GAME BOY ADVANCE

AGB-AJJE-USA

JAZZ JACKRABBIT



INSTRUCTION BOOKLET

jaleco™ ENTERTAINMENT

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.



EVERYONE

Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

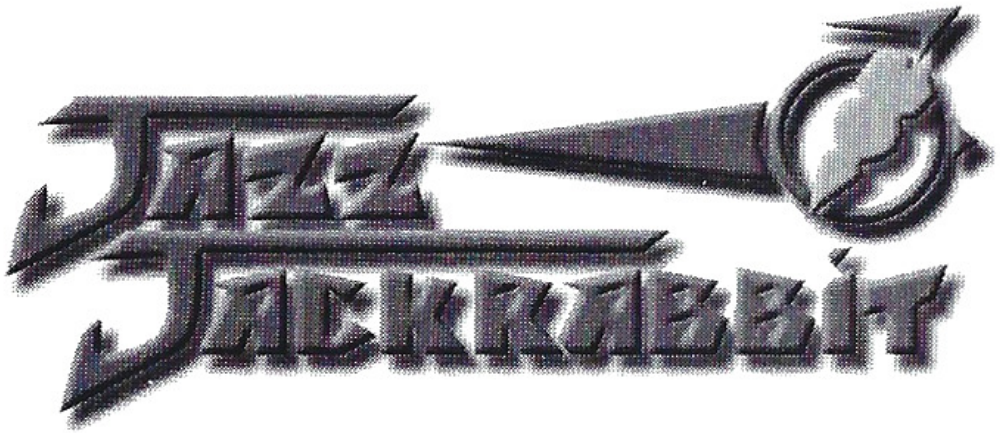
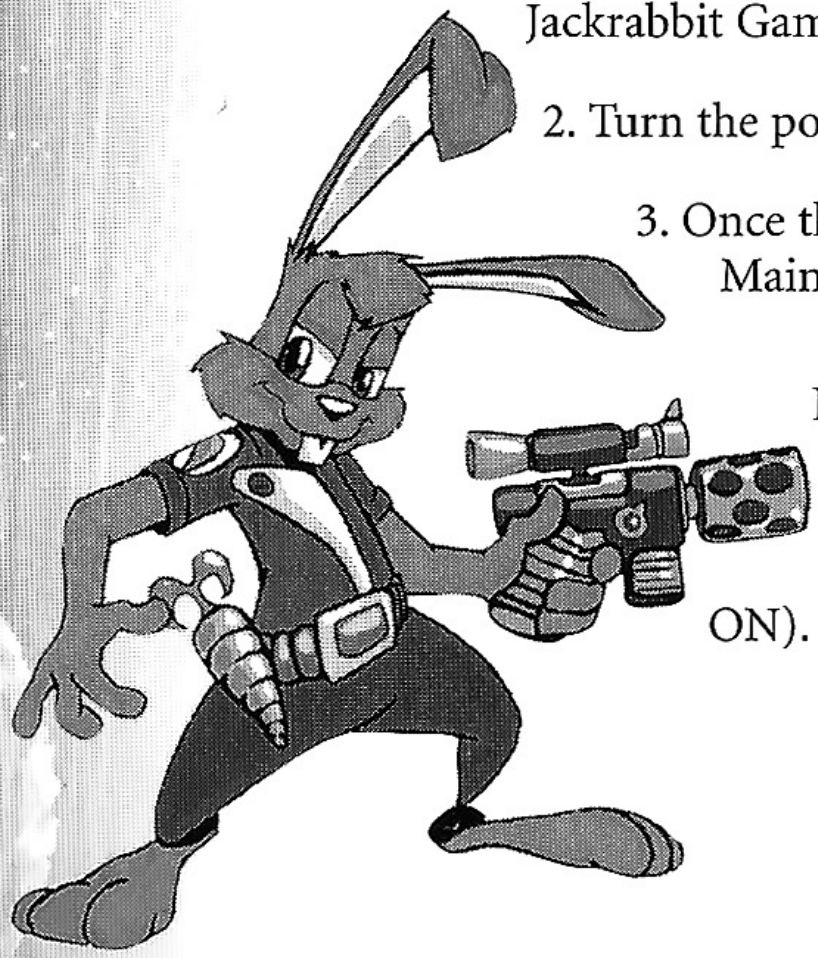


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GET STARTED

To get started with Jazz Jackrabbit, please begin with the following:



1. Make sure the power is turned OFF, then insert the Jazz Jackrabbit Game Pak into your Game Boy® Advance.

2. Turn the power ON.

3. Once the title screen appears, press Start to get to the Main Menu.

NOTE: If nothing appears on the screen, turn the power OFF and check to make sure the Game Pak is inserted correctly. Then try again. (Never insert or remove the Game Pak when the power is ON).

GET CONTROL

Navigating the Menus

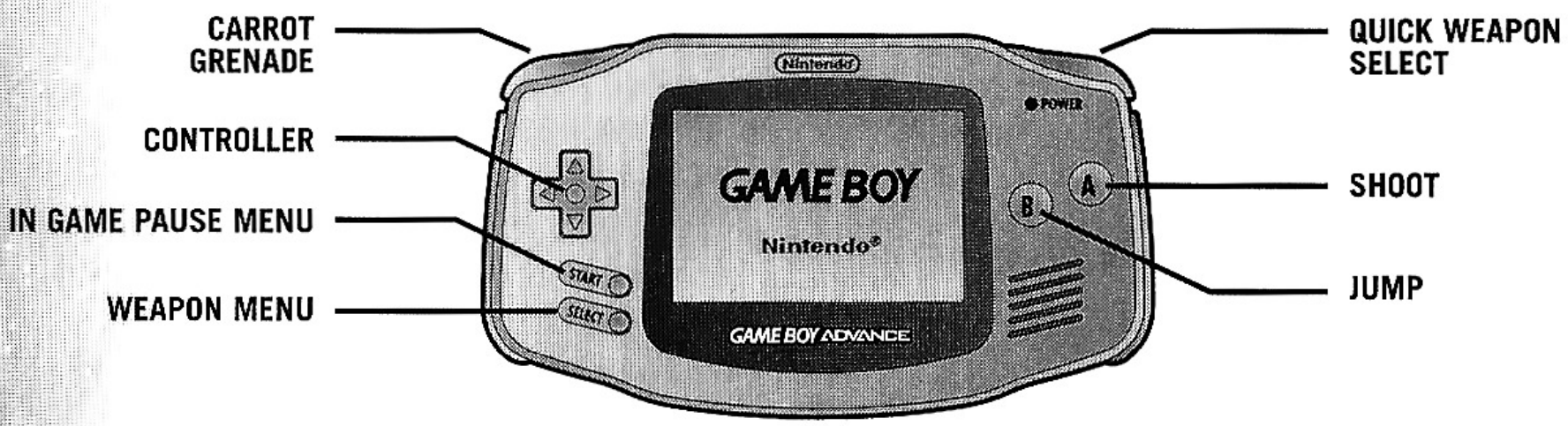
Use +**Control Pad ▲ or ▼** to highlight an item. Press **A Button** to select an item. Press **B Button** to return to the previous menu. Press +**Control ◀ or ▶** to change an option (when available).

Main Menu

From this menu you will access NEW GAME, CONTINUE, TOURNAMENT, and OPTIONS (SETTINGS). If a game has been won, then a ★ will appear at the top. The ★ lets you know that certain game codes and multiplayer levels have been unlocked.

/!\ To clear a Game Pak of all saved game data and unlocked codes and return it to the factory default settings, use Clear All Data from the SETTINGS MENU.

Controls



New Game

Select NEW GAME from the Main Menu. If this is your first time playing *Jazz Jackrabbit,* select an EMPTY file.

After finishing each level, you can save your game. You may save in an empty slot or save over a previous game. Be warned — once you save over a game you cannot go back to that game.

Continue

SELECT a previously saved game and select CONTINUE. Choose your level of difficulty and get going.

GET IN THE GAME

There are four levels of difficulty in Jazz Jackrabbit: Cakewalk, Normal, Pretty Hard and Way Too Hard. Way Too Hard is locked until you complete a Pretty Hard game.

Cakewalk

As in carrot cake. It's like taking your snowboard down the bunny run. Cool, but only if you do it once. And you're a little kid.

Normal

Maybe your little sister could play this level. Maybe she could kick your fuzzy little rabbit butt. And she still believes in the Easter Bunny.

Pretty Hard

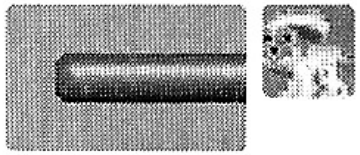
Things start hopping at this level. One of them had better be you, or you'll be hasenpfeffer toasted over a Flame Thrower.

Way Too Hard

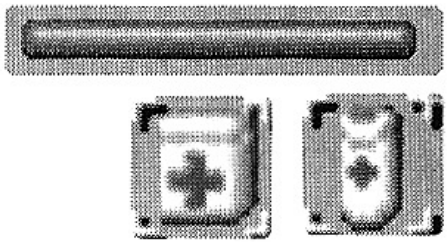
This ain't Peter Cottontail. It's more like the Killer Rabbit, an it's a long way to the end of the bunny trail. So you'd better start jumping, Jack.

GET THE BIG PICTURE

Jazz Head – Shows how many Jazz Heads you have left to complete the game. Run out of Jazz Heads and your game is over. To add more Jazz Heads, look for the green rabbits throughout the levels and stores.



Health Bar – Keeps you bright-eyed and bushy-tailed, but watch out– you can lose a Jazz Head if it gets too low. When the Health Bar has about 25% left, your Jazz will start to flop instead of hop, so you'd better find more Health fast to breathe new life into Jazz Jackrabbit.



Weapons – There are 6 different weapons throughout the game.

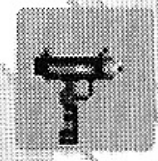
Carrot Grenade – Tasty snack or tool of destruction? Grab every Carrot Grenade you can and let your enemies find out the hard way. PROS: Can be tossed at enemies that are out of reach of your Blaster. CONS: Some R.A.B.T. agents just can't resist nibbling them.



Blaster - The Blaster is standard issue for all R.A.B.T. agents. What did you expect– Elmer Fudd's shotgun? PROS: Lightweight and never needs ammo. CONS: Not the fastest or most damaging shooter.



Machine Gun - The Machine Gun is the weapon of choice for most go-getter R.A.B.T. agents. You'll see why. PROS: Shoots very fast, lightweight and easy to carry. CONS: Watch your ammo. You can empty this weapon faster than you can say "cotton tail."



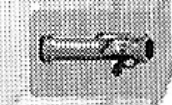
Ricochet Gun – The invention that put Professor Lapin on the map, the Ricochet Gun can wipe your enemies off the map, even if they're around the corner. PROS: The ultimate problem solver for hide 'n' seek. CONS: Follow the bouncing projectile carefully, or you'll blow your own cover.



Flame Thrower – A recent invention by Professor Lapin, the Flame Thrower is a great way to warm up enemies who give you the cold shoulder. PROS: It sticks and sizzles, causing lots of extra-crispy damage. CONS: What's not to like about a portable barbecue?



Rocket Launcher – If you had a Rocket Launcher, you'd be one scary rabbit, Jack. So grab every one you find. PROS: Lots of damage. Really cool flames. CONS: Holds hardly any ammo. Weighs, like, a ton.



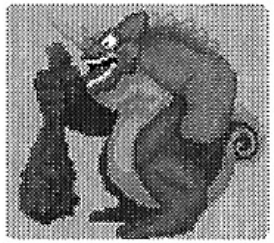
The Big Gun – The Big Gun is extremely rare, and extremely dangerous. So don't waste it on some insignificant target like your little sister. PROS: It's the biggest gun in the galaxy. CONS: You'll need dark glasses to avoid being blinded by the blast.



Stores – Throughout the game, Jazz will visit the stores to meet old pals, get clues to solve the case, and purchase items and weapons. To purchase something, make sure Jazz has enough Space Credit, then simply go and pick up the item. The money will automatically be deducted from your Space Credit. You can find more money as you play the game.

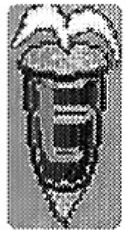


Boss Monsters – Loathsome, ugly and terrifying. The tough bad guys of the universe. Just like bosses everywhere. They can take more punishment than the average enemy, and many will have a special weakness you'll need to exploit. Some even have puzzles that need to be solved before you can bring them down.



Puzzles – You'll have to solve a variety of puzzles throughout the game, often in a combination of ways. Some puzzles require a series of levers to be pulled. Others require a certain weapon to be fired at a specific target. Keys can also be found to unlock doors and gain entry otherwise blocked. Some you'll just have to figure out for yourself, dude.

Save Points – At Save Points, you can save the game in its current state, including any modified settings.



In Game Pause Menu – Use the In Game Pause Menu to change your settings while playing the game. It will write these changes to your save file the next time you save the game at a Save Point.

GET CONNECTED

Tournament Play lets you pit your skills against other R.A.B.T. agents.



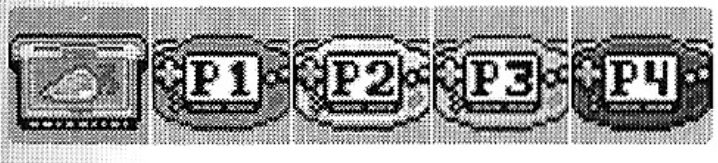
Choose from Single-Pak Game Mode or Multi-Pak Game Mode. In Multi-Pak Game Mode, up to four players can connect their Game Boy® Advance systems using the Game Boy® Advance Game Link® cables and one Game Pak per person. In Single-Pak Link, up to four players can link up using just one Game Pak.

/!\ You must connect all participating Game Boy® Advance systems with Game Link® cables. See the Linking section for details on how to set up Game Boy® Advance Single-Pak and Multi-Pak games.

Single-Pak Mode

Single-Pak Mode is a smaller version of the Multi-Pak Mode. There are three weapons you can use, including Carrot Grenades.

Link the Game Boy® Advance systems:



If you're missing a player, make sure the Game Link® cables are attached and review the Linking section.

When Player 1 presses **START,** that player's Game Boy® Advance system will switch to the Transfer Data Screen. It should take about a minute to transfer the entire game and data to the other Game Boy® Advance systems.

When the Transfer Data is finished, Player 1 can select the LEVEL and Max Number Of Frags. Frags are points each player acquires during the game. The first player to reach the Max Number Of Frags wins.

When Player 1 presses the **A Button** on Start Session, the game will start.

Pressing **START** in Game will show how many Frags each player has accumulated.

The rest of the controls follow the standard play of the Single Player Game.

Multi-Pak Mode

While all Game Boy® Advance systems are linked, each player will select TOURNAMENT, then Multi-Pak Game Mode. The player with the purple connector will be Player 1.

When Player 1's Game Boy® Advance finds the other linked Game Boy® Advance systems, the number of Players connected will appear. If the numbers are incorrect check the cables.

Player 1 will press **START** to select the details of the game.

Like Single-Pak Game Mode, Player 1 will select the LEVEL and Max Number Of Frags.

You can choose from two types of play in Multi-Pak Game Mode.

Battle

It's every rabbit for himself! Each player must hunt down the others to determine who is the elite R.A.B.T. agent. First player to reach the Max Number Of Frags wins.

Capture The Flag

R.A.B.T. agents get points in two ways: by engaging other agents in combat, and by capturing the flags that appear during the game and returning them to their flag. Each Flag capture counts as a Frag. First player to reach the Max Number Of Frags wins.

Players can also select a RADAR feature that allows them to find the other players in the game.

Weapon/Item Setup allows Player 1 to select which items are available in the game.

When Player 1 presses the **A Button** on Start Session, the game will start. Pressing **START** In Game will show how many Frags each player has accumulated. The rest of the controls follow the standard play of the Single Player Game.

Options (Settings)

From the Settings Menu you can choose from a variety of options to customize the game. If you start a new game, the customized game settings will be saved in the game file. If you Continue, the previous game settings will be loaded. They can be changed using the In Game Pause menu, then saved at the next Save Point in the game.

Brightness – Use this setting to brighten the display. Turn it all the way up to make flames look way cool.

Music Volume – Controls the music volume. Crank it up to annoy enemies, parents, and your little sister.

SFX Volume – Controls the volume for sounds effects, such as blasts, screams and the crackle of flames.

Control Configuration – Choose the controls that suit the way you play. It's your game, dude.

Default all – Returns all settings to their factory default.



CREDITS

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Limited Warranty For Your Copy of Game Boy Advance Software ("Game") Acquired in the United States or Canada

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Jaleco Entertainment warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply it the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

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