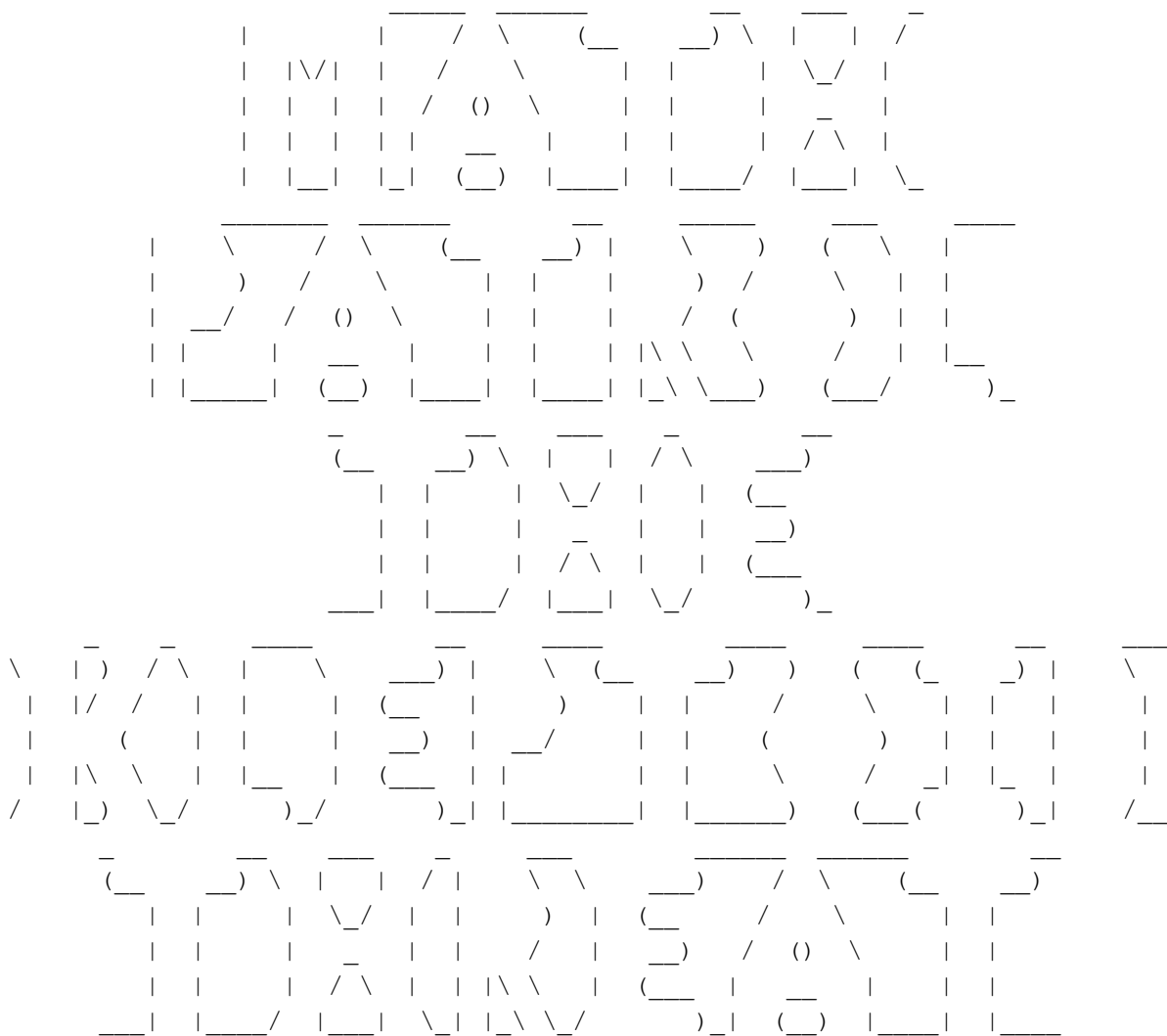


# Math Patrol: The Kleptoid Threat FAQ/Walkthrough

by siren of kardel

Updated to v1.0 on Jan 20, 2010



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Math Patrol: The Kleptoid Threat FAQ/Walkthrough  
For the Game Boy Advance  
By Amber Lacey  
Version 1.0

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1: Disclaimer

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GameFAQs - <http://www.gamefaqs.com/>  
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If you're viewing this guide from another site, and it doesn't have a GameFAQs or Neoseeker header on it, there's a chance that it might be out of date. Please make sure that you're viewing the latest version of this guide to ensure that you're getting the best information.

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2: Introduction  
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Math Patrol: The Kleptoid Threat is an edutainment game for the Game Boy Advance. Don't let the edutainment-ness scare you away, this game is pretty fun! The math portion of the game is pretty blah, but considering that it's a Game Boy Advance game, it was never going to be a lesson in calculus. The fun (for me) comes from the adventure part of the game, and the math parts add a unique twist to this game. By this, I am saying that even if you have a PhD in math, you can still die in this game. This guide will not offer much help as far as math problems go, but rather it's intended to guide you in the right direction should you find yourself stuck.

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3: Story  
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I do not have the manual for this game, but the in-game scene describe the story pretty well. The scene is in the distant future - year 2762, and the world is at peace. The galaxy has made a co-op team of universe defenders called Math Patrol. At the edge of the galaxy, a new threat is brewing. It is up to Math Patrol to investigate!

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4: Controls  
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D-Pad: Move up, down, left, right, etc., change menu selection

Start: Pause game

A: Fire missile

B: Activate shield

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5: Overview  
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Gameplay  
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This game consists of several level types in which you select the correct answer to an equation displayed on an enemy ship. For example, in the top left corner of the screen, you might see the problem:

2 + 2 = ?

In the stage, an enemy will be nearby with the answer to the question displayed. You must hit, with a missile, the correct enemy to progress. If you hit an enemy with an incorrect answer (which can happen accidentally if you're not on the ball), you will lose a chunk of your health.

#### Practice Mode

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Before starting a new game, you might want to try practice mode to see what types of levels and subjects the game has. It can be selected from the main menu, and you can choose the types of problems and levels you want to practice with.

#### World Map

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This is where you can select missions. New missions are indicated by a flashing green box.

#### Level Types: Side Fighter

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This level type automatically scrolls to the right and has you shooting items that appear.

#### Level Types: Explorer

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This level type gives you the freedom to look around for the correct answers. Watch your fuel in these types of levels!

#### Level Types: Base Defense

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You are a trooper on the ground with a laser. Your goal is to drag your crosshairs on or slightly over the object with the correct answer before it falls to the earth. Fuel and shields are not used here.

#### Problem Types: Patterns

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The goal here is to find the next pattern (2, 4, 6, 8 ?, etc.). These start off using simple shapes, and then the progress into shapes and colors, then into letters, then numbers, then larger numbers.

#### Problem Types: Math Facts

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These start out as simple math statements ( $? + 1 = 5$ ) and can go all the way to division with double digits.

#### Problem Types: Time

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An interesting feature, these are problems displayed using an analog clock. For example, there are two clocks displayed, and you will have to count how much time is in between the displayed times - which will be the correct answer.

Easier problems just go by the hour, while advanced ones go by the half hour and quarter hour.

#### Problem Types: Vocabulary

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These concern the names of math related things. It starts off as regular 2D shapes, then odd/even numbers, and finally 3D shapes.

#### Problem Types: Fractions

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Everyone's favorite! Problems start off with regular fraction identification, then comparing ( $1/2 = 2/4$ , etc.), then basic fraction addition and subtraction.

#### Difficulty Levels

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There are three difficulty levels: Normal, Hard and Pro. The enemies get faster and tougher with each increased difficulty. To sample the difference between each level of difficulty, select the practice option from the main menu.

#### Saving

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This game saves automatically after each event (level, etc). You can only save one game at a time, and if you start a new game, you will lose all of your current progress.

#### Health

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Your health bar will display your current health, it is the red bar at the top of the screen. You can conserve some of your health by shielding (see below). Sometimes, if you defeat a ship, a heart may randomly appear. Grab these to recover the health that you have lost. If you get an answer wrong, it counts as a hit, and your health will go down.

#### Fuel

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Almost as important as health is fuel, the fuel bar is the yellow bar located just under the health bar at the top right. If you take too long in a level, your fuel can run out, and it will be the same as if you had run out of health. Yellow fuel powerups sometimes come out of defeated enemies, be sure to get them.

#### Shielding

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In some levels, you can press B to put a shield around your ship. This will protect your ship from damage, BUT, if you get hit, your shield bar will go down. If your shield bar goes down far enough, you will not be able to shield any more and you will lose health if you get hit. The shield bar is blue.

#### Items

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Sometimes, when you defeat an enemy, an item will pop out. These can be hearts (to recover health), yellow fuel powerups (to recover fuel) or blue shield

powerups (to recover shield ability).

#### Progress Bar

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At the bottom of your screen in each level is a progress bar. You must fill the progress bar by selecting the correct answers. As soon as the progress bar is full, the level ends.

#### Credits

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Credits are this game's currency. Every time you beat a level, depending on your performance, you will be awarded a certain amount of credits.

#### Shops

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This game features ship upgrades that can be purchased with your credits. These can be purchased at several shops throughout the game. After you attempt to buy something, the game will ask you to make change. If you do not give the change amount right, you will not be able to purchase the item and you will be fined (harsh, isn't it?).

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### 6: Walkthrough

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#### Comet Cleaning

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"It seems that the Spybot and those alien ships belong to a group called the Kleptoids. Scout the area for more of these."

The game will assist you for part of this level, and then you will get to play on your own. Since this is an entry level, the problems are pretty easy. There will be a pattern of shapes at the top of the screen, and you have to figure out what shape goes next, and then fire a missile at the astroid with the correct answer (example: Circle, Circle, Square, Circle Circle: The correct answer would be Square).

#### Aliens Attack

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"Warning! Alien ships closing in! Defeat them!"

The problem solving in this level is easy, simply shoot the shape the top of the screen tells you. The hard part is that, unlike the first level, you will be dealing damage to actual enemies instead of rocks, and they will fire back at you. Also, the floating gravel in space can hurt you, unlike in the first level.

#### Eris Command

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This is your first stop to the ship shop. You need to get an upgrade shield here. You can select the shield by pressing down while viewing the items. After you purchase the shield, the game will ask you to make change, and you must get the answer right or else you can't buy the item (and you will get a nasty fee to boot). As soon as you get your upgrade, press B a few times to return to the

map to get to the next mission.

### Scouting for Spies

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"It seems that the spybot and those alien ships belong to a group called the Kleptoids. Scout the area for more of these Kleptoids."

This is your first exploring level. There's no more scrolling, you have to seek out the correct answers to the questions. The problems will be "Which is Greater?" types. While that's simple enough, there are ships that roam around in clusters, so be careful as to what ship you hit. With that in mind, if you see a ship with an incorrect answer on it, chances are that the ship with the right answer is not far behind.

### Hurling Comets

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"The Kleptoids have found a way to shoot comets at our outpost on Dysnomia. Destroy those comets before they destroy our radio dishes."

This is your first base defender type of level. Your focus should be on where the crosshairs are, not at what the little guy at the bottom of the screen is doing. Anyway, aim at or slightly above each right answer. Let all of the incorrect answers fall to the ground.

### Battle for Eris

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"More Kleptoids ships are attacking Eris. It's time to join the fight!"

This is another scroll fighting level. This time, it concerns fractions. The problems will be: "What fraction is this?" with a display of some boxes with an area shaded in. Remember that you can make use of your new shield in this level by pressing B. In this level, you can refill the tank about midway by going near the ground and running into the correct fuel tank.

After you complete this level, you should be able to access the next area, Pluto Sector, on the map. Simply guide your little ship upward on the map.

### Scavenge the Wreckage

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"Our scientists need help. Find the radio beacons in the wreckage of the Kleptoid ship and deactivate them."

This is kind of like the last exploring level. Your goal here is to find ships with odd or even numbers. The advantage here is that the enemy objects that hold the answers don't attack you, but there are some stray Kleptoid ships around that can attack you. As always, make sure to grab powerups and press B to activate your shield if you get in a tight spot.

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### 7: Contact Information

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Write to amberlacey91 (at) yahoo.com for questions, additions or constructive criticism. If you have a question, take a second look at the FAQ to make sure that your question hasn't already been answered. If you send me something to include in the next guide update, I'll give you due credit. Please no hate

mail, I know my guides aren't the cream of the crop, not everyone is blessed!

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