

GAME BOY ADVANCE

AGB-AERE-USA

NICK JR.
DORA
the
EXPLORER

The Search for
**Pirate Pig's
Treasure X**



INSTRUCTION BOOKLET

NewKidCo

TM

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
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

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.



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

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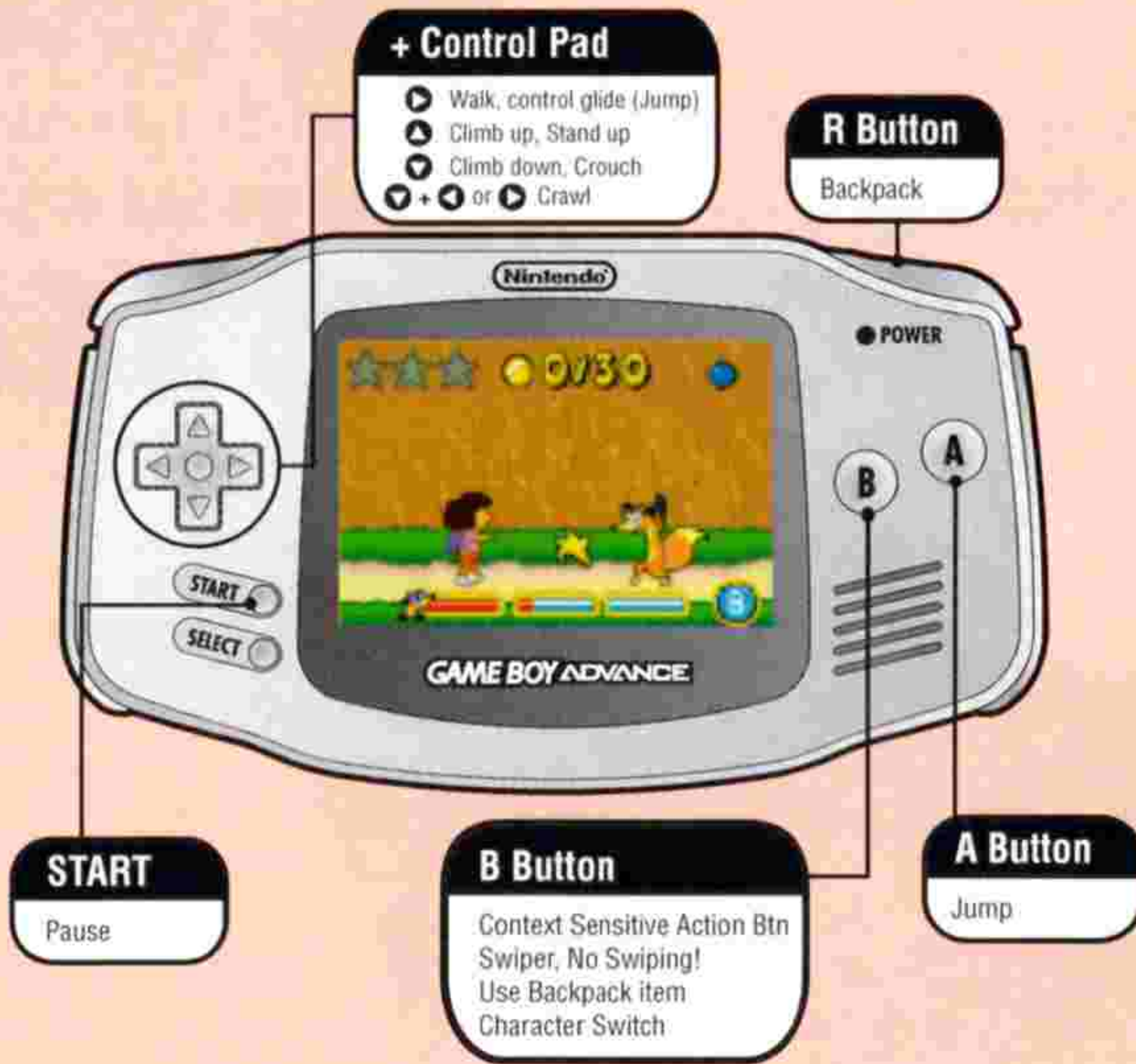
STARTING THE GAME

Make sure the power switch of your Game Boy® Advance system is OFF before inserting *Dora the Explorer: The Search for Pirate Pig's Treasure* for Game Boy® Advance. Insert the Game Pak as described in your Game Boy® Advance manual and turn the system's power switch ON.

THE PIRATE PIG'S TREASURE

While Dora and Boots are out looking for their Super Bouncy Ball, they come across Pirate Pig. He tells them that he has lost his treasure chest and asks them if they will help him find it. If they find it for him, he will gladly share the treasure with them - stickers, gold coins, jewels and even chocolate cupcakes with pink frosting. Will you help Dora and Boots find Pirate Pig's treasure?

CONTROLLING DORA



CONTROLLING DORA

Note: Dora can avoid sleeping snakes or bats by crawling past them...but watch out! If she stands up or walks too close, they'll wake up and you'll have to jump over them to get past.



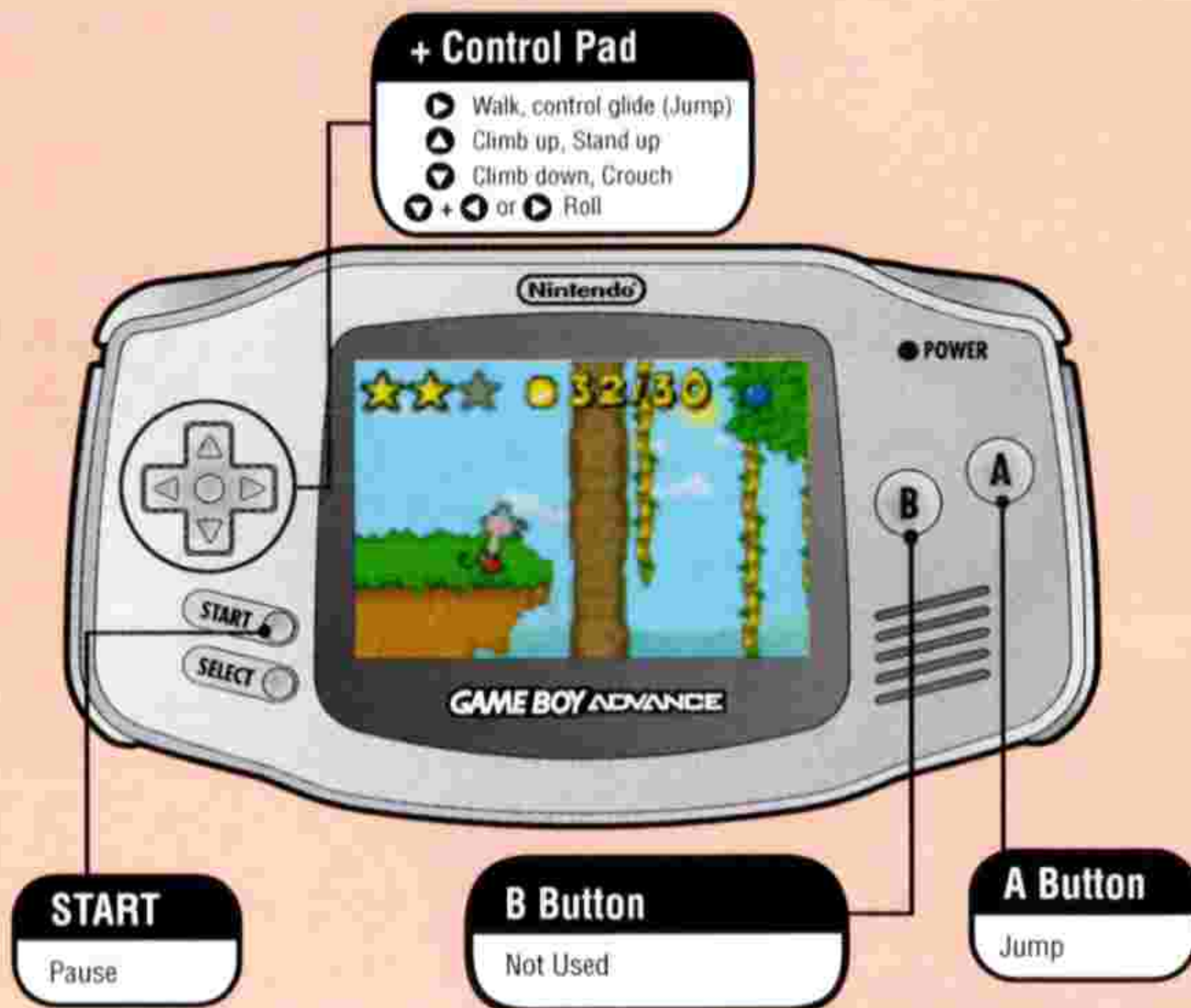
CONTROLLING BOOTS

There are some places where Dora will rely on her friend Boots. Because Boots jumps a little higher and can climb on hanging vines, he is more than happy to help Dora find any coins or stars she couldn't reach herself.



There will be a sign with Boots's face on it near those places. All Dora has to do is walk past this sign and Boots is ready to go.

CONTROLLING BOOTS



MAIN MENU



Press the Control Pad to select an option on the Main Menu.
Press the A Button to select it.

New Game

Choose this option to begin a new game.

Continue

Choose this option to enter your password and resume a previous game.

Options

Choose this option to bring up the Options Menu.

PASSWORDS



Each time you complete a level, you will be given a password that will be displayed on the screen. This password is made of simple pictures. Be sure to write down your password before you turn off

the game! The password allows you to restart the game from the area you just completed, when used on the Continue screen, at the beginning of the game.

OPTIONS MENU

The Options menu is where you can turn ON or OFF the following:

- Stop & Think: When you approach a spot where Dora needs a Backpack item, the screen will show a picture of Backpack with an arrow. You can turn this hint mode OFF.
- Sound effects
- Music
- View the game credits.



Select an option with the Control Pad or change an option with the Control Pad.



THE GAME SCREEN

Coin Counter

Collect as many coins as you can.

Star Meter

You must collect 3 stars in each area to open the doors at the end of each level.



Swiper Meter

You must fill the meter by pressing the B Button to stop Swiper from swiping!

Backpack Item

This is the currently selected Backpack item.

B Action Button

You should press the B Button to do a special action when you see this icon at the corner of the screen.

MAP SCREEN



The Map Screen is displayed between each level. Map is Dora's friend and will show you where you need to go next.

Note: You can also access the Map Screen within the Pause Menu during the game.

When the Map Screen is displayed, you can go back to play a level that you've already completed:

- Press the Control Pad to find the area you would like to replay.
- Then press either the A or B Button to go to the level that you selected.

MAP SCREEN

The levels are displayed as blue bouncy balls, linked by a road on the landscape.

The current level is highlighted with a big blue bouncy ball.

You can see how well you have completed that area, by looking at the big coin in the top-right corner.

Note: When you have completed a level with a perfect score, you will see a star in its place on Map.

BACKPACK



Dora carries Backpack all the time. Backpack can hold a lot of items that are useful throughout the adventure...

To help her on her quest, Dora needs to find and select the Backpack items that will let her solve an obstacle and progress further.

Stop & Think:

When you approach a spot where a Backpack Item will help Dora, the screen will show a picture of Backpack. This tells you that you should look inside Backpack and choose what you need!

Just press the B Button and Backpack will appear if you need a different object than the one you currently have.

BACKPACK

Use the Control Pad to find the right item to use. Then press the B Button again to use that item in the game.

Note: You can see which item you currently have on the top right-hand corner of the game screen.



BACKPACK ITEMS

The Super Blue Bouncy Bouncy Ball

The name says it all. It has a ball shape, it's blue and it's very, very bouncy. Dora can throw it to pick up coins and stars or move piles of logs or rocks.

The Keys

Keys are useful to reach areas that are usually locked. They can also open chests with hidden surprises. Each key can only be used once. You will need to find different keys to unlock other objects.

The Watering Can

Dora can pour water over a seed to grow bouncy flowers that can be used as trampolines to bounce Dora up into the air.

The Flashlight

With the flashlight, Dora can enter locations that are otherwise too dark.

The Umbrella

The umbrella is used when you go under the Rain Cloud.

COMPLETING LEVELS

To complete a level you must collect all 3 stars that are hidden throughout each area. This will open the gate at the end of each area.

There you'll see a Star Counter which will make sure you have all three stars. Otherwise, an arrow will point in the direction to find them and you will need to go back and find the ones you missed. If you have all three stars, the Fiesta Trio will greet you at the gate for a celebration!

COLLECTING STARS AND COINS

If you collect all the stars and all the coins in a level, you will be rewarded with a perfect score (100%) for that level and Dora will do a special Victory Dance. In order to successfully collect all stars and coins, you might have to play as both Dora and Boots.

SWIPER THE FOX

When you encounter Swiper the Fox on your adventure, he will try to swipe the item on the ground that Dora is about to pick up.

So, when you see Swiper, press the B Button repeatedly until the Swiper Meter at the bottom of the screen is completely filled up. Then Swiper will say, "Oh mannn!" and run off ... for a while!



FRIENDS

The Fiesta Trio

Each time Dora solves a problem or successfully reaches the end of a level, the Fiesta Trio comes on-screen for a little party!



Tico

Tico will appear at the end of each level waiting for Dora. Tico will count the amount of required stars along with Dora. Tico speaks Spanish.

The Pirate Pig

Dora is looking for the treasure for Pirate Pig. He is a very friendly pirate and he is willing to share his treasure with Dora and Boots if they succeed in their quest.



THE ANIMALS

Some animals are useful and may help you get from one place to another, while others must be avoided.



Turtles

The turtles can help Dora cross a river or a pond. But she has to be careful! Some of them might want to dive in the water when Dora is riding on their back.

Crocodiles

Crocodiles are helpful while their mouths are closed. Dora can then jump on their back to glide across the water.



THE ANIMALS

But you better beware, because, as soon as a crocodile opens his mouth, Dora must avoid his head.

Danger, Do not Jump!



Snakes

Snakes must be avoided at all costs! Most of the time, they will be rolled up and sleeping. To avoid waking them, Dora can quietly crawl past them. She can also successfully jump over them. Boots can avoid the snakes by rolling quickly past them, as well as jumping over them. But, if the snake is awake, Dora and Boots must jump over it.

THE ANIMALS



Bats

The Bats can be found in caves and dark areas like the Spooky Forest. They hang on the ceiling, sleeping heads down in dark caverns and on tree branches. Dora must crouch to avoid them, when she awakens them. She can

also crawl past them. After a while, the bats go back to sleep.

Crabs

The crabs stroll on the land, going back and forth, snapping their claws. Dora only has to avoid the Crab by jumping over it or stay away on an elevated spot until it passes by.



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