

Boku Wa Koukuu Kansei-An (Import) FAQ

by R Fred W

Updated to v1.0 on Sep 12, 2005

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I am an Air Traffic Controller
  (Boku Wa Koukuu Kansei-An)
    Gameboy Advance
      Japanese Version Guide.
=====
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This game was a Gameboy Advance launch title in Japan, and one which seems unlikely to see a western release.

This guide is just that: A guide to the game, and not a step-by-step walkthrough. Hints & tips, including tips for specific levels, yes. Detailed solutions, no.

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This Version: 1.0 (7 May 2001)

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/~~~~~\  
(  About the Game  )  
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The screen shows an isometric view of an airport. A couple of runways, a jumbo sitting at a gate, a second jumbo coming in to circle above. You have four arrival/departure gates and one or two runways at your disposal.

Your task, sitting in the tower, is to tell the incoming aircraft it's clear to land, and then to direct it to a free gate. And to send the ground crew in to attend the waiting aircraft, direct it to a runway, and clear it for take-off.

Meanwhile, other aircraft arrive, and those on the ground load up with passengers, and then look to you for directions. Your aim is to achieve a target score (successful arrivals & departures) within a time limit.

There's a catch of course: Once you've initiated a radio conversation with an aircraft, you have to follow it through to completion (it's not skippable), and while you're talking, the other planes are careering towards each other in the air, or getting impatient on the tarmac.

...The game doesn't have any mid-level save, so this isn't a game you can just play for a couple of minutes. Allow somewhere between 15 to 30 minutes or so to play a level.

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/~~~~~\  
(   Version History   )  
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0.1 (5 May 01)
 Front end.
 Levels up to 2b.

0.2 (6 May 01)
 Level editor.
 Levels up to 2d.

1.0 (7 May 01)
 Levels 3a,3b.
 Infilling of details.
 The guide goes public

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/~~~~~\  
(   Translation Notes   )  
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The game is almost entirely in Japanese, and that is mostly Harigana or Kanji. In this guide, I'm going not going to include the original text (I've not got a unicode-capable wordprocessor, for a start), but I'll transliterate such Katakana as there is, and illustrate Japanese menus as "#" for Kanji, "H" for Harigana, "K" for Katakana.

I don't speak (or, indeed, read) the language myself (other than those Katakana words that are just transliterations of English). Hence there are a fair few menu items which I've not been able to translate or unravel by trial and error. Any help would be appreciated!

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/~~~~~\  
(   Front End   )  
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(Throughout the game and menus, "A" is select, "B" is cancel/back)

Title Page Menu

=====

HHHHH	New Game
HHHHH	Continue

("Continue" won't be present till you've saved, obviously)

Main Menu

=====

K-K##	Game Start	(ge-e-mu ##)
KKKKK	High Scores	(ha-i-su-yu-a)
KKKkkKKKkK	Level Editor	(to-ra-fi-k-ku-e-de-ta)
KKkKk	Options	(o-pu-sho-n)

("Level Editor" won't be present until you've completed level 2b)

Game Start

=====

Kk-KKKK	Tutorial	(chu-u-to-ri-a-ru)
Level 1		
Level 2		
Level 3		

Having chosen a level, you then choose from one of the airports on that level using the map of Japan. (There being two airports in level 1, four on level 2, and two on level 3)

Then there's a picture of the airport, a briefing screen full of text, and you're off.

High Scores

=====

The game keeps track of one high score for each airport on each level. Scores only count if you successfully completed the level.

Options

=====

(The options screen has icons, which makes life easier)

Top Left:	K-K	Save	(se-e-bu)
Top Right:	K-K	Load	(ro-o-do)
Bottom Left:	###	Radio Speech on/off	(Not the music, as you might expect!)
Bottom Right:	###	Slow/Normal/Fast gameplay	

Save & Load

=====

** NB: THIS GAME DOES NOT AUTO-SAVE! **

Asking to load or save is followed by a couple of confirmation dialogues, (Presumably something along the lines of "are you sure you want to load/save?" and "this will overwrite the existing data, ok?") both of which default to "no".

HH OK

HHH Cancel

HH Yes (Hai - One of the few Harigana words I can recognise!)

HHH No

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/~~~~~\  
( On-Screen Info )  
\~~~~~/
```

Once you're in & playing the game, there's a status bar across the top of the screen. From Left to Right...

JAS-0402 (for eg) Currently selected aircraft's flight number.

H## ? (I assume it's "angriness:" labelling the next bit)

[=====] Bar which turns red as aircraft are kept waiting.

KKK 00000 Score (su-ko-a) plus your score.

Clock The red area is the duration of this level
The long green hand is minutes, &
the short yellow hand is hours (duh!)

There's a wind-sock icon at bottom right, which comes into play on levels 2c and 2d. Aircraft won't land with a strong tail or side wind.

Aircraft have a little icon above them, saying (a) What they're doing, and (b) Which gate/runway they're going to.

If you leave them unattended, the colour of the icon changes from dark blue, through bright blue, to red, at which point you'd better attend to them pretty quickly or risk failing the level.

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/~~~~~\  
( In Game Controls )  
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```

Left/Right Dpad = Select Aircraft
(Or, if applicable, select Runway / Gate)

A => Select

B => Cancel

Start => Pause

L => Display all airport icons:-

Gate numbers

Runway numbers

Approach path identifiers.

"Points required to meet goal" is also displayed under your score.

R => Arrivals/Departures board

...Which isn't terribly useful, since arrivals aren't marked until they're in your airspace anyway. But it allows you to judge which planes should be dealt with first.

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/~~~~~\  
( In Game Controls )  
\~~~~~/
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(Pause Menu)
/~~~~~\

K-K## Continue (ge-e-mu ##)
KKKK Try Again (ri-to-ra-i)
K-K## Quit (ge-e-mu ##)

/~~~~~\
(Scoring)
/~~~~~\

Success!

=====

The "big" score is for a completed takeoff/landing.

However most radio conversations bag you a small number of points, which decreases the longer you ignore the plane.

Game Speed:	Slow	Normal	Fast
Landing/Takeoff Score:	180	200	240
Maximum Radio Score:	9	10	12

Failure!

=====

You fail a level if...

Two circling aircraft collide:- "Crush".

Two taxiing (or landing/taking off) aircraft collide:- "Head On".

You fail to get the required number of points in the level's time limit:- "Time Out".

You keep aircraft waiting for too long (red bar indicator at the top of the screen):- "They get angly with you" [sic].

/~~~~~\
(Radio Conversation Guide : Arrivals)
/~~~~~\

Select your aircraft with Left/Right on the DPad. Hit "A", and you'll get a choice of radio conversations...

Arriving Aircraft

=====

An aircraft entering your airspace insists on talking with you. You don't get any choice in the matter. This occurs even if you're half way though picking something in a menu...

Circling Aircraft

=====

Circle fast
Circle slowly
KKkkK## Clear to descend
? (Cancel?)

The tutorial has "Circle slowly" as being the first thing to say to an

aircraft, but this seems to be ignorable in practice.

Incoming aircraft start circling at "fast" speed. Aircraft which have aborted a landing circle at "slow" speed. Two aircraft circling at different speeds, if ignored, will crash (big surprise, there).

After telling an aircraft it can descend, you choose a runway.

Descending Aircraft

=====

(With an arrow icon pointing diagonally down)

Important This is the one radio conversation that the plane doesn't hang around waiting for: If you don't give a plane clearance to land before 1000ft, it aborts the landing, pulls up, and returns to circling.

So making sure that you're not talking to someone else when you should be having this conversation is an important part of winning the game.

KKK-K##	Clear to land.	(a-pu-ro-o-chi ##)
K-KKKKK	Abort	(go-o a-ra-u-n-do)

Landing Aircraft

=====

(From the moment you've given the above instruction, till the wheels touch the runway, you can tell it to abandon its landing attempt)

K-KKKKK	Abort	(go-o a-ra-u-n-do)
---------	-------	--------------------

Landed Aircraft

=====

You can do this as soon as it's touched down on the runway. Or, once the plane's finished landing, it sits at the end of the runway with an hourglass icon waiting for this:-

KKkK##	Go to a gate	(so-po-t-to)
KKKKK	?	(ta-ki-shi-n-gu)

Choosing the first option, you then need to specify which gate you want the plane to go to. Pick a free one (or, on the tighter levels, one which will be free by the time the plane gets there).

Going to a gate

=====

From level 2a, aircraft which have landed on the outer runway need clearance to cross the inner runway.

####	Go ahead
##	? (Cancel?)

On arrival at the gate, you get your points, and the plane goes incommunicado for a while. Eventually, the top-panel informs you of it's new flight number for departure...

/~~~~~\

Aircraft at Gates

=====

Planes develop a "bag" icon as they load up. The first sign that they're ready to go is the little animated baggage-loaders leaving the plane. Shortly afterwards, the plane switches its icon to an hourglass...

Loaded

=====

(With an hourglass icon)

##K-K## Ready for ground crew (## ru-u-to ##)

This is a single-entry radio-conversation menu. It's a four-sentence radio chat epic, and ties you up for *ages*, so timing when to have this conversation is of vital importance. In particular, don't choose to do this when an incoming aircraft is starting its descent, because you won't have time to clear it for landing before it pulls up.

Ready to leave Gate

=====

Pretty much as soon as that long chat's over, it's hourglass time again: Yes, the pilot wants some more of your attention before he'll move an inch...

KKKkK## Pick a runway. (ra-n-ue-i ##)
? (Cancel?)

Having picked a runway, the plane pulls back from the gate, and sits around for quite a while with a balloon icon (Or possibly one of those ground-crew table-tennis racket things). Presumably, they're showing the safety video or something...

A point to note here: Having backed out from the gate, the plane will sit in your taxi-ing space for a while. An incoming plane can get to the newly-vacant gate from in front, but can't pass this plane from behind.

Ready to taxi to Runway

=====

Eventually, it'll put up its hourglass again...

KKKKK## Go on, then (ta-ki-shi-n-gu ##)
KKKKK## ? (Cancel?) (ta-ki-shi-n-gu ##)

...After which it does a short taxi to the end of the runway...

Waiting at end of Runway

=====

Another hourglass icon, because just one last little bit of clearance is required...

Clear
? (Cancel?)

After Takeoff

=====

Once it's taken off, the plane leaves anyway, and you get your points, so this single-entry radio chat menu seems pretty pointless, but anyway: You can say this to a plane just before it goes off-screen...

KK-Kk-H## ? (de-ba-a-cha-a H##)

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( Level Guide: Tutorial & Level 1 )  
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```

Tutorial

=====

Place: Nagoya Airport, Honshu (South coast, main island)
Time: 12:00 to 14:00
Target: None

The tutorial constantly pauses the game to put up some help text.

All the menu options apart from the one you're supposed to be choosing just go "bzzzt, try again", and put up some more help text. This includes choosing the "wrong" runway or gate.

One aircraft to guide through landing. Then another to guide through takeoff.

Level 1a

=====

Place: Nagoya Airport, Honshu (South coast, main island)
Time: 14:00 to 16:00
Target: 1800 (Slow/Medium)
2000 (Fast)

Here's the first time you're let loose on your own, and it's a pretty tough learning curve - In particular the last 200 points come right at the time limit, so pick which plane's going to bag you those points, and ignore the others.

Level 1b

=====

Place: Osaka Kansai Airport, Honshu (West end, main island)
Time: 11:00 to 14:00
Target: 2700 (Slow/Medium)
3050 (Fast)

If you've survived the first level, this should be a walk in the park... It's a three-hour level, though.

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/~~~~~\  
( Level Guide: Level 2 )  
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Level 2a

=====

Place: New Chitose Airport, Hokkaido (North island)
Time: 14:00 to 16:00
Target: 1600 (Slow/Medium)
1700 (Fast)

The level begins by clogging up all four gates. Then there's a pause for thought before you suddenly have to cope with swapping those four with four new incoming aircraft.

Here, here are two runways, and planes landing on the outer runway need an extra radio conversation whilst taxiing to the gate (So, for speed, use the inner runway whenever possible)

Level 2b

=====

Place: Nagoya Airport, Honshu (South coast, main island)
Time: 19:00 to 21:00 (Night)
Target: 2050 (Slow/Medium)
2300 (Fast)

This starts with a couple of military jets ready to depart. Later, an impatient military transport wants to land (You just have to land it, it doesn't need a gate). This is the first level where I found "they get angry with you" to be a common reason for failing.

After completing this level, the level editor becomes available, with Nagoya as the only available airport.

Level 2c

=====

Place: Osaka Kansai Airport, Honshu (West end, main island)
Time: 19:00 to 21:00 (Night)
Target: 1850 (Slow/Medium)
1700 (Fast)

This is the first windy level: There's an occasional high wind blowing from top-right, and planes may well abort landings if you direct them to land "with" the wind.

So don't: Land them flying into the wind, on runway 6.

Completing this level adds Kansai to the level-editing menu.

Level 2d

=====

Place: Tokyo Narita Airport, Honshu (East coast, main island)
Time: 17:00 to 19:00 (Dusk: Night falls with a thump in Tokyo)
Target: 1770 (Slow/Medium)
1850 (Fast)

Two runways again, this time at right angles.
Varying winds, so again, land planes "into" the wind rather than with or across it.

The level has a host of difficulties:-

Aircraft coming in on runway 16/34 can only go to gates 17/14, and the route to this runway is quite a taxi-ing bottleneck.

Aircraft coming in on runway 22 can go to all four gates, but need an extra radio conversation if you send them to gates 11/7

Aircraft backing out from gate 7 can easily get boxed in.

Hint: The taxiing restrictions, and the wind problems, result in hordes of incoming aircraft needing to use gates 17/14 and nowhere else. I found that getting flight ANN 0090 straight through the system with no delays was the key to preventing knock-on queues later in the level.

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( Level Guide: Level 3 )  
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Level 3a

=====

Place: Tokyo Narita Airport, Honshu (East coast, main island)

Time: 11:00 to 14:00

Target: 3200 (Slow/Medium)
3300 (Fast)

The level kicks off with a VIP arrival, who you'll want to process quickly... if only because his plane clogs up one of those busy gates. (Yes, Tokyo is just as log-jammed as it was in level 2d, but it's not as windy today)

Concorde shows up later on (see page 24 of the manual for the list of "look at the special aircraft that are in the game!").

Hint: It's a close run thing, but I managed quite nicely directing incoming flights to runway 22, and outgoing to 16.

Complete that, and Tokyo Narita is added to your list of editable levels. (At the top, rather than the bottom, just to confuse matters)

Level 3b

=====

Place: New Chitose Airport, Hokkaido (North island)

Time: 12:00 to 14:00, Winter

Target: 1820 (Slow/Medium)
2100 (Fast)

A pretty level, with snow falling. A slight complication in that one of the runways is occasionally unusable till snowplowed (which happens automatically). But an easy to win one.

Congratulations! Ending credits & FMA. Shin-Chitose becomes available in the editor in both summer & winter versions.

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/~~~~~\  
( The Level Editor )  
 \_____ /
```

Selecting the level editor gives you a choice of airports which you've completed. From top to bottom (assuming you've unlocked them):-

Tokyo Narita
Nagoya
Osaka Kansai
Shin-Chitose (Summer)

Shin-Chitose (Winter)

Choose your airport, and you're presented with an arrivals board with a menu underneath it. Your customised levels are kept, even if you switch between levels, and are saved along with everything else when you save your game.

Edit/Play Menu

=====

(1 KKKk-KKK) (2 #####H#H) (3 K-K##)
KKKKKKKK-K (4 KKkK##)

- 1 Takes you to the level-editing menu
- 2 Restores the default settings, after an "A=confirm, B=cancel" choice.
- 3 Play your level.
- 4 Back to the frontend

Level-Editing Menu

=====

(1 #####) (2 #####)
(3 ##/##) (4 #####) (5 #####)

- 1 Adjust the start & end times of your level.
- 2 Alter aircraft on the board.
- 3 Add/remove aircraft from the board.
- 4 Wind.
- 5 Back to the edit/play menu.

Add/Remove aircraft takes you to a two-item menu:-

Top = Add a plane.
Bottom = Remove a plane.

Wind takes you to a two-item menu:-

Top = Edit current wind settings.
Bottom = Initialise wind randomly before editing.

Start & End Times

=====

This is a simple left/right to select what you want to change, then up/down to change it. A = set your values, B = cancel.

Alter Aircraft

=====

Choose your aircraft on the board, hit A, use the d-pad to alter its arrival time. The time is when it enters airspace in the game. (On the ingame arrivals board, it'll be marked some 40 minutes later. It will become a departure 30 minutes after the player's got it to a gate)

Add Aircraft

=====

Lots of up/down/A menus:-

First you get a choice of airline (JAS/JAL/ANN.... The available choice

varies according to the airport)

Next up is a choice of origin/destination (which may be no choice at all, depending on the airline)

Next is a choice of flight number (or, again, a "choice" of 1 item)

And then the arrival time. You may be greeted with a "you can't do that" message, due to an overly high incoming plane density.

A final "A for ok, B for cancel", and the board shuffles itself to let your new aircraft in.

Remove Aircraft

=====

Choose your aircraft on the board, hit A, then "A to confirm or B to cancel", and it's gone.

Wind Editing

=====

After choosing whether to edit existing values or have a random setup, you're presented with some coloured windsocks, a time-bar filled with those colours (or white for no wind), and a 3-item menu at the bottom.

(1 ###) (2 ###) (3 #####)

1 Add Wind:

Up/Down to choose strength,

Left/Right to choose direction,

Then press A, and set your wind's start time and end time on the bar

2 Remove Wind:

Set start and end time of your lack-of-wind.

3 Return to the level-editing menu.

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/~~~~~\  
( This Guide Needs You! )  
\_____/  
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Any comments on the guide, what's missing, volunteers for doing better translations, what needs improving, etc... Give me a mail. Ta.

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/~~~~~\  
( Web Pointers )  
\_____/  
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This Guide: (c) 2001, R Fred Williams

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Most recent version always at www.gamefaqs.com

Gameboy Advance: Nintendo

(www.nintendo.co.jp , www.nintendo.com)

Game: Graphic Research, Technobrain, TAM

(www.technobrain.com , www.tamjapan.com)

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