use \leftarrow and \rightarrow to move between rules and \uparrow and \downarrow to change the rule setup. Press the A Button to confirm setup and begin the game.

[!] Rules can be set by any player, and rules cannot be changed once the game begins.

[!] The computer cannot control an army in this mode.



TRADE MAPS

Select this to trade original maps created in the **MAP DESIGNER**. You must have one game system and one Game Pak per person to trade maps.

[!] Before trading maps, you need to connect all game systems with Game Boy Advance Game Link cables (see pg. 22).

In **Trade Maps Mode**, the person sending map data is the **Sender**, and the person receiving map data is the **Receiver**. The **Sender** can send map data to all linked players.

[!] You cannot send map data if that data has not first been saved, and only one map data file can be sent at a time.

Select **LINK** from the **Select Mode Screen** with the **+** Control Pad and then press the A Button. On the following screen, all players use the same steps to select **TRADE MAPS**. Once each player has been entered, Player 1 must press **START** to begin the data transfer.

! If the number of entries is incorrect, check the cable connections and begin the linking process again.

When data transmission is complete, the **Sender Select Screen** will appear. Use **←** and **→** on the **+** Control Pad to select the Sender, and press the A Button to confirm.

! Any player can select the Sender.

Choose the Map Data File to send with **←** and **→** on the **+** Control Pad, then press the A Button to confirm.



Sending Screen



Receiving Screen

Use **←** and **→** on the **+** Control Pad to select where to save incoming map data, then confirm with the A Button.

! You can save up to three maps.

If Link or Data Transmission Failures occur, please refer to information on page 19.

When waiting for other players to save map data, players who have already saved the data will see a **Waiting Screen**. Data transfer begins when all players have selected where to save the map data.

Now **Loading Screens** will appear while data is being transferred. Once the transfer completes, the game returns to the **Link Menu**.

! Maps traded in this mode can be used in **Versus** and **Multi-Pak Link Modes**.

Playing Multi Game Pak play and Single Game Pak play



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

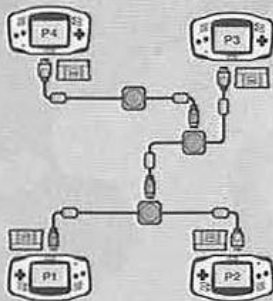
Necessary Equipment

Game Boy Advance systems:.....	One per player
Game Paks – Multi Game Pak play:.....	One per player
– Single Game Pak play:.....	One Game Pak
Game Boy Advance Game Link cables:	Two players: One cable
.....	Three players: Two cables
.....	Four players: Three cables

Linking Instructions

Multi Game Pak play:

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
 2. Connect the Game Boy Advance Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
 3. Turn the Power Switch on each game system ON.
 4. Now, follow the instructions for Multi Game Pak play.
- When playing with only two or three players, do not connect any game systems that will not be used.
 - The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.



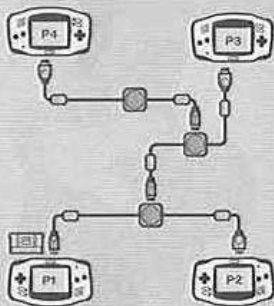
Game Boy Advance systems and
Game Boy Advance Game Link cables

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

Single Game Pak play:

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Pak into Player 1's Game Pak slot.
2. Connect the Game Boy Advance Game Link cables.
3. Making sure to insert the small purple connector into Player 1's game system and the large gray connectors into the other game systems, insert the Game Boy Advance Game Link cables into the External Extension Connectors (EXT).
4. Turn each system's Power Switch ON.
5. Now, follow the instructions for Single Game Pak play.

- When playing with only two or three players, do not connect any game systems that will not be used.



Game Boy Advance systems and
Game Boy Advance Game Link cables

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

Troubleshooting

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

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Boy Advance Game Link cable is not fully inserted into any game system.
- When any Game Boy Advance Game Link cable is removed during the transfer of data.
- When more than four Game Boy Advance game systems are linked.
- When any Game Boy Advance Game Link cable is incorrectly connected to any game system.
- When the Game Pak is inserted into any system other than Player 1's Game Boy Advance (Single Game Pak play).

BATTLE MAPS

Earn Wars Points in the **CAMPAIGN** and the **WAR ROOM**, then come here to buy new maps, new COs and edit your COs colours. Hachi, the proprietor, is waiting to make a deal, and he might just have some gossip for you, too!



! Once you complete the **CAMPAIGN**, you can purchase the **SOUND ROOM**, which contains music used throughout the game, not to mention some fine artwork.

WAR ROOM

In the **WAR ROOM**, you can earn points and rankings by clearing maps. The rank you'll earn for clearing maps appears on the **Select Map Screen** next to each individual map. On the **Select Mode Screen**, use \uparrow and \downarrow on the \oplus Control Pad to select **WAR ROOM**, then press the A Button to confirm. From the **Sub Menu**, choose either **NEW** or **CONTINUE** to bring up the **Select Map Screen**. Select a map using \uparrow and \downarrow on the \oplus Control Pad, and use the A Button to confirm your choice. The next screen is the **Select CO Screen**. Choose an army by using \uparrow and \downarrow , then select a CO with \leftarrow and \rightarrow . Press the A Button to bring up a confirmation screen, then press it again to confirm your choice of army and CO. Once you're done, the battle commences.

! The available maps and items on the **Map Menu** vary between game modes.



RECORD

On the **Select Map Screen** in the **WAR ROOM**, choose a map and press the R Button to view the top five scores for that map.

UNIT INTEL

Each unit in *ADVANCE WARS 2: BLACK HOLE RISING* has its own special traits. Knowing the strengths and weaknesses of your army will allow you to formulate a more precise and effective strategy.

Viewing Data

Primary Weapon Name		Secondary Weapon Name (Secondary Weapons have unlimited Ammo)	
Unit Name		Range of Fire	
Weapon One	Ammo	Weapon Two	Fire
Air-to-Surface Missiles	9	Air-to-Surface Missiles	1
Vision	Move	Fuel	Cost
3	6	70	7,000
Vision Range in FOG OF WAR	Movement Range	Fuel Capacity	Deployment Cost

- ! Units that use two weapons automatically switch between weapons depending on the enemy unit they are attacking.
- ! Some units carry no weapons.
- ! When transport units are destroyed, so are any units they were transporting.

Ground Units



Infantry (INFTRY)

These are the cheapest units to deploy. They can capture new bases, but their firepower is low.

Weapon One		Ammo	Weapon Two		Fire
None		0	Machine Gun		1
Vision	Move	Fuel	Cost		
2	3	99	1,000		



RECON

These are designed for reconnoitring purposes. They are strong against infantry units and have a large movement range.

Weapon One		Ammo	Weapon Two		Fire
None		0	Machine Gun		1
Vision	Move	Fuel	Cost		
5	8	90	4,000		



MD (Medium) TANK

Medium tanks have very high offensive and defensive ratings.

Weapon One		Ammo	Weapon Two		Fire
Medium Tank Cannon		9	Machine Gun		1
Vision	Move	Fuel	Cost		
1	5	50	18,000		



APC

These units can transport infantry and mech units. They can also deliver fuel and ammo. APCs carry no weapons and cannot fire.

Weapon One		Ammo	Weapon Two		Fire
None		0	None		0
Vision	Move	Fuel	Cost		
1	6	70	5,000		



Mechanized Infantry (MECH)

These units use bazookas against vehicles. They are strong against tanks. They are also able to capture bases.

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



TANK

These small, inexpensive tanks have a large range of movement, making them easy to deploy.

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



Nectank (NEO)

Nectanks are expensive, but they're easily the most powerful ground unit. Capture their design plans to deploy them yourself.

Weapon One		Ammo	Weapon Two		Fire
Nectank Cannon		9	Machine Gun		1
Vision	Move	Fuel	Cost		
1	6	99	22,000		



Artillery (ARTLY)

These inexpensive indirect-combat units fire on enemy units from a distance.

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



Rocket Launcher (RCKTS)

These units can fire on both ground and naval units from a distance. Their range of fire is better than those of mobile artillery.

Weapon One		Ammo	Weapon Two		Fire
Rockets		8	None		3-5
Vision	Move	Fuel	Cost		
1	5	50	15,000		



Missiles (MSSLS)

These units wreak havoc on air units. Their vision range in FOG OF WAR is large.

Weapon One		Ammo	Weapon Two		Fire
Surface-to-Air Missiles		8	None		3-5
Vision	Move	Fuel	Cost		
5	4	50	12,000		



Anti-Air (A-AIR)

These specialized units are strong against air units, infantry, and mech units. They can't take on tanks, though.

Weapon One		Ammo	Weapon Two		Fire
Vulcan Cannon		3	None		1
Vision	Move	Fuel	Cost		
2	8	80	8,000		

Air Units



Fighter (FGHTR)

Fighters rule the skies and can inflict heavy damage on other air units.

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



Battle Copter (B CPTR)

These helicopters can fire on many types of units, which makes them invaluable in the field.

Weapon One		Ammo	Weapon Two		Fire
Air-to-Surface Missiles		8	Machine Gun		1
Vision	Move	Fuel	Cost		
3	6	99	9,000		



Bomber (BMBR)

Bombers are expensive, but can inflict heavy damage to both ground and naval units.

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



Transport Copter (T CPTR)

These helicopters can transport both mech and infantry units. They carry no weapons, though, and cannot fire.

Weapon One		Ammo	Weapon Two		Fire
None		0	None		0
Vision	Move	Fuel	Cost		
2	6	99	5,000		

Naval Units



Battleship (B SHIP)

These powerful ships have a tremendous range of fire. Their cannons do enormous amounts of damage to other naval units.

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



Lander (LNDR)

These transport units can carry up to two ground units at a time.

Weapon One		Ammo	Weapon Two		Fire
None		0	None		0
Vision	Move	Fuel	Cost		
1	6	99	12,000		



Cruiser (CRSR)

Cruisers can do heavy damage to both subs and air units. They can also transport up to two helicopters at a time.

Weapon One		Ammo	Weapon Two		Fire
Anti-Sub Missiles		9	Anti-Air Machine Gun		1
Vision	Move	Fuel	Cost		
3	6	99	18,000		



SUB

Submerged subs can be attacked by subs and cruisers, and the only way to find a submerged sub is to run into it.

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

TERRAIN INTEL

Terrain plays an important role in battle strategy, as it affects troop movement and also provides defensive cover.



Headquarters (HQ)

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



BASE

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



Airport (ARPR)

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



PORT

Naval bases are the deployment points for all naval units. They also provide them with ammo, fuel, and repairs (by restoring HP). Ports are safe havens for ships and subs because of their excellent defensive cover.

**CITY**

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

**Missile Silo (SILO)**

Missile silos can be used by infantry and mech units. Move one of these units onto a missile silo to fire a single missile with an unlimited range of fire and a blast radius of 2 spaces. Each silo contains one missile.

**ROAD**

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

**PLAIN**

Plains are the most common type of terrain found. They provide only a minimal defensive cover.

**WOOD**

When FOG OF WAR is present, units deployed in woods can only be seen by units adjacent to them and by air units. Air units cannot hide in woods during FOG OF WAR.

**Mountain (MTN)**

Only mech, infantry, and air units can travel over mountains. In FOG OF WAR, mech and infantry units increase their vision range by 3 when they're in the mountains. Mountains also offer excellent defensive cover.

**RIVER**

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

**Bridge (BRDG)**

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

**SEA**

Seas can be crossed only by naval and air units. Seas offer no terrain benefits.

**SHOAL**

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

**REEF**

When FOG OF WAR is present, units deployed in reefs can be seen only by adjacent units and air units. Air units cannot hide in reefs during FOG OF WAR.

**PIPE**

These indestructible pipelines block passage by all units.

**Pipe Seam (PIPE)**

Certain pipe sections can be destroyed, allowing units to pass through.

**Laboratory (LAB) (Campaign Mode only)**

Hidden research facilities that appear on the world map only when certain conditions are met. If you can capture a lab, you'll be able to produce neotanks on future missions.

**Black Cannon (CANNON) (Campaign Mode only)**

Special cannons with a large range of fire and superior firepower. They have unlimited ammo and can only be used by the enemy army, but they are susceptible to attack.

**Mini-cannon (CANNON) (Campaign Mode only)**

While not as powerful as Black Cannons, they are still formidable weapons. They have unlimited ammo and can be used by only the enemy army, but they are susceptible to attack.



LASER (Campaign Mode only)

These four-directional lasers strike friend and foe alike. They have unlimited ammo and can be used by only the enemy army, but they are susceptible to attack.



Deathray (D RAY) (Campaign Mode only)

The Black Hole Army's pride and joy, this mammoth laser fires in only one direction, but it is incredibly powerful and only damages enemy units. It uses so much energy to fire that it cannot be fired each turn. It has unlimited ammo and can only be used by the enemy army, but it is susceptible to attack.



FACTORY (Campaign Mode only)

These enemy deployment properties can deploy ground, air, and naval units.



VOLCANO (Campaign Mode only)

One of the many volcanoes on Wars World, it sometimes erupts and spews out chunks of burning magma. Any troops struck by this will take damage.

Climate is another map feature. Depending on the map being used, it sometimes rains or snows midbattle. These climate conditions affect the movement range of all deployed units. For detailed terrain information, place the cursor on a specific terrain feature and press the R Button. This is a useful tool for reconnoitring maps and refining your strategy.

CO POWERS

The commanding officers in *ADVANCE WARS 2: BLACK HOLE RISING* all possess unique talents that, when used strategically, can turn the course of battle. These abilities are called CO Powers, and each CO has two of them. A normal CO Power (POWER) and a Super CO Power (SUPER).

CO Power Meter

CO Powers become usable when the CO Power Meter fills. The meter increases automatically during combat.

● **CO Power**

When the small stars in the CO Power Meter are full, your CO can use a normal CO Power.

● **Super CO Power**

When both the small and large stars are full, the Super CO Power is ready to go.

[!] *The CO Power meter increases at different rates for different COs.*

CO Power Meter



ORANGE STAR**Andy**

Equally proficient on land, in the air, or at sea, he's always ready to go and has no real weaknesses.

HYPER REPAIR: Restores 2 HP to all units.

HYPER UPGRADE: Restores 5 HP to all units. Firepower increases, and unit movement increases by 1 space.

Sami

Her foot soldiers have superior firepower and can capture properties in reduced time. Her transport units have increased movement ranges. However, she's weak in direct combat against non-infantry units.

DOUBLE TIME: Infantry and mech units receive a movement bonus of +1 space. Firepower increases slightly.

VICTORY MARCH: Foot soldiers receive a +2 movement bonus and a firepower boost, and they can capture a property in one turn even if not at full HP.

Max

His non-infantry ground, air, and naval units have superior direct-combat abilities. His indirect-combat units have reduced ranges of fire and low attack strength.

MAX FORCE: Direct-combat units receive a slight boost in firepower and +1 to their movement ranges.

MAX BLAST: Direct-combat units receive a large firepower bonus and +2 to their movement ranges.

BLUE MOON**Olaf**

Because he's from a cold country, snow does not reduce Olaf's movement range. Rain, however, does slow him down. He's as pompous as they come, but he's also a sound commander with no real weaknesses.

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

WINTER FURY: Calls down a fierce storm which affects enemy troop movement and does 2 HP damage to all enemy units.

Grit

His indirect-combat units have an increased range of fire and a superior attack strength. All of his units are weak in direct combat, though.

SNIPER ATTACK: Increases the ranges of fire of indirect-combat units by 1 space, and increases their firepower slightly, too.

SUPER SNIPER: Gives indirect-combat units a firepower bonus and increases their ranges of fire by 2 spaces.

Colin

He deploys units at reduced costs. All of his units have a slightly reduced attack strength, which may be a result of his lack of command experience.

GOLD RUSH: Increases available funds by 1.5.

POWER OF MONEY: Increases strength of weapons. The more funds available, the stronger your troops become.

YELLOW COMET**Kanbei**

All his units possess superior offensive and defensive capabilities, but they are more expensive to deploy.

MORALE BOOST: Gives units a boost of energy and increases their firepower.

SAMURAI SPIRIT: Increases both offensive and defensive abilities of all troops. Damage inflicted while counterattacking is multiplied by 1.5.

Sonja

The vision ranges of all her units are increased by one space in FOG OF WAR. She has the ability to conceal her units' HP from enemies. Her attack power is a little weak, but she has superior counterstrike firepower.

ENHANCED VISION: Increases the vision range of all units and even allows them to spot units hidden in woods and reefs.

COUNTER BREAK: All units receive an increased vision range of 1 space. Additionally, the strength of their counterattacks is increased.

Sensei

Foot soldiers have superior firepower, and the movement ranges for his transport units is increased by one space. He's an expert with battle helicopters, and those under his command have increased attack strength.

COPTER COMMAND: Helicopters firepower increases, and infantry units with 9 HP appear in all allied cities, ready to move.

AIRBORNE ASSAULT: Helicopters firepower increases, and mech units with 9 HP appear in all allied cities, ready to move.

GREEN EARTH**Eagle**

Eagle's an aerial specialist whose helicopters and planes burn less fuel than those of other armies and have higher offensive and defensive capabilities, too. He's a poor naval commander, though.

LIGHTNING DRIVE: Air unit offensive and defensive abilities increase.

LIGHTNING STRIKE: Air unit offensive and defensive abilities increase, and all non-infantry units ordered to wait can move again that turn.

Drake

His naval units have a +1 movement range and slightly higher defensive abilities.

His air units have inferior attack strength. Rain does not impede his troop movement.

TSUNAMI: Causes a giant wave to strike enemy units for 1 HP of damage and reduces their fuel by half.

TYPHOON: A sea storm erupts and strikes enemy units, causing 2 HP of damage, reducing fuel by half, and hindering troop movement.

Jess

All her vehicular units possess superior firepower. Her infantry, air, and naval units suffer from inferior firepower.

TURBO CHARGE: Increases movement range of vehicular units by 1 space, replenishes fuel and ammo, and gives them a firepower boost as well.

OVERDRIVE: Vehicular units increase their movement ranges by 2, replenish ammo and fuel, and increase their attack strength.

**BLACK HOLE****Flak**

He possesses immense attack power, but his lack of finesse reduces the effectiveness of his attacks.

BRUTE FORCE: Increases dispersion of fire. There's a chance of getting a super strong blow, but firepower might suddenly drop.

BARBARIC BLOW: Attack power increases, but so does the dispersion rate, affecting the amount of damage targets take.

Hawke

All his units possess superior firepower, but his CO Power takes longer to build up than those of the other COs do.

BLACK WAVE: All units recover 1 HP and increase their firepower. All enemy units take 1 HP of damage.

BLACK STORM: All units increase their firepower and recover 2 HP. All enemy units take 2 HP of damage.

Adder

He's a quick-thinking strategist whose CO Power builds up faster than those of other COs do.

SIDESLIP: All units receive a movement bonus of +1 space.

SNAKEBITE: All units increase their movement ranges by 2 spaces.

Lash

She utilizes terrain so effectively that her troops receive attack bonuses equal to the defensive cover of the terrain they occupy.

POWER: In addition to using terrain effects to increase firepower, drops movement cost for all units to 1.

SUPER POWER: Terrain effects are doubled and used to increase attack strength. Additionally, movement cost for all units drops to 1.

Sturm

All his units possess superior attack strength. They can move across any terrain at the same movement cost, but he suffers in snowy conditions.

METEOR STRIKE: Pulls a giant meteor from space, which does 8 HP of damage to all affected units. Increases his units' firepower and defense.

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The Nintendo logo is presented in its classic style, featuring the word "Nintendo" in a bold, white, sans-serif font. The text is centered within a red, rounded rectangular border that has a slight 3D effect, with a white shadow on the left side.

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