

DOT MATRIX SERIES

*instruction
manual*



**GOODBOY
GALAXY**

Thank you for purchasing the Goodboy Galaxy Dot Matrix Series cartridge for all GBA-compatible systems. Please read this instruction booklet thoroughly before starting the game to ensure maximum enjoyment, then save it for future reference.

This release is neither endorsed by nor affiliated with Nintendo.

Safety Instructions

Health Instructions

- Please take a 5-10 minute break after every hour of play.
- Please consider taking a break if you feel tired or unwell during play.

Maintenance Instructions

- Do not store the game cartridge under extreme hot or cold temperatures.
- Avoid strong physical shocks to the game cartridge.

- Do not touch or blow on the pin contacts of the game cartridge.
- Avoid all contact with water and magnets to the game cartridge.
- If the game cartridge becomes dirty, you can clean the contacts with ethyl alcohol on a cotton stick.
- Avoid turning the game on and off rapidly.
- Avoid keeping your device turned on when not in use.

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DIGITAL INSTRUCTION BOOKLET

For a digital instruction booklet with additional languages please visit:
goodboygalaxy.com/manual



BASIC CONTROLS

L button

aim without walking

D-pad

- walk
- aim up/down
- hold up to interact or enter doors/ship

Start

Open **pawsOS**
 (Map, inventory and other screens)

Select

Switch between weapon modes
 (after upgrading)



R button

charge weapon
 (after upgrading)

A button

- jump
- confirm

B button

fire weapon



top secret:

Hold Select for 2 seconds to warp back to your ship at any time.

EQUIPMENT: BLASTER



Basic usage:

Press the **B Button** to fire a single blast.

Once the available burst chambers are depleted, you cannot fire again until a refresh cycle has concluded - indicated by a flash from the barrel.

You can aim in 8 directions with the **D-pad**. Hold the **L button** to prevent movement whilst aiming in diagonal directions.

GB 101

SERVICE
BLASTER

Rapid fire:

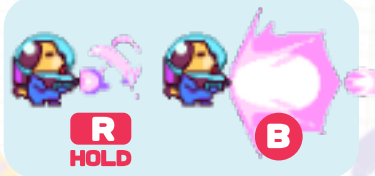
You can expand the burst chambers to convert the weapon into a rapid-fire model.

Hold the **B button** to fire a volley after acquiring a **Rapid Fire Module**.



Advanced Upgrades:

Further customisation is possible with **Charge-Shot** utility modules. These can be charged by holding the **R button**. The following shot released with the **B button** will fire from the currently selected utility module.



Switch between all available modes with the **Select button**.

IMPORTANT: The **GB-101 Service Blaster** is Certified by Canis Majoris Arms Manufacture for **good usage only**.



EQUIPMENT: JET PACK

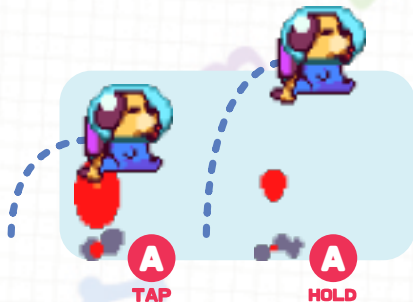


The GB-909 Mobility Jet aids personal manoeuvrability over challenging terrain.

Basic usage:

Press the **A** button to jump.

Holding the button down longer affords a greater jump height.



Advanced technique:

Activate propulsion **mid-fall** in order to cover a greater distance, for example to cross a broad crevasse.

It cannot be used continually, but landing will complete kinetic transference to ready the unit for re-use.

Be aware, without the jet-pack equipped, you will not be able to employ large jumps or advanced jet techniques - be mindful of your equipment status at all times!



Improve your adventuring by leaps and bounds with the **GB-909 Mobility Jet**.

EQUIPMENT: SHIELD



Basic usage:

All anticipated hazards are prevented from interacting with the wearer at the cellular level, protecting them from taking any damage.

When protected, you will see yourself encircled by the rotary deflectors as pictured.



The GB-303 Rotary Shield is a true lifesaving utility - don't leave your ship without it.



PROTECTED

Shield generation details:

At the point of contact, the shield's rotary deflectors will burst outwards, while the shield will continue to provide protection for a further **1.172 seconds of safety**.

Be advised to immediately remove yourself from danger, as there is a **two second delay** before shield-generation can reactivate.



ACTIVE → **HIT** → **SAFE 1 sec** → **WAIT 2 sec**

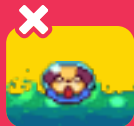


CAUTION



The GB-303 Rotary Shield is guaranteed effective against all abrasive surfaces, impacts up to 400kN, most vacuum cleaners and all known small-arms energy weapons.

Please be aware, it is NOT an effective defence from chemical hazards or extreme crushing forces.



CHEMICAL HAZARD



CRUSHING FORCES

YOUR SHIP

Your pride and joy, the **Red Beagle**.

A bespoke star-ship, fitted with an experimental (but now depleted) hyper-drive, capable of making extreme distance faster-than-light jumps. Without any jumps remaining, you are stranded far from home. (It's still very useful for day trips around the local galaxy, though).



Take good care of your ship, it could help you get home if you can find a replacement for your hyper-drive.

Do not, under any circumstances, crash your ship!



NAVIGATION SYSTEM (NAV-SYS)

On entering your ship, you will be greeted with the navigation screen.

Use the **D-pad** to select a planet. The interface will display which gate-routes are completed, and how many friends you've made on that planet.

Press the **A button** to travel there.



pawsOS

Pressing the **START** button will open up **pawsOS** on your personal 'Good Boy Assistant' system. (This will **pause** your adventure).

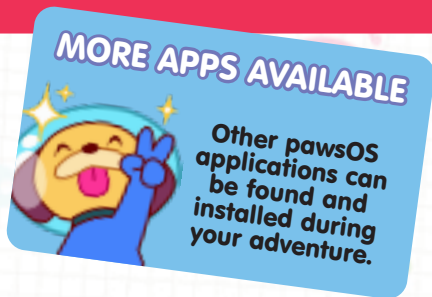
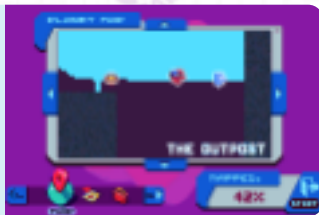
While using **pawsOS**, use the **L** and **R** buttons to switch between your installed apps.

Exit **pawsOS** with the **Start** button.

PLANET MAP

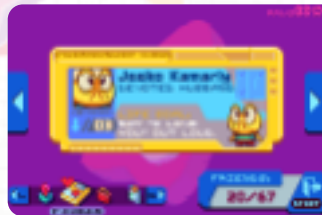
An automatically updating map of the current planet or sub-area.

Scroll the map with the **D-pad**.



some of the available apps...

if you get stuck, check out the Task Manager app!



FRIENDSHIP CARDS

This app holds all **friendship cards** received.

Use the **D-pad** to flip through your collection.

It's not a popularity contest, but it's generally better to have more friends - how many do you have?

ITEMS ACQUIRED

A live-updated catalogue of items acquired during the course of your adventure.

Select an item with the **D-pad** to see more information about it.



BEASTIES LARGE AND SMALL

There seems to be a lot of hostile creatures in this system. Some are more dangerous than others. **Think before dispatching** - many beasties can be ridden or jumped off of, to help you reach otherwise inaccessible areas.

There are many more to discover, but here are a few documented creatures:



BAWA

Flying pests that will dive at you from directly above.

TIP: It's sometimes useful to use them as stepping stones to cross wide gaps. Be sure to jump from them quickly, as they cannot hold your weight for more than a second.

If they crash into the ground while attacking, they will be momentarily stunned, making it safer to eliminate them. Avoid standing on them during this time as they can break free from underfoot when waking from their daze.



ENSIS

Small but angry, will jump at you when you enter their line of sight.

TIP: It is possible to stand on them, preventing them from moving or attacking. This makes them easier to dispatch by aiming directly downwards.

Jumping on them can also help you avoid spikes, and the additional height can help you attain items or ledges beyond your usual reach.



YAOMO

This lumbering creature can be very territorial and will charge you on sight. Whilst charging, their bodies are completely impervious to blaster fire. In their blind rage, they do have a propensity to crash into walls - momentarily becoming dazed and harmless.



TIP: You can ride on a yaomo to cross spiked areas. Shooting downwards will even cause them to charge, making for a quicker crossing. (That can feel a little bit cruel though).



ACQUIRED KNOWLEDGE

Unfortunately the hyper-drive has taken you to a not-completely-hospitable galaxy. This section of the booklet holds information gathered on the planets residing in this unusual star system.



ANCIENT GATES

Rumour has it, these ancient gates are residual technology from a long extinct civilisation. Perhaps a kind of altar.

It is thought they were used to equalise the balance of power amongst inhabitants by temporarily revoking access to weapons or abilities. When standing on the gate, you can see what it will affect:



Red icon - Removes the blaster. Perhaps a short-range weapon could slip through unnoticed?



Green icon - Removes the jet-pack. Only a very small hop is possible without it.



Blue icon - Removes the shield. **Proceed with caution!**



*Woah heck,
what is that giant skull?*

CORE BEASTS / CORE SHARDS

Deep within many planets in this system lie large creatures known as **Core Beasts**. The ancient civilisation here used the Core Beasts' crystalline **Core Shards** to power entire planets.

Core beasts have been extinct for a very long time, however a large amount of residual power remains within their core shards, still somehow powering the ancient gates.

The **Core Chamber** is almost always completely inaccessible, but it is possible to syphon off energy directly from the gates, where most of the current inhabitants' power is sourced.

SMALL SHARDS

Mini jewel-like crystals grow on many planets, with similar properties to the Core Shards (only on a much smaller scale). Because they hold a small amount of energy, they are valuable objects, occasionally used as currency or to power small devices. Collect as many as you can!



