

GAME BOY ADVANCE

AGB-BCCE-USA



INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Nicktoons™ Freeze Frame Frenzy into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The menu screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROL SUMMARY

Menu / Interface Controls

BUTTON

START

Control Pad UP or DOWN

Control Pad LEFT or RIGHT

A Button

B Button

EFFECTS

Game Start

Moves cursor Up or Down

Moves cursor Left or Right

Choose

Cancel/Back

Driving Controls

BUTTON

START

Control Pad LEFT or RIGHT

A Button

B Button

L Button

R Button

EFFECTS

Pause

Walk

Jump

Run/Center Viewfinder on Player

Use Flash/Charge Flash

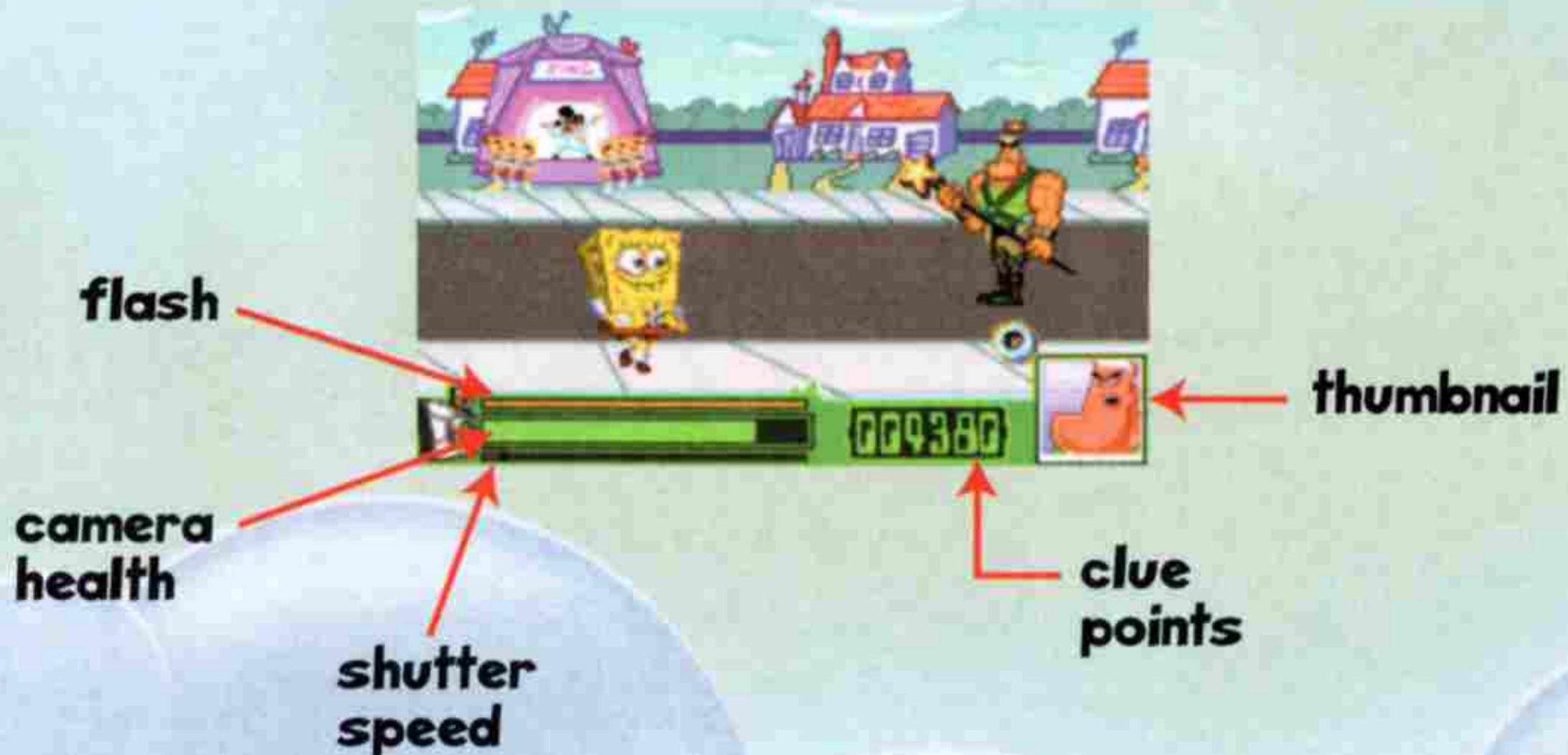
Take Picture



GAMEPLAY SCREEN

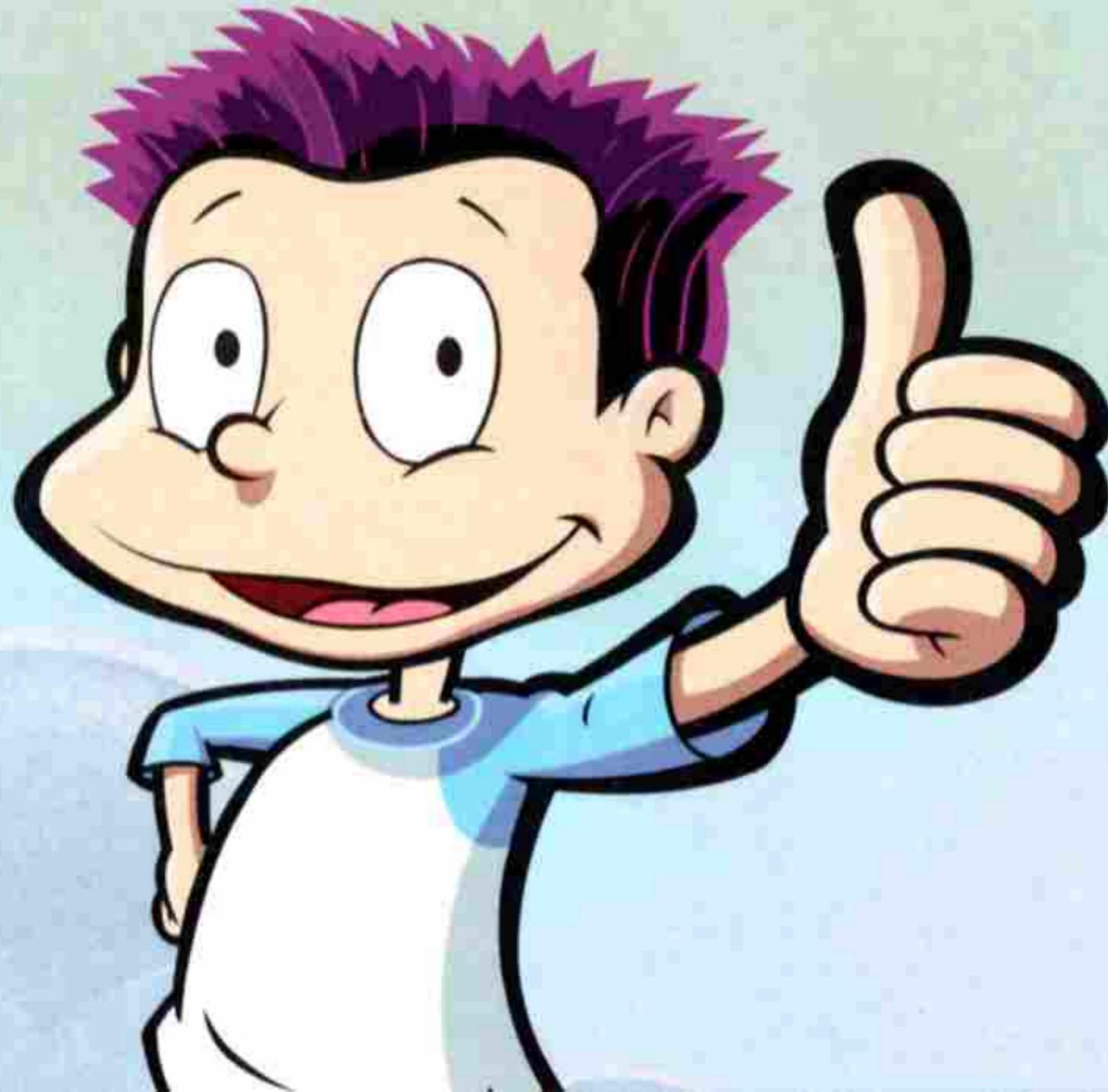
WORLD

The Nickelodeon worlds are in trouble!!! Characters have been misplaced from the different Nickelodeon worlds and Jimmy Neutron needs your help to sort them out. With the help of Nickelodeon's all-star characters, it's up to you to help Jimmy Neutron investigate what's going on and put a stop to all this mischief.



GAME LOADING

From the title screen, press **START** to view the Game Load menu. Here you can start a new game or load a saved game.



MAIN MENU

Title Screen:



Main Menu:



Once you've started a new game or loaded a saved one, you are at the Main Menu. From here you can select from the following options:

- Main Game** Take your Hero and enter one of the Nickelodeon Worlds. See page 8 for more details.
- Photo Album** View snapshots of the characters you've photographed. Can you collect everything?
- Score Ranking** View the scores earned by the different characters in the different worlds.
- Options** Turn the music and sound effects ON or OFF, view the Ending (once unlocked), or play samples of Music and Sound Effects .

MAIN GAME



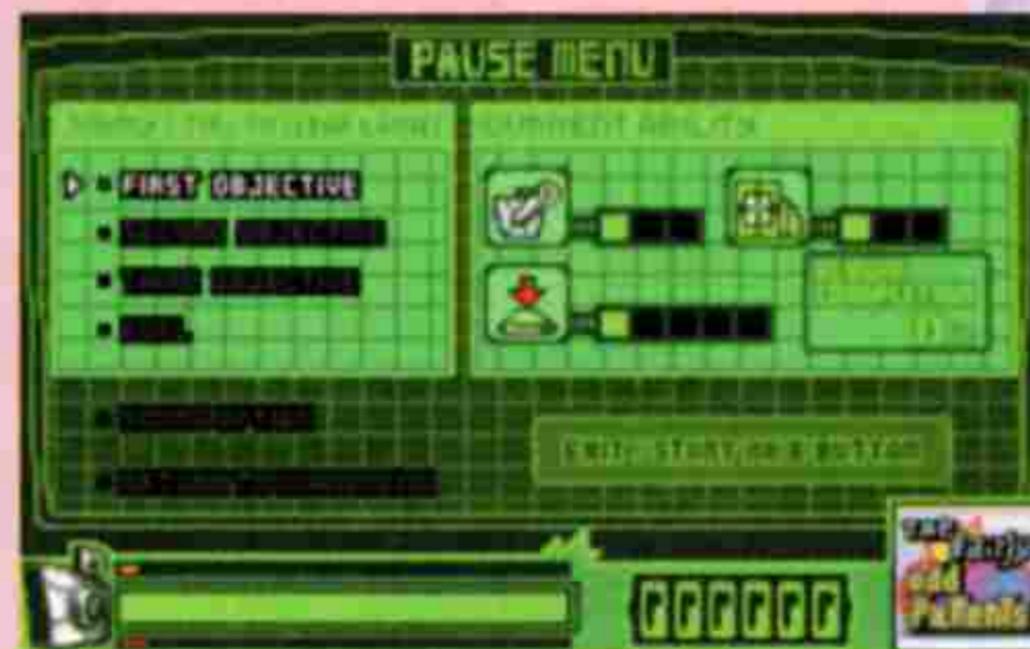
Once you select Main Game, you will have to select the world you wish to visit and the character you wish to play as. Each of the characters is rated for jump power, walking speed, endurance, and flash gauge-charging speed.



Once you are in a level, you've got three objectives. First, you have to find all of the Misplaced Characters, take their pictures and reach the required Goal Points. Before you enter a level, Jimmy Neutron will tell you how many Goal Points you need to complete the level.

PAUSE SCREEN

Pressing **START** from the game screen will pause your game. From the Pause Screen, you can see your current objectives and the pick-ups you've collected.



SAVING THE GAME

The game automatically saves unlocked characters and area scores after completing an area. The world must be completely finished in order for the game progress to be saved.

OBSTACLES AND PICK-UPS

Mechanical Nuts: Watch out for the mechanical nuts that roll in from the right-hand side of the screen. If they touch you, they will damage your camera. You can either jump over them, or you can take a picture of them to remove them from the screen.

When you find **Misplaced Characters**, take a picture of them to help send them back to their proper homes. You'll know you've sent them home when they disappear in a "puff" of smoke.

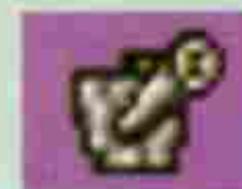
Pick-Ups

Heart: These small hearts return a small portion of your health.

Faster Shutter: These allow you to take pictures faster, without having to wait as long for your camera to recharge.

Faster Viewfinder: This allows your viewfinder to move around faster.

Wide-Angle Lens: This allows your viewfinder to cover a wider area.



CREDITS

Altron

Executive Producer Masao Kuwabara

Producer & Project Manager Yusuka Sato

Programmers Masahiro Horiguchi
Yoshio Umemoto

Graphic Designers Yusuka Sato
Yuhai Fujita
Yotaro Doi
Hidekazu Komori
Marika Tanimoto

Sound Artist Tomoyoshi Sato

THQ Inc.

Project Manager Mark Morris

Creative Manager Stephen Jarrett

Technical Manager Peter Andrew

Licenser Manager Stephanie Wise

Project Coordinator Colin Totman

Director, Project Management Duncan Karshaw

Vice President, Product Development Philip Holt

Director, Quality Assurance Monica Vallejo

Test Supervisor David Sapianza

Test Lead Christopher Goo

Testers Jake Jarvi
Chris Shanks
Lukas Weyandt

First Party Supervisor Evan Icenbice

First Party Specialists Adam Affronti
Joel Degang



QA Technical Supervisor Mario Walbel

QA Technicians James Krenz
Brian McElroy

Mastering Lab Technicians Charles Batarse
Glen Peters
Jon Katz

Database Applications Engineer Jason Roberts

Game Evaluation Team Sean C. Haffron
Scott Frazier
Matt Elzie

Senior Vice President, Worldwide Marketing ... Peter Dille

Director, Global Brand Management John Ardell

Senior Product Manager Danielle Conte

Product Manager Paul Naftalis

Director, Creative Services Howard Liebeskind

Creative Services Manager Kirk Somdal

12 Creative Services Coordinator Melissa Dongas

Director, Media Relations Liz Pierl

Senior Media Relations Manager Jennifer Campana

Instruction Manual Keith Kolmos

Package and Manual Design Chad Stroven
Beeline Group

Special Thanks Brian Farrell

Jack Sorensen
Tiffany Ternan
Germaine Gioia
Leslie Brown
Brandy Carrillo
Amy Bernardino
Tami Averna
Jenni Carlson
Jenae Pash
Keith Kraegel

Nickelodeon Interactive

SVP of Media Products Steve Youngwood

Director of Interactive
Production & Marketing Stacey Lane

Coordinator of Interactive
Production & Marketing Jack Daley

Creative Director
Nickelodeon Creative Resources Tim Blankley

Senior Designer of Interactive
Nickelodeon Creative Resources Rob Lemon

Nickelodeon would like to thank: Giuseppe Bianco
Leigh Anne Brodaky
Eric Coleman
Steve Crespo
Sergio Cuan
Jaime Dichtenberg
Russell Hicks
Rico Hill
Deb Krassner
Paul McMahon
Linnette Pastori
Piero Piluso
Miles Rohan

Joe Sandbrook
Brian Smith
Eric Squires
Lori Szuchman
Geoff Todabush
Stavri Young
Chezza Zoeller

Stephen Hillenburg SpongeBob SquarePants

Butch Hartman FOP & Danny Phantom

Steve Oedekerk & John A. Davis Jimmy Neutron

Klasky Csupo Rocket Power
Rugrats
Wild Thornberrys

Jhonen Vasquez Invader Zim

Craig Barlett Hey Arnold!

Rob Renzetti My Life as a Teenage Robot

John Blackburn Tak

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In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32169**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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Only in
Theaters!



Stephen Hillenburg



Comic Mischief
Mild Cartoon Violence



GAME BOY ADVANCE
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