
GAME BOY ADVANCE
AGB-BYYE-USA
YU YU HAKUSHO
GHOST FILES
SPIRIT DETECTIVE
霊界探偵
INSTRUCTION BOOKLET
ATARI
http://www.replacementdocs.com

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

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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PROLOGUE

Fourteen-year-old Yusuke Urameshi is the worst student at Sarayashiki Junior High School. He has no respect for authority, constantly skips class and is forever getting into fights. Just ask Kuwabara, who picks a fight with Yusuke every day. Kuwabara doesn't fare any better than the other boys who cross paths with Yusuke: they lose.

Probably the only person Yusuke hasn't rejected is Kayko, a fourteen-year-old girl he has known most of his life and probably the only person in the world who can talk sense into him. But Yusuke is about to learn of things beyond *this* world.

Yusuke gets killed in a freak accident while trying to save a boy's life. Suddenly, he finds himself facing Koenma, the Prince of the Spirit World. Because of Yusuke's selfless act, Koenma decides to give Yusuke another chance at life. But the deal comes with some strings attached, like rounding up outlaw demons and soul-sucking spirit monsters. Yusuke must become the Earth's Spirit Detective and help Koenma rid the Earth of renegade spirits. But Yusuke is ill-equipped for this kind of fight. He will need all his street smarts, his martial arts skills and the help of his friends if he is to succeed as the Spirit Detective.

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.

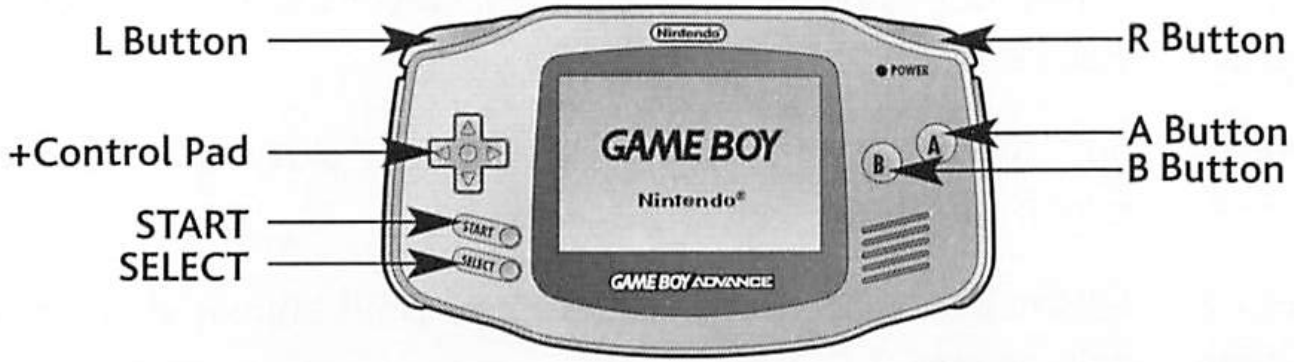
2. Insert the *Yu-Yu Hakusho*™*: Spirit Detective* Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.

3. Switch the Game Boy Advance ON. The Start-up screen should appear. If the Start-up screen fails to appear, begin again at step 1.

4. After a few introductory screens, you will see the Start Menu. Press the **+Control Pad** ▲ or ▼ to highlight Start and press **START** or the **A Button** to go to the Load Game Screen.

5. Press the **+Control Pad** ▲ or ▼ to highlight the game you wish to play and press the **A Button** to confirm the selection. If you selected a New Game, the Enter Name Screen will appear. Press the **+Control Pad** to highlight letters to name your game. Press the **A Button** to select each letter you highlight. If you need to erase a letter, highlight BACK and press the **A Button**. Highlight DONE and press the **A Button** when you are finished naming your game.

CONTROLS



CONTROL	ACTION
+Control Pad	Move hero
A Button	Throw switch, advance through a conversation, activate the hero's Primary Attack
B Button	Activate the hero's Spirit Attack (when you have enough Spirit Energy to use it)
R Button + A Button	Advanced Spirit Attack (when you have enough Spirit Energy to use it)
R Button + B Button	Ultimate Spirit Attack (when you have enough Spirit Energy to use it)
SELECT	Display Status Screen
START	Pause Menu
L Button	Switch Heroes

SAVING AND LOADING

The main heroes, Yusuke, Kuwabara, Hiei and Kurama, gain experience while advancing through the story. As they do, your game will be automatically saved whenever you finish a level. You can save a maximum of three games on the *Yu Yu Hakusho: Spirit Detective* Game Pak.

To load a saved game, turn on your Game Boy Advance or exit the current game and select Play from the Start Screen. At the Select Game Screen, press the **+Control Pad** ▲ or ▼ to select the game you wish to play and press the **A Button** to continue.

To delete a saved game, go to the Load Game Screen and use the **+Control Pad** to highlight the game you wish to delete. Press the **B Button** and a confirmation window will appear. Press the **A Button** to delete the game, or press the **B Button** to cancel.

OPTIONS

The Start Menu allows you to change the following sound options:

Music: Turn music ON or OFF

Effects: Turn special sound effects ON or OFF

Use the **+Control Pad** to highlight an option; press the **A Button** to change the item. Press the **A Button** to return to the game.

PAUSE MENU

While playing, press **START** to pause the current game and bring up the Pause Menu. Use the **+Control Pad** to highlight a menu item and press the **A Button** to select it.

Continue: Exit the in-game menu and return to the current game.

Objectives: View your current game objectives.

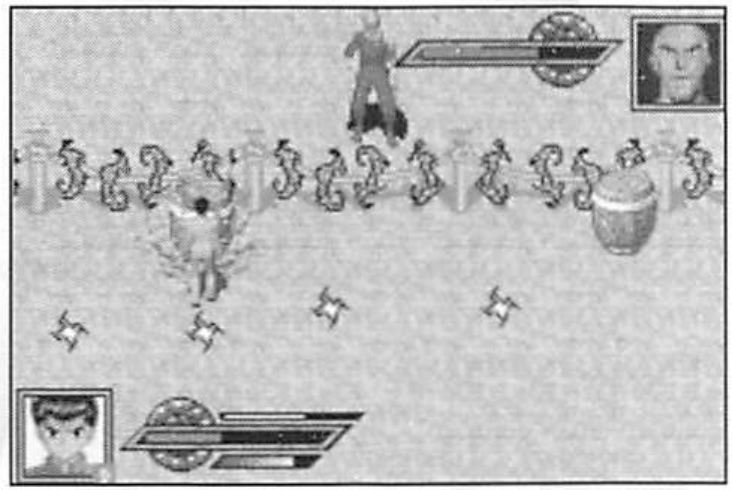
Save Stats: Save the game under the current name and quit. This saves all of your stats and the level that you are playing, but not your current location in the level.

Quit: Exit the game without saving.

PLAYING THE GAME

After the prologue, you start the game as Yusuke. As you advance through the game, you will also be able to take on the roles of Kuwabara, Hiei and Kurama. At certain points in the game, you can press the **L Button** to switch between available heroes.

Note: Switching characters is very taxing on your Spirit Energy, so you are only able to switch characters if your current hero's Spirit Energy is at 100 percent.



Status Bars

In the lower-left corner of the main game screen are three status bars. The red bar indicates your hero's Life Force, blue indicates Spirit Energy and yellow indicates Experience. When you battle a "boss" enemy, his Life Force is displayed in the upper-right corner.

Compass

When available, the compass displays in the lower left portion of the screen. The compass needle points in the direction of your next objective, whatever that may be. But remember, the fastest way between two points isn't always a straight line. You may have to divert around buildings or other obstacles to go where the compass is pointing. When you are about to achieve your objective, the compass flashes red to alert you.

Items

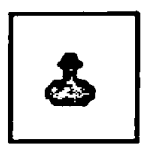
At times you will find objects that you can pick up, move, open or otherwise manipulate. Walk up to the object and press the **A Button** to perform the action for that item.

Power-ups

You will encounter three types of power-ups: Health, Spirit Energy, and Experience. When you defeat an enemy, that enemy might drop a number of power-ups (major enemies drop more power-ups than minor enemies). Move your hero over the power-up to pick it up, but be quick before it disappears!

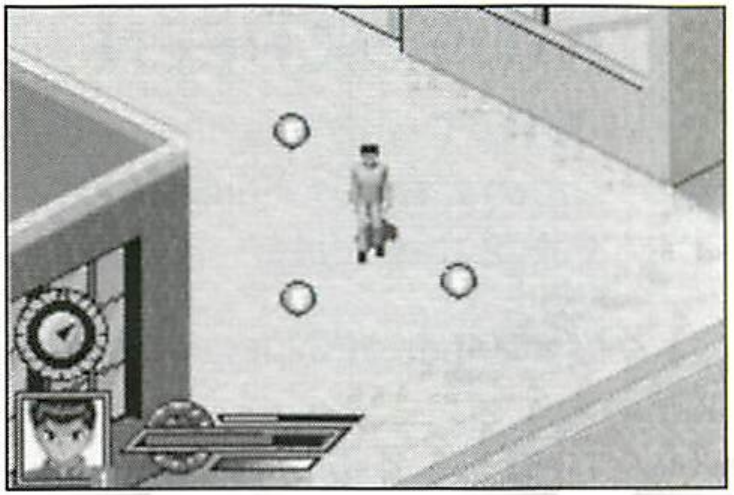
 **Hearts** – Health

 **Orbs** – Experience

 **Potion** – Spirit Energy

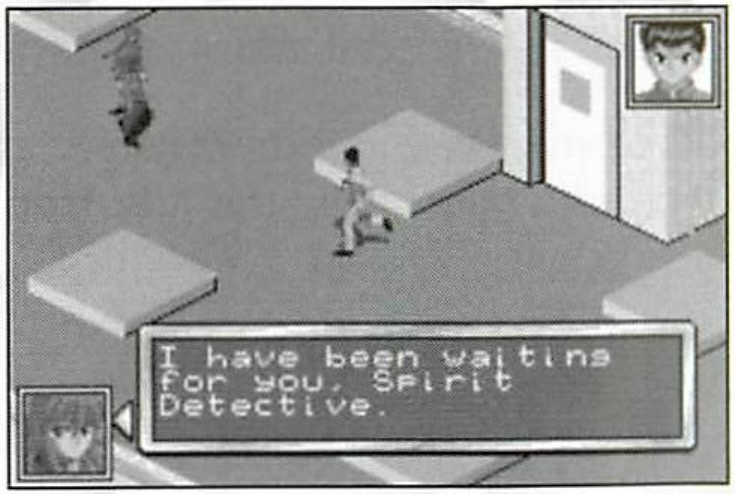
Gaining Experience

Your hero earns experience by winning battles and then picking up the golden orbs dropped by enemies. When the yellow Experience bar fills, your hero increases a level, which raises his Health, Strength and Spirit Energy.

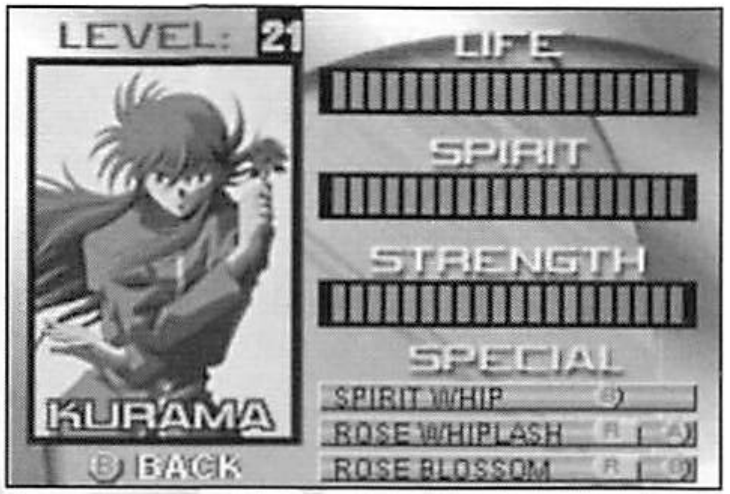


Conversation

To talk to a character in the game, walk up to that character.



STATUS SCREEN

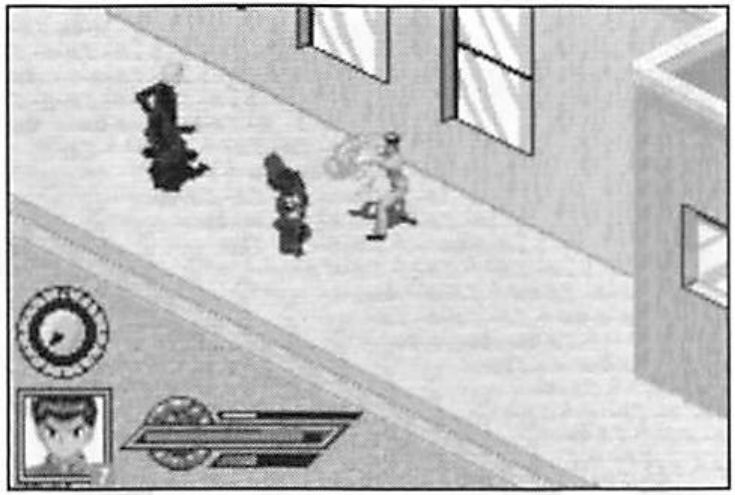


Press **SELECT** while playing to display the Status Screen. This screen displays a picture of the current hero and the hero's important data:

Level: Number of Experience Levels the hero has achieved.
Life: How much damage the hero can sustain.
Spirit: Rate at which the hero's Spirit Energy recovers.
Strength: Damage inflicted by the hero when attacking.
Special: All special attacks that the hero can use.

You can view your other enabled characters by pressing the **L Button** and **R Button** to switch between them. Press the **A Button** or **B Button** to return to the game.

COMBAT



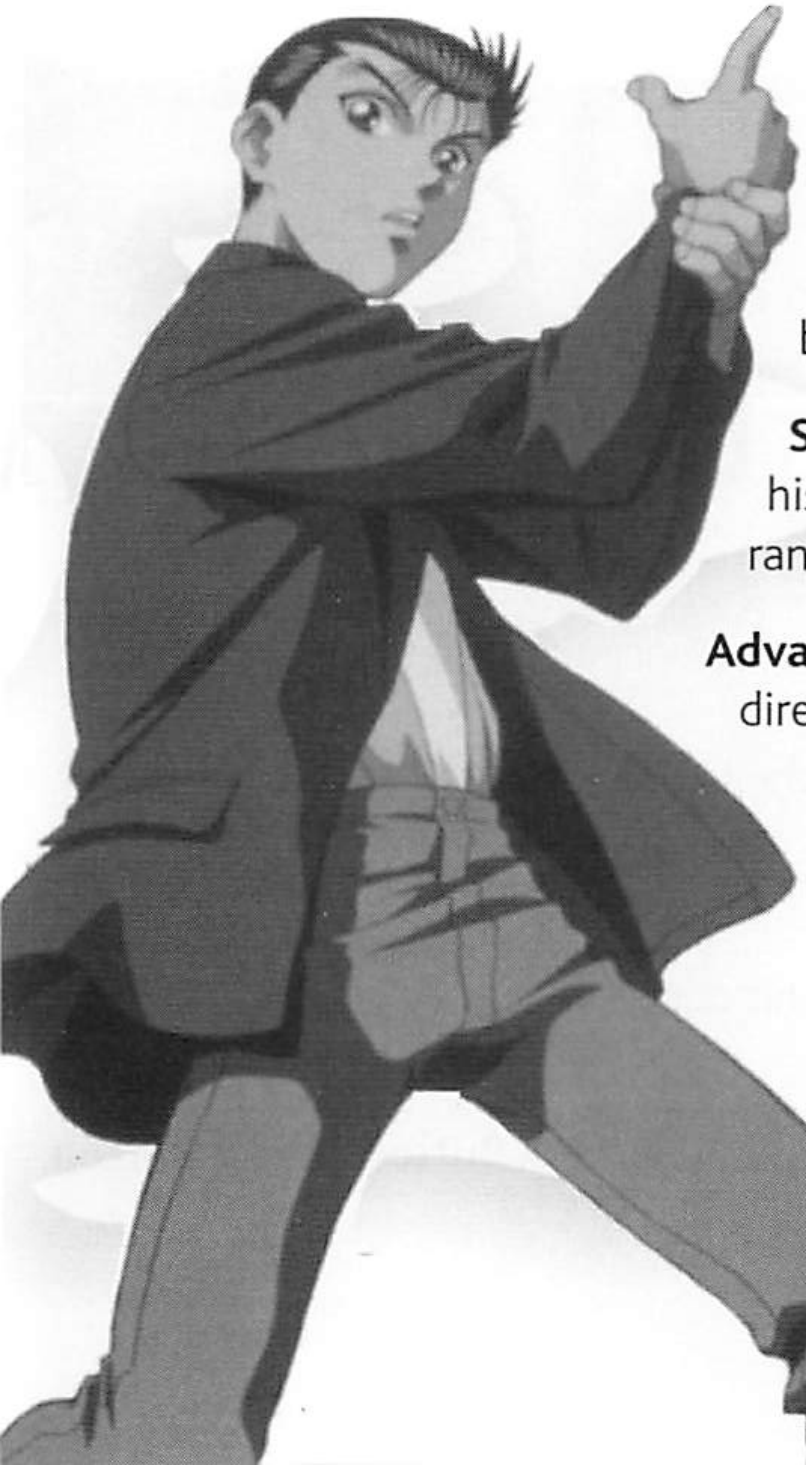
Heroes can make both short-range and long-range attacks. All attacks are delivered pressing the **A Button**, **B Button** and **R Button**, either separately or in combination. See Hero Profiles on page 14 for more information about each hero's special attacks.

- The **A Button** is used to throw punches and kicks.
- The **B Button** is used to fire Spirit weapons. All forms of spirit attack consume Spirit Energy.
- The **R Button** combined with the **A Button** initiates the Advanced Spirit Attack. This attack uses a moderate amount of Spirit Energy.
- The **R Button** combined with the **B Button** unleashes the Ultimate Spirit Attack. This attack uses the most Spirit Energy, so use it wisely.

Combat Hints and Tips

You can execute a four-hit combo by completing a three-hit combo and pressing the **B Button**, finishing the combo with a powerful Spirit Attack.

If you get a Fugaki on your back, move left and right while pressing the **A Button**, then **B Button**, to shake him off.



HERO PROFILES

Yusuke Urameshi

Primary Attack: *Melee Combination* – A front punch to the solar plexus, a front snap kick to the head and battering reverse kick to the head.

Spirit Attack: *Spirit Gun* – Yusuke concentrates all of his Spirit Energy into his finger and releases a powerful ranged attack.

Advanced Spirit Attack: *Spirit Punch* – A melee attack directed at an enemy's spirit.

Ultimate Spirit Attack: *Spirit Shotgun* – An extremely powerful ranged burst attack that can damage multiple enemies. This attack requires a lot of Spirit Energy.

Kuwabara

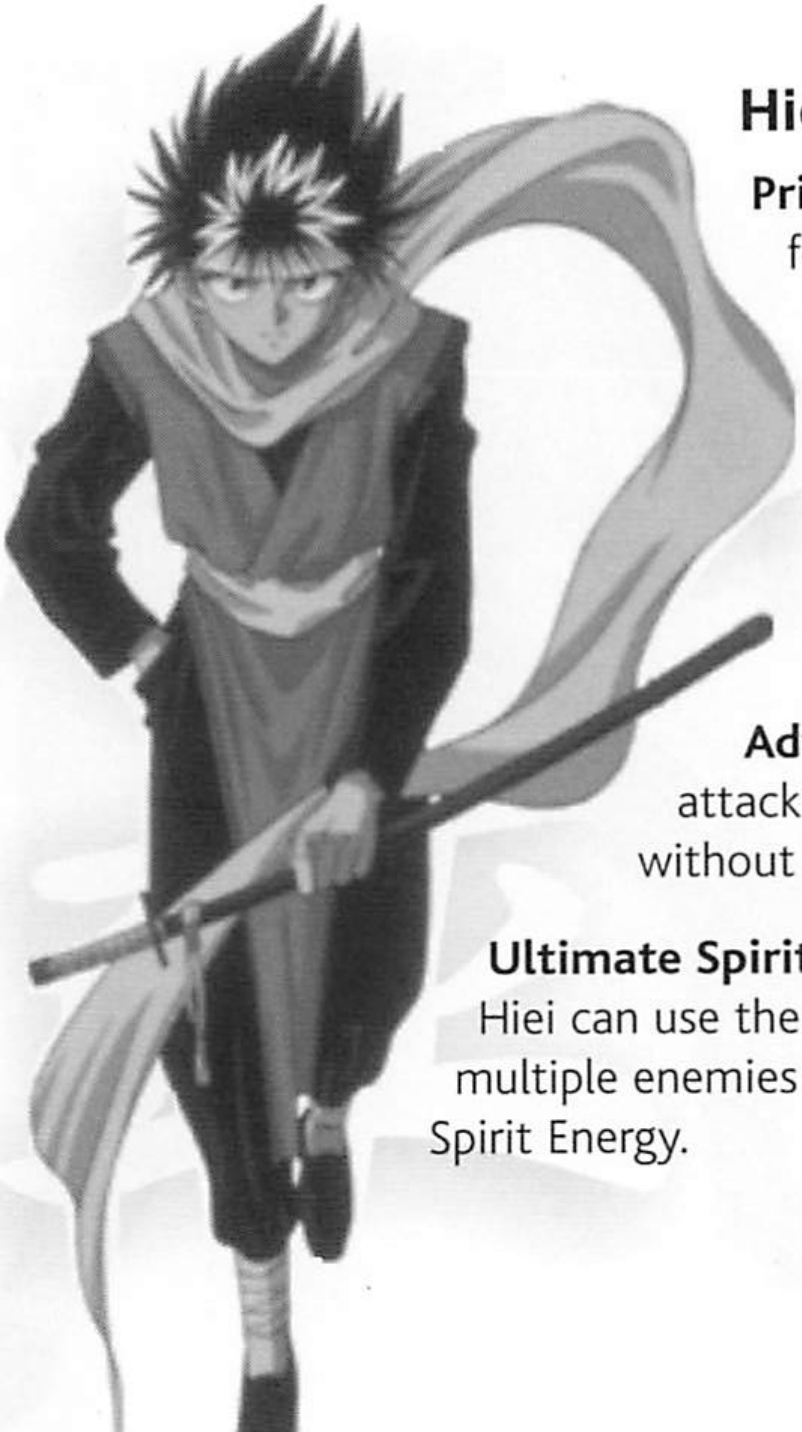
Primary Attack: *Melee Combination* – Kuwabara uses his size and strength to deliver repeated blows to his opponent's midsection with a reverse punch, a front kick and a lunge punch.

Spirit Attack: *Spirit Sword* – When Kuwabara focuses his Spirit Energy, it takes the form of a sword and delivers a quick and powerful slashing attack.

Advanced Spirit Attack: *Spirit Kick* – A powerful melee attack that damages an enemy's spirit.

Ultimate Spirit Attack: *Sword Get Long* – A medium-ranged melee attack that can hit multiple enemies. This attack requires a lot of Spirit Energy.





Hiei

Primary Attack: *Melee Combination* – Hiei is known for his abilities with the sword. His combination attack starts with a punch to the head, followed by a spinning kick, which sets him up to finish with a devastating sword slice.

Spirit Attack: *Teleportation* – Teleportation causes Hiei to move so quickly that his opponents have difficulty attacking him.

Advanced Spirit Attack: *Teleslash* – This medium-ranged attack gives Hiei the ability to teleport close to an enemy without being detected and quickly deliver a sword slash.

Ultimate Spirit Attack: *18 Slash Jagan* – When times are desperate, Hiei can use the 18 Slash Jagan. This attack allows Hiei to attack multiple enemies without being detected, but uses a great deal of Spirit Energy.

Kurama

Primary Attack: *Melee Combination* – Kurama is a master with a whip, which he uses in his melee combination of a back knuckle attack, side kick and a powerful whip attack.

Spirit Attack: *Spirit Whip* – This medium-ranged whip attack allows Kurama to hit his opponent with stunning precision.

Advanced Spirit Attack: *Rose Whiplash* – A powerful Spirit Energy whip attack that deals more damage than the simple Spirit Whip and affects the enemy's spirit level.

Ultimate Spirit Attack: *Rose Blossom* – Kurama tosses a rose in the air and it begins to rain rose petals that deal major damage to most enemies in the area. This attack uses a lot of Spirit Energy.





Botan

Primary Attack: *Baseball Bat* – Botan wields a baseball bat with surprising skill.

Spirit Attack: *Bug Spray* – Botan's bug spray will slay the deadly Makai insects, but has no effect on other foes.

Kayko

Kayko relies on her wits to overcome obstacles. She does not have any attacks.



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http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7110**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as game-play tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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