

Disney's
AMERICAN DRAGON
JAKE LONG
RISE OF THE HUNTSCLAN



OFFICIAL

Yo, like it
ALREADY
says official - DUH!

OFFICIAL TACTICAL
INSTRUCTION BOOKLET

<< HUNTSCLAN VOLUME >>

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Revival of the Huntsmasters

The Huntsman has a diabolical plan to awaken long dead Huntsmasters (villains from the past) and use them to rule over the magical world that resides in NYC. Jake has to keep on the trail of the Huntsman and his allies as they try to nab the necessary components to complete the revival ritual. Can Jake save the day?



Getting Started

1. Make sure **POWER** switch is **OFF**.
2. Insert *Disney's American Dragon: Jake Long - Rise of the Huntsclan* Game Pak in the Game Boy® Advance slot.
3. Turn the **POWER** switch **ON**.

NOTE: *Disney's American Dragon: Jake Long - Rise of the Huntsclan* Game Pak is designed for the Game Boy®Advance system.

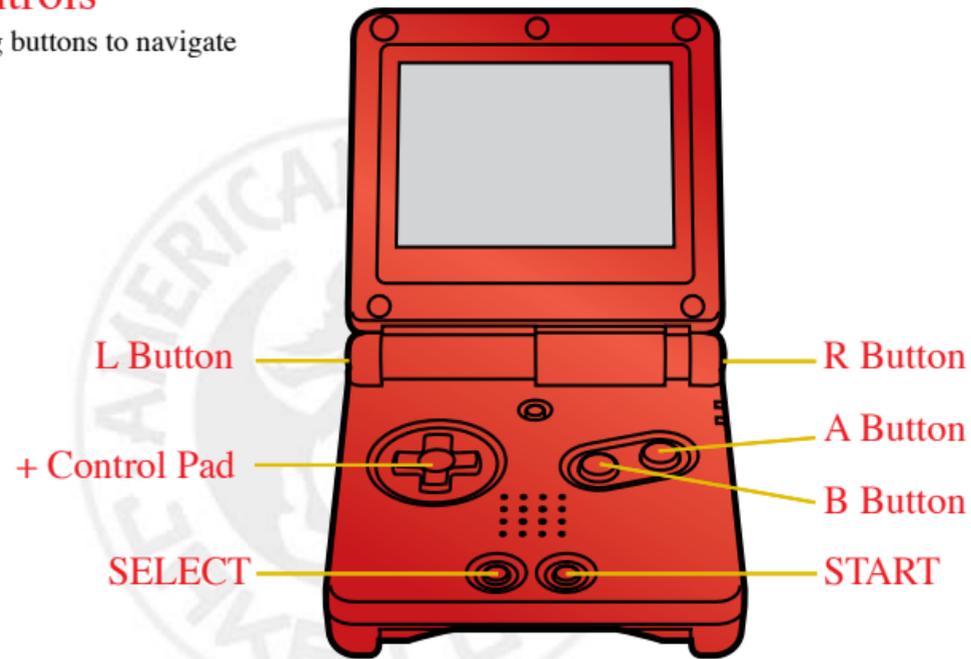
Title Screen

Select your preferred language and press **START** to proceed to the Main Menu.



Menu Controls

Use the following buttons to navigate the menu screen:



+Control Pad Up and Down

Highlight menu options.

A Button

Select.

When you start up, you can choose to start a new game or resume a saved game. Each time you save a game, it's saved to a *file*. You can save up to three different files.

To start a new game, choose a file that says NEW GAME.

To restart a saved game, use the **+Control Pad** to choose a saved game. You'll see the world and level which you've completed next to the file.

Copy

The Copy command lets you copy a file to another slot. After selecting the Copy File command, you'll be asked which game you want to make a copy of. Use the **+Control Pad** to choose a game, and press **A Button** to copy your game. Your game will be saved to the next open slot. If you change your mind, press **B Button** to cancel.

Clear

The Clear command deletes a saved game. Be careful! Once you delete a game, it can't be recovered!

Saving the Game

The game auto-saves after completing each important milestone.

Pausing or Saving Your Game

Pausing the Game

To pause the game, press **START**.

To resume the game, press **START**.

Game Over

If Jake is defeated and has no lives in reserve, the game is over. On the bottom screen, you can choose what Jake should do:

1. **Continue** resumes the game from the last saved location, with a fresh set of reserve lives. Jake keeps his attribute enhancements, and Jump Ins are kept until you quit.
2. **Quit** returns to the main title screen.



Game Controls: Playing as Jake

When playing as Jake, you can punch, kick, or jump. You can also use his skateboard for special moves and attacks:

+Control Pad	Left and right make Jake move left or right.
A Button	Jump. The longer the jump, the higher he goes.
B Button	Punch. String together attacks to see combos that include roundhouse punches & kicks and spinning back kicks.
+Control Pad Down and B Button	Kick. Some enemies can be kicked onto their back, then punched away as projectiles.
+Control Pad Up	Look up.
+Control Pad Down	Duck. Look down if lower areas are available.
R Button (hold)	Flip kick onto skateboard. Releasing R Button kicks the skateboard back into his possession (put away).
R Button and +Control Pad	Jake can “run” by riding his skateboard. He has no literal running ability, just a high speed skateboard.
B Button (while skating)	Skid hit. (attack with the base of the skateboard).
A Button (while skating)	Jump and grab the board.
B Button (jump grabbing the board)	Spin the board against a foe (grind on them), damaging or knocking down enemies or breakable objects (trash cans, crates).

L Button (hold)	Once meter is full, Dragon up!! Dragon Mode lasts until the meter runs out.
SELECT	If Jump Ins are available, select the friend you want help from.
START	Pause, with the option to resume or quit
L + R Buttons (Together)	If Jump Ins are available, perform a Jump In attack.

Game Controls: Playing as the American Dragon

+Control Pad	Makes the dragon flap to the left or right, or up or down.
B Button	Tail swipe.
A Button	Claw slash.
R Button charge and release	Dragon's fire (large blast).
L + R Buttons (Together)	If Jump Ins are available: perform a Jump In attack.



Game Play

Jake makes his way through the environment using the **+Control Pad** to choose his direction and the buttons to perform actions. No need to control the camera, it's always on Jake!

Jake changes into the American Dragon by collecting focus points, (little blue sparkles that are dropped by his enemies when defeated). He'll only stay in Dragon Mode for a short time.

Every time Jake defeats an enemy, he may drop focus, health, a Jump In or nothing at all. Pick them up to gain their benefit.



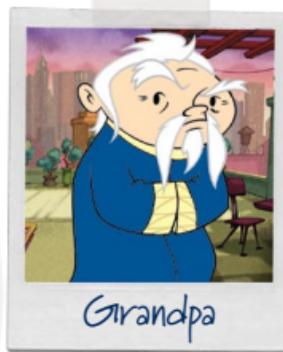
Focus	Partially refills Jake's focus meter.
Health	Partially refills Jake's energy meter.
Jump In	Tokens that can be used to get help from a friend.

Jump Ins: Summoning a Friend

Once in a while, when you defeat an enemy, you'll get a Jump In which lets you summon a friend to help you. Press **L** and **R Button** together to summon them. If you have more than one Jump In, press **SELECT** to choose which friend to summon.

Grandpa

Grandpa leaps in and transforms into Blue Dragon form and calls down a rain of fireballs from the sky.



Trixie & Spud

All of a sudden, it's raining cheeseburgers! Catch as many burgers as you can to refill your health.



Fu Dog

Focus points scatter all over for Jake to collect.



Level Up!

Each time Jake completes a level, he will get a chance to improve one of his abilities. He can beef up his firepower, speed or even how long it takes to "Dragon Up" or how long Dragon Mode lasts.

Use the **+Control Pad** to select which power you want to increase, and the **A Button** to lock in your improvement.

The power slots are:

Jake Attack	Increase Jake's punching power
Jake Skate	Increase Jake's skateboard attack power
Jake Speed	Increase Jake's speed
Jake Life	Jake takes less damage from enemies
Jake Focus	Reduces the number of focus points required for Jake to transform
Dragon Attack	Dragon attack power increases
Dragon Speed	Dragon moves faster
Dragon Charge	Time to charge up for Dragon Mode decreases
Dragon Fire	Dragon fire power increases
Dragon Drain	Time in Dragon Mode increases



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Power ups are saved when the game is saved. When Jake's abilities are maxed out, the "Level Up" screen won't appear anymore.

Checking Jake's Abilities

You can check the status of Jake's abilities at the end of each level.



Bosses & Levels

The bosses & levels (in order) are:



Huntsgirl

She follows Jake through the streets of New York City, then up to the fire escapes and rooftops. She knows how to use her staff in lots of creative ways, so be careful!

Giant Spider

You'll run into the Giant Spider as you go down, down, down, into the sewers and up and down the elevator shafts. The eight-legged arachnoid boss is out for blood! Jake will need to watch out for her sticky web as she makes her way back and forth.



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Cyclops

Out onto the bridge, through the traffic, and past a helicopter is where Jake finds the Cyclops boss – a huge one-eyed giant! He'll slam his giant fists down over and over, trying to smash Jake into the ground.

Giant Medusa

Down by the docks and out across the water to the island lair of the medusa. This larger than life beast fires snakes from her hair. Can you figure out how to go after this reptilian wretch?





Huntsgirl: The Return

A gradual descent into the darkness reveals that Huntsgirl is back. She still knows how to use her staff, but has also picked up a couple new tricks!

Huntsclan Clones

One after another, Huntsmen fall into the chamber, piling up as Jake defeats them. Where are they coming from? What should Jake do?



Huntsman



At the bottom of the descent, in a huge fire pit, Jake finds the Huntsman. He's been the mastermind behind the evil doings all along! With his staff and a little help, the Huntsman will come after Jake. Jake must persevere to defeat him!

Note: You can only get to the Huntsman battle if your abilities are maxed out, so you may need to play through twice or more to get to the final battle!

Jake's Enemies



Troll

Trolls

These thugs keep coming and attacking Jake with clubs, bombs and more!



Harpie

Harpies

These half bird, half woman enemies fly down from above, firing an array of feathers or turn into a spinning tornado.



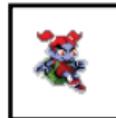
Siren

Sirens

These spiny sea hags are half woman and half sea dragon. They can spit water or roll up and dash across the ground.

Nymphs

Nymphs slide down on a chain, hang in place, then toss a wrench at Jake.



Nymph

Eel Man

This ugly purple pest pops up from the water climbs upside down along the ceiling. They try to catch Jake in a bubble he has to wiggle his way out of.



Eel Man

Slime Man

A blue ooze man who pours out of a sewer pipe. He forms a puddle on the ground and moves around, popping up to take semi-human form and attack.

He is very fast on the ground so watch out!



Slime Man



Rat Man

Rat Man

A tiny rat that looks just like an old hunch-back man.

Cyclops Frog

These pests jump and jump, making themselves quite annoying!



Cyclops Frog



Gargoyles

Gargoyles

These nasties look like wolves with bat wings. They hunt in packs and can fly if pressed.

Valkyries

Valkyries are flying female warriors with angelic wings. They carry tridents, a special kind of three-pronged spear. They like to strike from above, so be careful!



Valkyrie



Dryad

Dryad

This tree spirit releases tiny apple monsters. She can't move, but more can grow up from the ground.

Huntsclan Soldiers

The Huntsman's soldiers attack with a wide variety of weapons.



Huntsclan Soldier

Notes:

