

A faded, grayscale background image of Astro Boy, the iconic character from the anime and video game series. He is shown from the waist up, wearing his signature red and black suit with a large white 'A' on his chest. He is holding a glowing blue orb in his right hand. The background is a soft, out-of-focus depiction of a futuristic cityscape with tall buildings and a bright sky.

# **ASTRO BOY**

## **THE VIDEO GAME**

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## INTRODUCTION

Welcome to the game guide for Astro Boy: The Video Game on the Nintendo DS. In this guide you'll find useful information that will help you get through this game. The Controls and Menus sections will help you learn how to control Astro and the contents of the menu selection. The Items list will describe the pickups in the game. The Walkthrough section will guide you through the entire path of the game. If you get stuck anywhere in the game and need some help to get through that part, refer to this section. We hope you find this guide useful.

## CONTROLS



- The Touch Screen can be used to highlight and select BC Skills. The Touch Screen can also be used to navigate through menu screens.

## Special Moves

- As the player collects the Blue Core Energy from defeated enemies it raises the Blue Core Skill Bar (BC Skill). The higher the BC Skill level the more abilities can be used. Highlight the desired skill and press the A Button to use the skills.
- The player can perform a Dash across the screen by holding Down on the +Control Pad and pressing the B Button. This can be performed to avoid projectiles.
- The player can perform an Air Dash across the screen when jumping then holding Up, Left or Right and pressing the B Button.

## ITEM LIST



BC Gem – This item can be found after defeating a robot or damaging a Boss enemy. Gather these to fill the BC Skill Guage.



Trashcan – This item can only be found in five stages. Use Trashcan to Restore Astro's health and to add 2000 points to the current score.

## BC SKILLS



Jet UP – Use this to increase Astro's speed. This can be increased twice in each level.



Pow UP – This BC Skill increases Astro's strength. This can be increased five times in each level.



Arm Cannon – Use this to fire a laser attack from Astro's arm. The attack damages all enemies in front of Astro.



Machine Guns – This attack destroys all enemies on the screen.



Shield – This BC Skill generates a shield around Astro. The shield can receive three hits of damage before disappearing.



Recover – Use this to recover a percentage of health. The recover percentage varies depending on the difficulty of the selected profile: 100% for Normal difficulty, 25% for Hard, and 10% for Extra.

## **MENUS**

After touching the Touch Screen to bypass the Title Screen the game will display the Start Menu. There will be two selections: Game Start and Options.

### **Game Start**

Selecting this option brings the game to the Data Select screen. This area is used to continue a previously saved game, delete data, and start a new profile.

#### ***Profile Slot***

Three profile slots are available. Any profile slot that displays a stage number contains an existing profile. The slot will display the number from the last completed stage. A empty profile slot does not contain a stage number. The slot will display 'No Data'. It is required when starting a new game to select the game's difficulty.

#### ***Delete***

This is the confirmation screen for deleting data. Selecting 'Yes' will reformat the profile slot for a new game.

### **Options**

The Hi-Score, Sound and Credits option areas are accessible through the Options Menu.

#### ***Hi-Score***

This option displays the highest score from profiles that have played through the Story mode.

#### ***Sound***

This option allows the volume of the Background Music (BGM) and the Sound Effects to be altered.

#### ***Credits***

This option displays the list of all the people that participated in the creation of this game.

## WALKTHROUGH

**Note:** The term “enemy encounter”, used in the following section, is when the red lock image appears on the screen. The player will not be able to proceed until the enemies have been defeated.

### Stage 1 – 1

When entering the level move to the right to enter the first enemy encounter. Defeat all of the enemies to proceed pass this area. Advance to the right. Here you will encounter a second set of enemies. Destroy the enemies then progress to the right until reaching a high ledge. Perform an Air Dash up to reach the elevated area. When advancing to the right, Astro will reach the third enemy encounter. Defeat all of the enemies then use the Air Dash right to get past the spiked robot. Defeating the next two enemy encounters will clear the stage.



### Stage 1 – 2

This is the first flying level. Astro can move up, down, left and right by pressing the corresponding direction on the +Control Pad. Enemies will enter the screen from the left and right. Use the Finger Laser by pressing the Y Button to destroy the attacking robots. Avoid touching the spiked robots. The level will be completed after destroying the last set of enemies.

### Stage 1 – 3

Astro will begin the level on the left side of a pit. Jump over the pit and proceed to the right to reach the first enemy encounter. Defeat all of the enemies then progress to the right until you reach a pair of moving pillars. Use the Air dash when entering and exiting the moving pillars. Walk to the right to reach the second enemy encounter. Clear this area and continue moving to the right until you reach a large pit. Several moving platforms are above this pit. Use the platforms to reach the elevated ledge. Be sure to avoid projectiles from the flying robots. It is possible to bypass the first and second moving platform by using a nearby stationary platform. Stand over the last pole near the ledge and perform an Air Dash up. Move right to land on the platform. After reaching the highest moving platform, jump to the ledge on the right and continue through the level. Proceed to the right to reach the third enemy encounter. Continue moving to the right after completing the enemy encounter. There will be a small pit before the boss battle. Jump over the pit and advance to the encounter with the Spirit of Freedom. The Spirit will begin the encounter from the background. Astro is unable to attack the Spirit while it is in the background. The Spirit must be positioned on the right side of the encounter or flying for Astro to attack the boss.

The Spirit's first attack is a set of missiles which are shot into the air. The missiles will focus on Astro when they fall. Avoid damage by standing near the stationary platform. The platform will act as a shield and block half of the missiles. It is also possible to dodge the missiles by jumping into the air when the missiles land. The Spirit's second attack is a laser fired from the background. This is a circular blast that deals damage to the area around the Spirit. Dodge the laser by performing a Dash away from the gunship's location. The Spirit will then reposition itself on the far right side of the screen to

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fire a laser beam. A small ball of light displays at the tip of the laser cannon for a few seconds before it fires. Use this time to reach the platform. It is also possible to jump over the laser beam. After firing the beam, the gunship will leave the screen before flying over the level. Once above the level, the Spirit will open its lower hatch to drop bombs on Astro. Dodge the attack by staying in front of the gunship. Although it is difficult, it is possible to attack the Spirit while it is dropping bombs. At this point the Spirit of Freedom will move to the background and cycle through its attacks. Attack the Spirit at all available times to complete the stage.

### Stage 2 – 1

Begin the stage by moving to the right. This will move Astro into an enemy encounter. Defeat the robots to continue to through the level to a gap with an arrow sign above it. Jump into the gap. Be sure to dodge the spiked robots when falling through the gap. The second enemy encounter will begin after landing at the bottom. Defeat the enemy encounter then advance right until you reach a ledge. Drop off the ledge and destroy the next three turrets. Continue moving right and drop off the next two ledges. This will bring Astro to the third enemy encounter. Destroy the enemies to unlock the area. There will be a small ledge to the right that has a turret placed on top. Jump on the ledge and destroy the turret.

Spikes line the floor and ceiling of the following area. Use the stationary platform above the beginning of the spiked area to reach a moving platform. Be aware that portions of the platform will crumble and be destroyed. Ride the platform to the top. Jump off the left side of the platform to the second moving platform. After reaching the top, jump off this platform's left side to reach a horizontally moving platform. Wait until the platform moves completely to the left. Jump off the left side to reach the last moving platform. Turn to the right and jump toward the ledge.



Progress right until reaching the fourth enemy encounter. Advance to the gap after defeating the enemies. Jump in the gap then fall to the right to land on a ledge. Turn left and fall into the same pit. Move right while falling to land on another ledge. After landing on the lower ledge proceed to the right until you reach a spike pit. Wait until a platform moves down from the top of the screen. Jump on the platform ride it to the top. Jump toward the ledge on the right before the platform moves down. Defeating the next two enemy encounters will clear the stage.

### Stage 2 – 2

This is a flying level. Astro can move up, down, left, and right by pressing the corresponding direction on the +Control Pad. Enemies will enter the screen from the left, right, and bottom. Use the Finger Laser to destroy the attacking robots. Avoid touching the spiked robots. The level will be completed after destroying the last set of enemies.

## Stage 2 – 3

When entering the level move to the right to enter the first two enemy encounters. Defeat the enemies and proceed to the right until reaching a series of spike pits. Jump over the spike pits using the six platforms to reach the third enemy encounter. Defeat all of the robots, then head to the right until you reach a pit. Get close to the ledge and perform a Air Dash up. Move right to drift toward a platform. Jump to the right, then at the peak of the jump, do an Air Dash up. Drift right to land on the next ledge.

Jump over the remaining spike pits and continue right until you reach the fourth enemy encounter. Defeat all of the robots then continue to the right until you reach the boss fight with the Scorpion Brothers.

The Scorpion Brothers work as a team. The brothers will begin their attack after rolling on and off the screen once. One brother will attack at a time. Ronnie will come in from the right side of the screen. He will attack by using his crane. Dodge the attack by moving behind his crane before it strikes. After the first brother goes past you, the second brother, Testo, will enter from the left of the screen. Testo shoots mines from his crane. Dodge the mines and the explosions by dashing. Testo will then drive off the side of the screen. Shortly after exiting the screen, the dirt beneath Astro's feet begins to move. Move away from the moving dirt to avoid Ronnie's crane arm. After the crane arm goes back into the ground, Testo will drop an object from the top of the screen where Astro is standing. Dodge it by moving once the crane arm appears on screen. Dash away from the area when Testo drops a car. The Scorpion Brothers will continue this pattern of attack. The brothers are vulnerable during the entire battle. You must defeat both brothers to complete this enemy encounter and clear the level.



## Stage 3 – 1

When entering the level move to the right to enter two enemy encounters. Continue moving to the right after defeating both encounters until you reach a hole in the ground. Drop into the hole then walk to the left until you reach a ledge. Fall off the ledge and turn right. Use the moving platforms to cross the large spike pit. Watch out for lasers when moving through this area. Continue to the right and stop at the pit.

There is an optional enemy encounter on the right side of the hole. Jump over the hole and walk into the small room. Once all of the enemies have been defeated the area will be unlocked. Turn to the left to exit the small room. When choosing to bypass the optional enemy encounter, wait at the hole for a platform to lower. Jump onto the platform. When the platform reaches the top, jump onto the ledge before the platform begins to lower. Once at the top, you can begin a second optional encounter in the small room on the right. To bypass the optional encounter, wait at the ledge and a second moving platform. Ride this platform to the top.

Once it reaches the top, head to the right and continue through the spike pits. Stop at the last set of spikes with a hole in the ceiling. There is an optional enemy encounter on the right side of the

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hole. Jump over the hole and walk into the small room. Once all of the enemies have been defeated the area will be unlocked. Turn to the left exit the small room. When choosing to bypass the optional enemy encounter, wait at the hole for a platform to lower. Jump on the platform. Once it reaches the top, head to the right to enter the third enemy encounter. Avoid the laser when fighting the robots in this area. Defeat all enemies and proceed right to complete the level.

### Stage 3 – 2

Astro will begin this stage in the first enemy encounter. Destroy the attacking robots then proceed right, toward the spiked hallway. Use the Air Dash to avoid the spikes. Be sure to dodge the projectiles from the turrets. Reaching the end of the hallway will lock Astro in the second enemy encounter.



One large robot, with saws for hands, will be the only enemy in this encounter. The saw robot has three attacks. The encounter usually begins with the robot performing a dash. While dashing, the robot will spin its saws in front of it. Stay out of the saw robot's path when it dashes. The large robot can also pound the ground with one of its saws. Dash behind the robot to avoid damage. Be careful when standing near the saw robot. The robot has the ability to swing its arms 360 degrees. Move away from the robot when it uses both hands in its swing attack.

After beating the Saw robot, head to the right until you reach the third enemy encounter. Defeat all of the enemies to unlock the encounter area. Use the platforms above the spikes to proceed to the next enemy encounter.

There will be two enemies in this encounter. One robot is short, wide, and equipped with guns. It is able to shoot straight ahead or up at an angle. The taller robot will perform spin attacks. It can perform this move while moving across the top and bottom of the screen. Keep moving to avoid the damage from the spinning robot as well as the bullets. Attack either robot while dodging their attacks. The level will complete once the two enemies have been defeated.



### Stage 3 – 3

Exit the first hallway to reach the first enemy encounter. Defeat the robots in the encounter before moving to the right. Repeat this for the next three encounters. Be careful not to fall in a spike pit during the fourth enemy encounter. After completing the fourth enemy encounter, continue moving right until reaching the Hamegg encounter.

Hamegg has several moves in his arsenal. His first attack uses his ability to throw bombs. Hamegg will hover around the level to attack Astro with an abundance of bombs. The bombs flash a few times before exploding. Use this time to move away from the bombs. Kicking or punching the bombs will move them away from Astro. When Hamegg finishes his bomb attack, he brings out an

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electric remote. This remote shoots a beam of electricity. Hamegg will move around the level and fire the beam under his platform. Dodge this attack by moving away from the platform when Hamegg stops. Hamegg's next attack is a laser beam. This is fired from the middle of his yellow platform. Once it is fired, the laser beam will move toward Astro. Jump over the beam to avoid damage. For his fourth attack, Hamegg disappears and calls in robots. The robots will enter from the left and/or right side of the screen. Beat all of the robots to make Hamegg return to the screen. Attack his platform between his attacks to deal damage. Defeating Hamegg completes the level.

### Stage 4 – 1

Begin the stage by moving to the right. This will move Astro into the first enemy encounter. Defeat all of the enemies, then proceed to the right until you reach a small gap. Drop into the gap and destroy the turret at the end of the platform. Walk off the side of the platform and move right. Here Astro will encounter the second enemy encounter. Destroy the robots then use the platform to continue through the level. After defeating the two turrets, walk to the ledge on the right side of the platform. Drop down off the ledge.

Fall off the left side of the platform. Drop down again from the lower platform. Be careful not to go too far from the right side of the platform. Another electric floor trap awaits. Navigate through the next five platforms and steer clear of the electric traps along the walls. Once at the bottom, move to the right and attempt to move back upward using the platforms with electric traps attached to their ends. Once at the top, move to the right to drop down and enter the third enemy encounter. Beat the robots then head to the right. Jump onto the highest ledge to access the platforms extending from the walls. Use the platforms to reach the next enemy encounter. Complete the enemy encounter to finish the level.



### Stage 4 – 2

This is a flying level. Astro can move up, down, left, and right by pressing the corresponding direction on the +Control Pad. Enemies will enter the screen from the left, right, top, and bottom. Use the Finger Laser to destroy the attacking robots. Avoid touching the spiked robots. The level will be completed after destroying the last set of enemies.

### Stage 4 – 3

Proceed past the extending columns to reach the first enemy encounter. Complete the enemy encounter then continue on to the right until reaching a small hole in the floor. Wait for a platform to raise from the hole. Jump on the platform and ride it to the bottom. Once at the bottom, jump to the large column on the right. Walk to the right ledge of the column and wait for a second moving platform. Jump to the highest ledge on the right then navigate through the narrow hallways to reach

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the second enemy encounter. Defeat the enemies then head to the right. Advance through the electric traps to the third enemy encounter. Defeat the robots then proceed right toward the moving platform. Jump on the platform. Move to the right after reaching the top. Continue moving forward until you encounter the Peacekeeper.



The Peacekeeper has a couple of different attacks he can use. One of his attacks is an explosion of energy. The Peacekeeper will appear to be charging red energy between his hands. Move away from him to dodge this attack. The attack only deals damage to the area around the Peacekeeper. The Peacekeeper can fire a laser from his hand. Move behind the Peacekeeper while he charges this attack. His second laser attack is a homing laser. A target will lock on Astro before the Peacekeeper fires a laser into the air. The laser will then fall where the target locked. Move away from the locked target area to avoid the attack. The

Peacekeeper also has a set of melee attacks. One melee attack is a combination punch that is delivered when Astro is standing too close to the boss. The second melee attack is a dashing punch. Dodge this by jumping as he dashes. Attack him between attacks and he will eventually walk off the right side of the screen. When this occurs the level will be complete.

### Stage 5 – 1

This is a flying level. Astro can move up, down, left and right by pressing the corresponding direction on the +Control Pad. Enemies will enter the screen from the left, right, top, and bottom. Use the Finger Laser to destroy the attacking robots. Avoid touching the spiked robots. Attack and destroy the red spiked robots to clear a path when facing a wall of spiked robots. The level will be completed after destroying the last set of enemies.

### Stage 5 – 2

When entering the level move to the right. Defeat the first two enemy encounters then continue progressing right until you reach a large pit. Use the moving platforms above the pit to continue progression through the level. Watch out for the spiked red robots. After reaching the highest platform, jump to the ledge and move right. Advance to the small floor gap. Dropping in the gap will move Astro into a laser field. Be mindful of the lasers while navigating through this area.



Advance to the hole on the right and drop down. Move right until you reach the third enemy encounter and fourth enemy encounter. Defeat all of the enemies and proceed to the right until you reach the moving platforms. After reaching the highest platform, jump to the ledge on the right. Continue moving right to encounter the Peacekeeper.

The Peacekeeper will have different attacks than the last enemy encounter: he has the ability to spawn a robot from his shoulder. This robot fires projectiles directly at Astro. Dodge the projectiles to avoid damage. The Peacekeeper also has the ability to slam one of his fists down. Dash away from his

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right arm when it is raised above Astro. Another melee attack the Peacekeeper has is a dashing punch. His left arm will swing back before performing this attack. Jump over the punch to avoid damage. The Peacekeeper will reenter the screen from the right side. When Astro is at a distance, the Peacekeeper performs a magnetic junk attack. Being hit by the junk damages Astro. Punch the flying scrap metal to destroy the junk and avoid damage. Attack the Peacekeeper between his attacks to defeat him and complete the level.

### Stage 5 – 3

This is a flying level. Astro can move up, down, left, and right by pressing the corresponding direction on the +Control Pad. Enemies will enter the screen from the left, right, top, and bottom. Use the Finger Laser to destroy the attacking robots. Avoid touching the spiked robots. The level will be completed after destroying the last set of enemies.



### Stage 5 – 4

This is a flying level. Astro can move up, down, left, and right by pressing the corresponding direction on the +Control Pad. This is the big showdown with Peacekeeper in his third and final form.

The Peacekeeper will have different attacks than the last enemy encounter. He has the ability to punch from the left side of the screen and fire a laser from the right side. The Peacekeeper can also fire lasers in a circular pattern from his chest to deal damage. Use the Finger Laser to attack his chest between the attacks. Defeat the Peacekeeper to complete the game.

## TIPS

- Do not collect Trashcan until you are low on life. Encounter as many enemies as possible before using Trashcan to recover health.
- Use the Recover BC Skill at the end of a level. If Astro dies, he respawns at the beginning of the level without any BC Skill. Astro's health will reflect the amount of health from the end of the previous level.
- Use the Jet UP BC Skill in all flying levels. It is very important to be fast and maneuverable in these levels.
- Trashcan can be found in stages 1-1, 1-3, 2-3, 4-1 and 5-2.



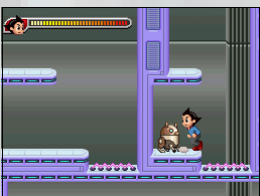
To collect Trashcan in Stage 1 - 1, move left after performing the Air Dash to reach the high ledge. This will position Astro on a long platform. Walk left until you reach a wall. This wall is destructible. Attack the wall to reveal Trashcan. Touch Trashcan to collect him.



Trashcan is available while in the third enemy encounter of Stage 1 – 3. Move toward the short wall on the left side of the screen. Attack the wall to reveal Trashcan. Touch Trashcan to collect him.



To collect Trashcan, move to the next platform. Jump into the gap and fall toward the ledge in the right wall. After landing, attack the wall to reveal Trashcan. Touch Trashcan to collect him.



To collect Trashcan, move to the right. Advance to the lowest ledge on the left. Attack the wall to reveal Trashcan. Touch Trashcan to collect him.



To collect Trashcan in Stage 5 – 2 move toward the left hole at the bottom of the laser field. Attack the wall on the left side of the hole to reveal Trashcan. Touch Trashcan to collect him.

## **FAQ**

**Q:** Is it possible to defeat the yellow spiked robots?

**A:** Yes. The yellow spiked robots have a lot of health and require you to deal as much damage as possible to destroy them. Using the Pow UP BC Skill will help you.

**Q:** How do save my progress?

**A:** The game automatically saves and does not require you to perform a manual save. The autosave occurs at the beginning of a level and when clearing a level.

**Q:** Why can't I use my BC Skill?

**A:** Certain BC Skills can only be used a few times. The Jet UP and the Pow UP BC Skill have a limited amount of uses before they are maxed out. The BC Skill will be grayed out after being used the maximum amount of times. This will also occur when the Shield BC Skill is attempted while a Shield is already in use.

**Q:** Where do I find my high score?

**A:** The high score can be found in the Hi-Score Menu which is located in the Options Menu. After entering the menu, select the difficulty that matches the difficulty selected on the desired profile.

**Q:** When does the game end?

**A:** The game ends after defeating the Peacekeeper in Stage 5 – 4. The game will restart from the first level after the credits are displayed.