

GAME BOY ADVANCE

 **DREAMWORKS**

AGB -BH5E-USA

OVER THE HEDGE™



INSTRUCTION BOOKLET

ACTIVISION

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

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



Descriptors

Mild Cartoon Violence

LICENSED BY



Contents

Getting Started	4
Game Boy® Advance Controls	5
Menu Controls	5
Welcome to <i>Over the Hedge</i> ™	6
Menu Options	7
On-Screen Display	9
Basic Controls	10
Bonus Characters	11
Special Controls & Abilities	12
Locations	13
Collectibles	14
Credits	15
Customer Support	18
Software License Agreement	19



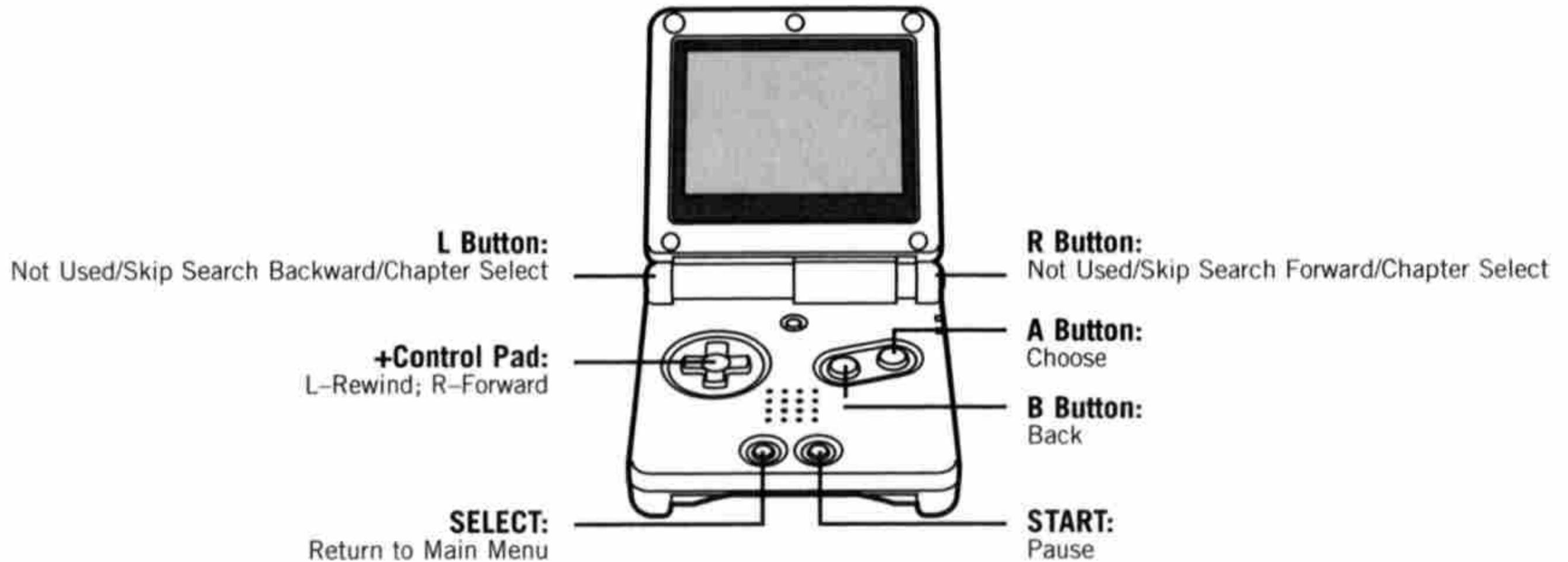
Getting Started

- Make sure the power switch is OFF.
- Insert the *Over the Hedge*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press **START**.

NOTE: The Over the Hedge™ Game Pak is for the Game Boy® Advance system only.



Game Boy[®] Advance Controls



Menu Controls

+Control Pad: Highlight Menu Selection

A Button: Confirm Selection

B Button: Return to Previous Menu

Welcome to Over the Hedge™

Upon waking from a long winter, a family of woodland creatures finds something strange happened while they were asleep: A giant hedge has sprouted up and there's now a town of humans—suburbia!—where their forest used to be.

Meanwhile, RJ, a rowdy raccoon, is in big trouble with a bullish bear named Vincent. RJ accidentally destroyed all of Vincent's food, and he has one week to get it back before he becomes the bear's breakfast!

When RJ meets the other forest critters, he convinces their leader, a protective turtle named Verne, to go “over the hedge” and steal food from the humans. Little do they realize how many dangers await them on the other side, including vicious dogs, ninja cats, Dwayne the exterminator, and the evil Gladys. They're in for a treat, but it's no free lunch!



Menu Options

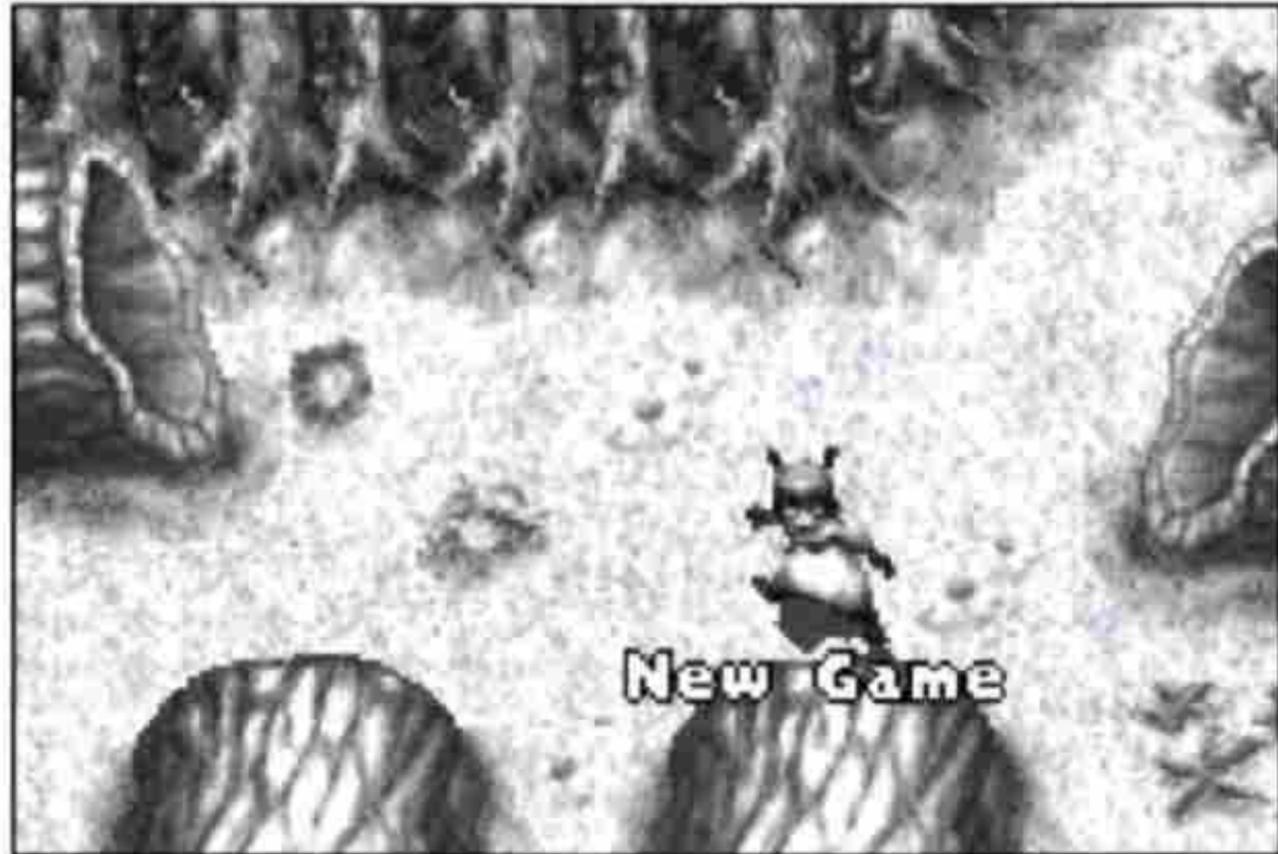
Starting the Game

After turning on the Game Boy® Advance, move RJ by pressing a direction on the +Control Pad. Walk all the way to the right to enter the Save Slot Select area.

Save Slot Select

To start a new game, walk into a log with an empty save slot. The *Over the Hedge™* Game Pak can store up to three separate game saves.

To load an existing Game simply walk into the corresponding Log. If you wish to Erase an existing game, enter the Erase Slot Log. This gives you the option to select and Erase a particular slot.



Saving a Game

Saving occurs automatically at the end of each mission. The saved game includes your candies collected and current progress. To load a previously saved game, walk into one of the logs in the Save Slot Select area.

(See page 7.)

View Credits

Enter the Credits log to see all the people who made the game!

Pause Menu

Resume – Press the **A** Button when Resume is selected to go back to your game.

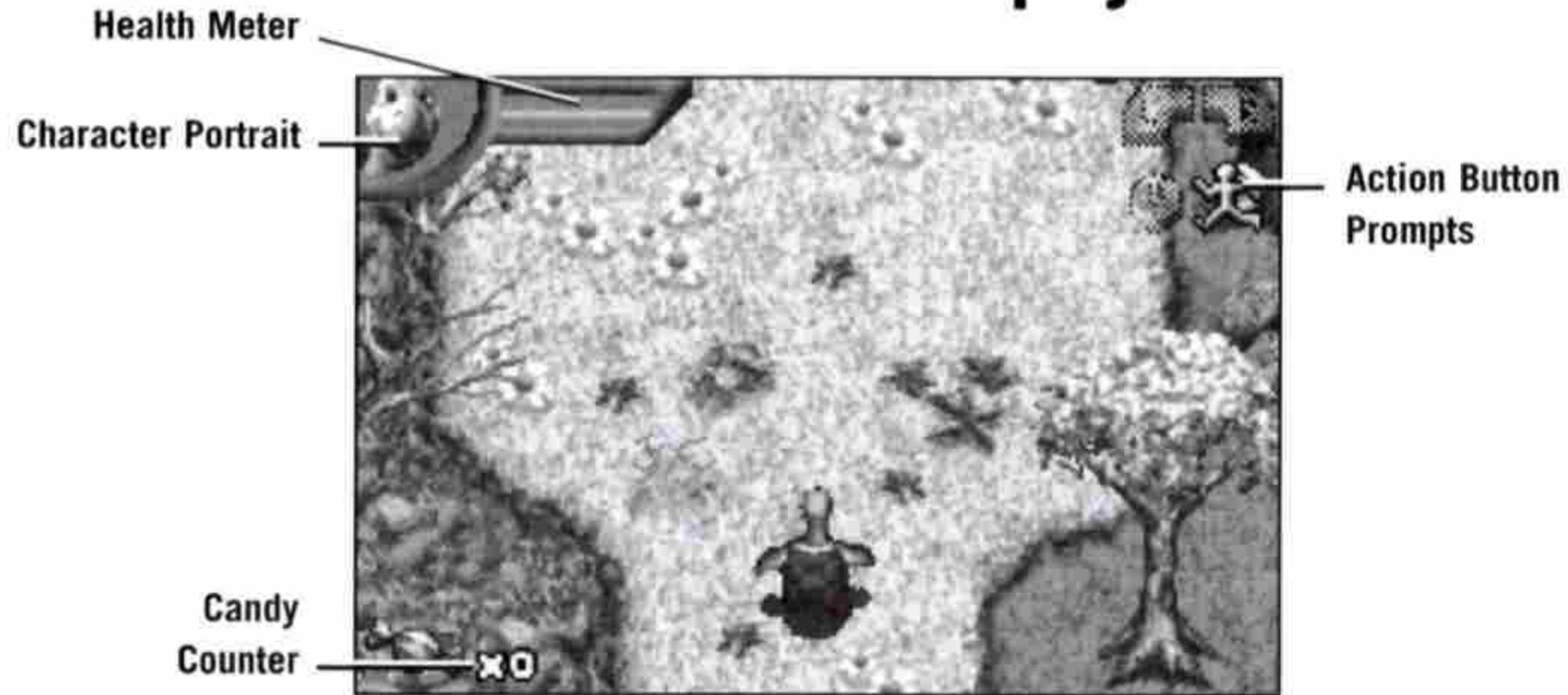
Sound – Adjust the sound and music volume of your game.

Sleep – Pause gameplay and go into Sleep mode. Entering Sleep mode allows you to conserve battery power without losing your current progress. To enter Sleep mode, highlight the Sleep option and press the **A** Button. To wake your Game Boy® Advance, press **Select** and the **L + R** Buttons simultaneously.

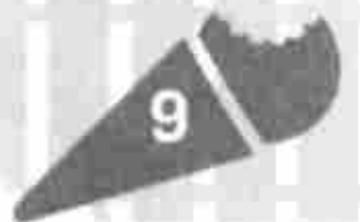
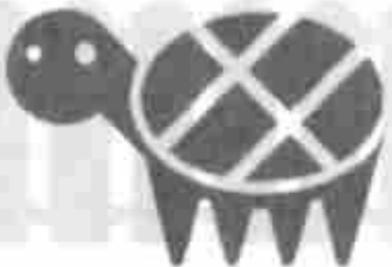
Quit Mission – Quit your current mission and return to the Forest Hub.



On-Screen Display



Character Portrait – You may only run for short distances before you become tired. Once tired, the portrait will show a fatigued expression. When the portrait switches back to the happy, energetic expression, you may run again.



Basic Controls

Forest Controls

Walk – Use the +Control Pad (↑, ↓, ←, →).

Run – Use the +Control Pad and press and hold the **A** Button.

Push/Pull – Use the +Control Pad and press and hold the **B** Button.

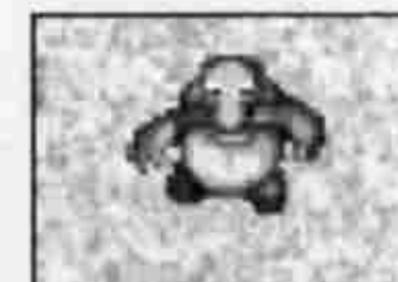


Sidewalks

Walk – Use the +Control Pad (↑, ↓, ←, →).

Run – Use the +Control Pad and press and hold the **A** Button.

Hide – Press and hold the **B** Button.



Backyards

Walk – Use the +Control Pad (↑, ↓, ←, →).

Run – Use the +Control Pad and press and hold the **A** Button.

Primary Attack – Press the **B** Button.

Secondary Attack (once purchased from the Shop) – Press the **L** or **R** Button.



Houses

Sneak – Use the +Control Pad (↑, ↓, ←, →).

Walk – Use the +Control Pad and press and hold the **A** Button.

Interact – Press the **B** Button.

Note: If you are running or walking fast for too long, your character will become tired and will have to slow down to catch a breath.

Bonus Characters



Hammy

Move – Use the +Control Pad (↑, ↓, ←, →).

Scare – Press the **B** Button.



Stella

Move – Use the +Control Pad (↑, ↓, ←, →).

Spray – Press the **B** Button.





Ozzie

Move – Use the +Control Pad (↑, ↓, ←, →).

Hide – Press and hold the **B** Button.

Special Controls & Abilities

Escaping from Nugent

Move Up/Down – Use the +Control Pad (↑, ↓, ←, →).

Hammy Time

When Hammy collects soda pick-ups, he goes into “Hammy Time.” The screen will fade out to black and white and time will come to a standstill, allowing Hammy to run past frozen enemies and traps.



Locations

Forest Hub

You'll begin each game in the Forest Hub. Here you'll be able to select a chapter, enter the Shop, create custom levels and talk with other animals in your woodland creature family. You can also view the credits or go back to the Save Slot Select area from here.



Note: The custom level creator log will unlock after completing the game on any difficulty setting.



Shop

The shop will have many items and abilities you can purchase using the candy you collect in the game. To buy an item, walk up to one with a price you can afford and press the **B** Button. If you buy an ability, it will take effect in the next level you play. If you buy an object, it will immediately show up in the Forest Hub.



Collectibles

Candy – This is the currency of the game. Use it to buy special items in the Forest Hub store.

Green Candy – 1 point

Blue Candy – 5 points

Purple Candy – 10 points



Health – Picking up fruits and vegetables replenishes your health.

Junk Food – During some chapters, you'll need to collect all of the junk food before completing the mission.

Soda – Picking up soda causes “Hammy Time.”

Credits

Developed by
**Vicarious Visions,
Inc.**

www.vvisions.com

**CEO/Chief
Creative Officer**
Karthik Bala

President
Guha Bala

Executive Producer
David Nathanielsz

Producer
Adrian Earle

Lead Designer
Jeremy Russo

Lead Engineer
Ward Childress

Lead Artist
Yin Zhang

Lead Animator
Christopher Sinclair

Design Team
Jessica Lott
Kenneth Bowen

Engineering Team
Brian Ondov

Art Team
Christopher Sweeney
Tiffany Nelson

Animation Team
Gary Fonville

Additional Design
Michael Green

Additional Animation
Travis Cameron

Music
Manfred Linzner

Quality Assurance
Joe Fisher

Play Testing
Tiffany Nelson

Special Thanks
Jesse Booth
Di Davies
Steve Derrick
Tim Stellmach



Rick Stegmann
Ida Thornburg

Additional Support

Mandy Allcorn
Kerry Coffey
Lauren Costello
Nehme Frangie
Dawn Harrington
Sergio Sanchez
The Vicarious Visions
DS team on
Over The Hedge

**Assets Acknowledgement
Statement**

VV would like to
acknowledge and thank
the following for additional
art and sound content used
in the making of this title:

DreamWorks
Animation L.L.C.
Edge of Reality
Treyarch

This software is based in
part on the work of the
independent JPEG Group.

**DreamWorks
Animation**

Sean Bishop
Paul Elliot
Andrea Frechette
Anne Globe
Tim Johnson
Karey Kirkpatrick
Amy Krider
Richard La Forge
John Moore
Meaghan Nix
Chevion Reese
Rick Rekedal
Craig Rittenbaum
Kate Spencer

Activision

PRODUCTION

Associate Producer

Daniel Firestone

Managing Producer

Steve Rosenthal

Associate Producer

Lalie Fisher

Localization Manager
Matt Morton

**Senior
Localization Manager**
Mark Nutt

Senior Producer
Michael Fletcher

Executive Producer
Daniel Suarez

**VP, North
American Studio**
Laird Malamed

QUALITY ASSURANCE

Project Lead
Bobby Munguia

Senior Project Lead
Jason "Fox" Potter

QA Senior Manager
Tim Vanlaw

**TEST TEAM
Floor Lead**
Brandon Miller

Testers

Jason Naglic
Jennifer Avina
Jeff Riffo

Sr. Manager, Technical Requirements Group

Marilena Rixford

Sr. Lead, Technical Requirements Group

Siôn Rodriguez y Gibson

Project Lead, Technical Requirements Group

Aaron Camacho

Senior Testers, Technical Requirements Group

Sasan Helmi

MARKETING & PR

VP, Global Brand Management

Kim Salzer

Global Brand Manager

Michelle Turk

Assoc. Brand Manager

Cindy Liu

Manager, Activision Games

Lisa Fields

Publicist, Activision Games

Blake Hennon

Jr. Publicist, Activision Games

Lindsay Morio

*ACTIVISION
SPECIAL THANKS*

Giancarlo Mori

Matt Wilkinson

Kelly Byrd

Vanessa Schlais

Michael Ward

Chuck Huebner

Robin Kaminsky

Mike Griffith

Sean Bishop

Casting & Voice Direction

Margaret Tang,

Womb Music

Recording, Engineering, Editing, Voiceover

Effect Design

Rik W. Schaffer,
Womb Music

Voice Talent

Shane Baumel

Sean Bishop

Madison Davenport

Debi Derryberry

Bill Farmer

Keith Ferguson

Jess Harnell

Susan Boyd Joyce

Sami Kirkpatrick

Natalie Lander

Drew Massey

Paunita Nichols

Charlie Schlatter

Stephen Stanton

Fred Tatasciore

Colette Whitaker



Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at www.activision.com
so we can enter you in our monthly drawing
for a fabulous Activision prize.**



Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer

available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



81457 260 US

Activision Inc.
P.O. BOX 67713 Los Angeles, CA 90067

PRINTED IN USA