

AGB-BNLE-USA

Disney · PIXAR

RATATOUILLE

(rat·a·too·ee)

GAME BOY ADVANCE

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

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.

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Rev-D (L)

EVERYONE



**CONTENT RATED BY
ESRB**

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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 Disney • Pixar *Ratatouille* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the Power Switch. The title screen should appear (if you don't see it, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

BUTTON

ACTION

MENU CONTROLS

+Control Pad	Change selection
A Button	Activate current selection
B Button.....	Back

SIDE SCROLLING CONTROLS

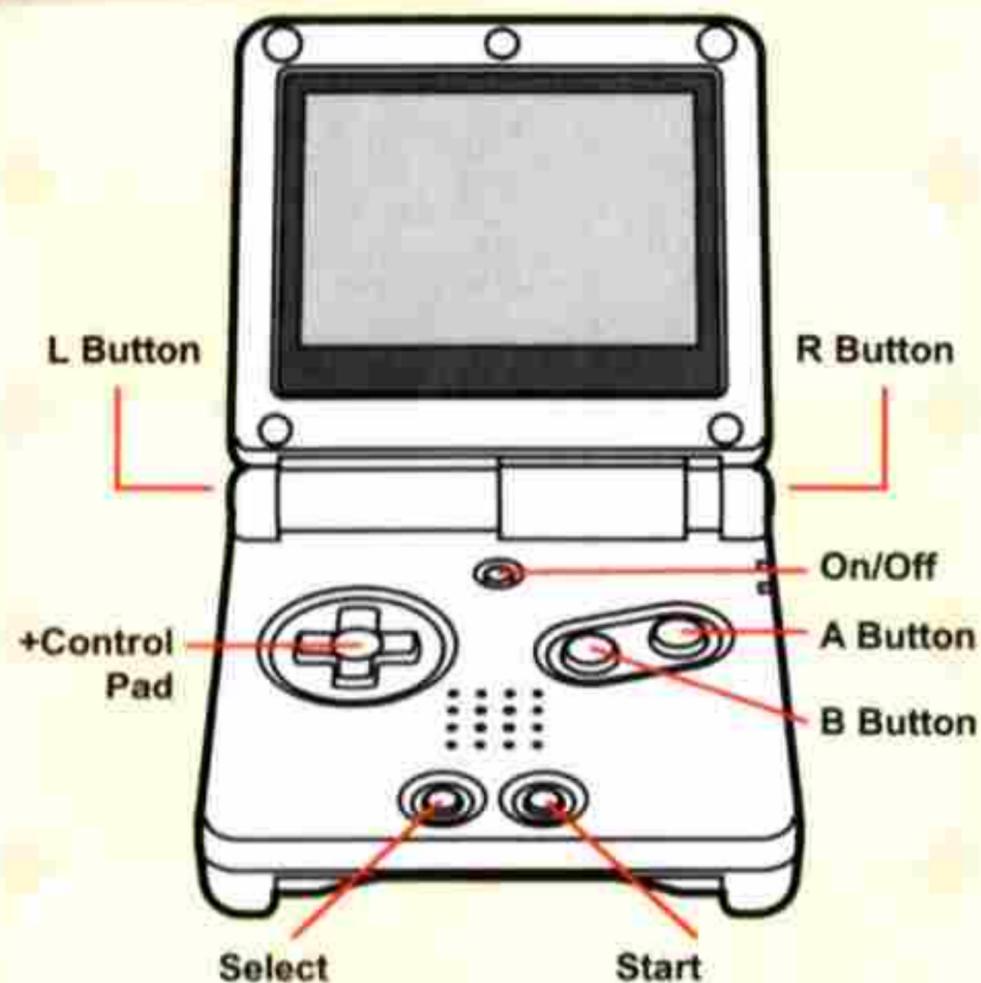
START.....	Pause
+Control Pad Left/Right ...	Walk
+Control Pad Up.....	Climb Up / Look Up / Open Umbrella
+Control Pad Down.....	Climb Down / Crouch/ Look Down
A Button	Jump / Double Jump
B Button.....	Run / Pick up Umbrella or Fork / Use Umbrella or Fork
R Button.....	Drop Umbrella or Fork

TOP-DOWN CONTROLS

START.....	Pause
+Control Pad	Walk
A Button	Run
B Button.....	Pick up tool / Use tool/ Push / Pull
L Button.....	Activate Scent Vision
R Button.....	Drop tool

COOKING CONTROLS

START.....	Pause
+Control Pad	Move between ingredients and pots / Match the falling garnish pattern
+Control Pad Down.....	Plate finished pot
A Button	Activate current selection (Pick up Ingredient/drop ingredient/pick up pot)/Cancel Garnishing
B Button.....	Deactivate current selection /Cancel Garnishing



INTRODUCTION

Guide Remy as he explores his new surroundings including Mabel's Farmhouse, Paris Streets, Sewers, and Chez Gusteau's. Search each level for the next ingredient to be used in a cooking challenge. Perform acrobatic moves as you beat physical challenges, out maneuver traps, and avoid other dangers in each chapter.

MAIN MENU

START Start a new game or continue a previously played game after entering a password.

OPTIONS Change the Sound Effects and Music Volume. Adjust the sliders left / right to decrease and increase the selected volume. Press the B Button to go BACK to the Main Menu.

PASSWORD Enter the password you received the last time you played the game so you can resume right where you left off. Use the +Control Pad to change letters, and the A Button to select. Press the B Button to go back.

COOK Play one of the Cooking mini-games.

BONUS View the bonus material you've unlocked during normal gameplay.

CREDITS See the names of the people that worked on *Ratatouille*.



SIDE SCROLLING LEVELS

LEVEL TIMER

When you are in a side scrolling level, there is a level timer located in the upper right corner of the screen. You need to complete the level before the time runs out. While you are in the level, you can find Time collectables that increase the time you have.

In certain places, you find holes in the world that are portals to other areas. Press Up or Down on the +Control Pad to enter these areas.



TOP-DOWN LEVELS

SCENT METER

In Top-down levels, the Level Timer is replaced with a Scent Meter. Remy needs to keep on the trail, and his scent meter tracks how well you are doing. Each time you run into an obstacle, the scent meter goes down a little bit. If your scent meter runs out, Remy has lost the scent and you need to start over.

Pressing the L Button activates Remy's keen sense of smell to help you locate hidden objects, or lead you towards the main ingredient in a level (if a main ingredient is in the area).



COOKING MINI-GAMES

Once you have collected the five ingredients, you will be able to compete in a cooking mini-game. There are three burners - Low, Medium, and High. There are pots on each of the burners. Look at the icon above each pot. This tells you which ingredient is needed in each pot. Select the ingredient with the +Control Pad and press the A Button. Now select the pot with the +Control Pad and press the A Button to put the ingredient in the pot.



When all the ingredients are in a pot, you are prompted to press the +Control Pad Down. The only thing you have to do now is to heat or cool the dish to the proper temperature - indicated by the green zone on the thermometer. Switching the pots from burner to burner allows you to accelerate or decelerate the cooking speed. To serve the dish, press the +Control Pad Down.

GARNISH MINI-GAME

When you serve a dish, a Garnish mini-game will begin. Follow the pattern on the screen with the +Control Pad. The farther you get with the pattern, the more bonus points you earn for the mini-game. If you serve a dish early, you can still get full marks if you do well at the Garnish stage.

NOTE: You cannot get the full 5 star rating from Gusteau unless you have found the hidden Garnish in the preceding chapter!

ITEMS



TIME BOOST

Instantly restore points to the Level Timer.



ULTRA TIME BOOST

Completely restores the Level Timer.



LEVEL TIMER STOP

A bonus so large that it stops the reduction of the level timer for a short time!



SCENT METER BOOST

Instantly restore points to the Scent Meter.



1-UP

Remy receives an extra try.



CHEESE

Once the player collects 100 pieces of Cheese, Remy earns an extra try.



SUPER-SPEED!

This icon lets Remy move around faster!



GUSTEAU'S TOQUE

Collecting this icon lets Remy run out of time once without restarting the level. Gusteau gives him another try, saving him from having to restart from the beginning of the level.



GARNISHES

These special power-ups can be found in secret areas, but only one Garnish per level. These are used to receive additional points during the cooking challenges.



OBJECTIVES

Find and collect one special ingredient per level, so Remy can leave the level.



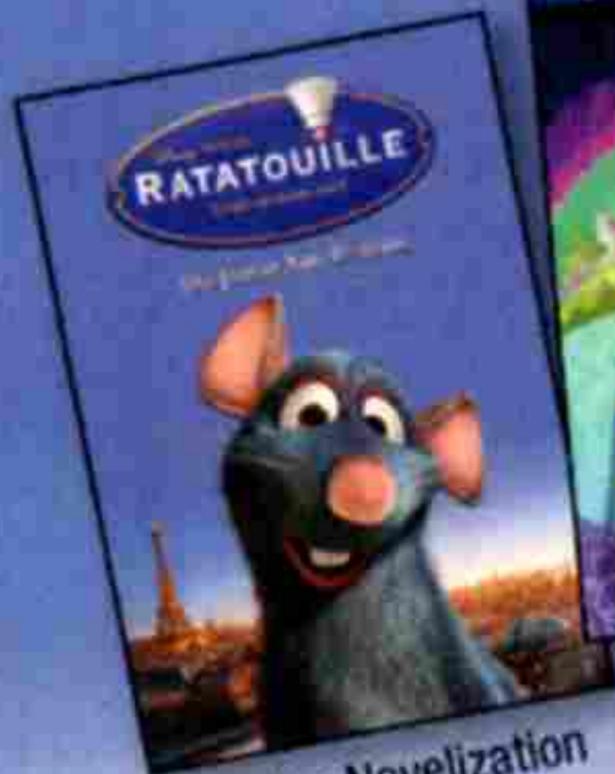
BONUS STARS

These additional collectibles (Stars) are used to unlock character portraits are used to unlock character portraits that are accessible in the Main Menu.

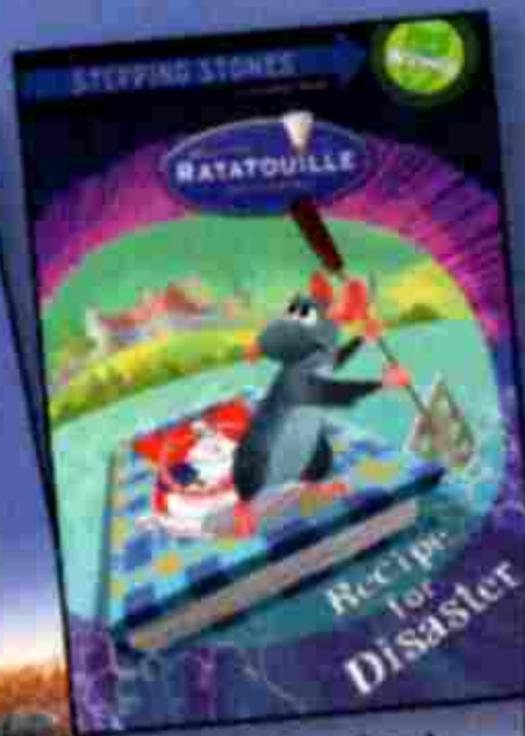
PASSWORDS

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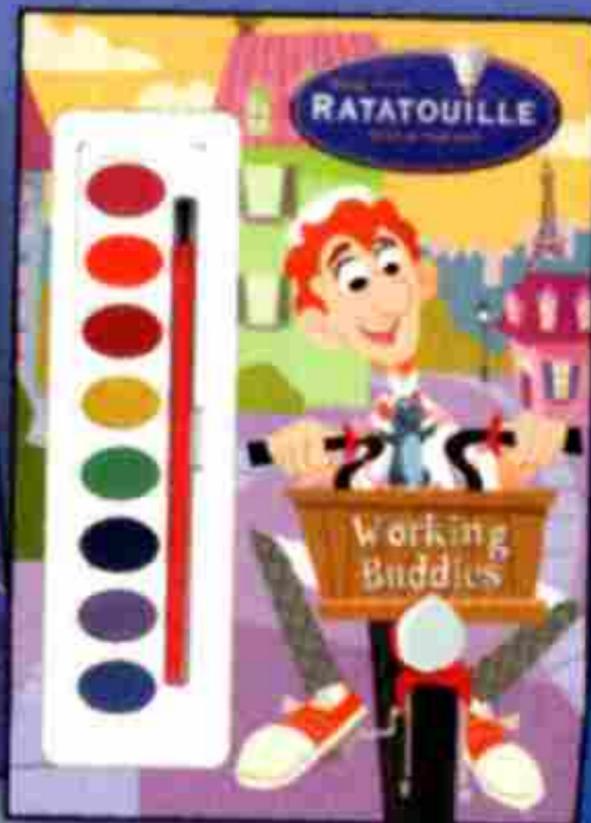
Books based on the movie! **BON APPÉTIT!**



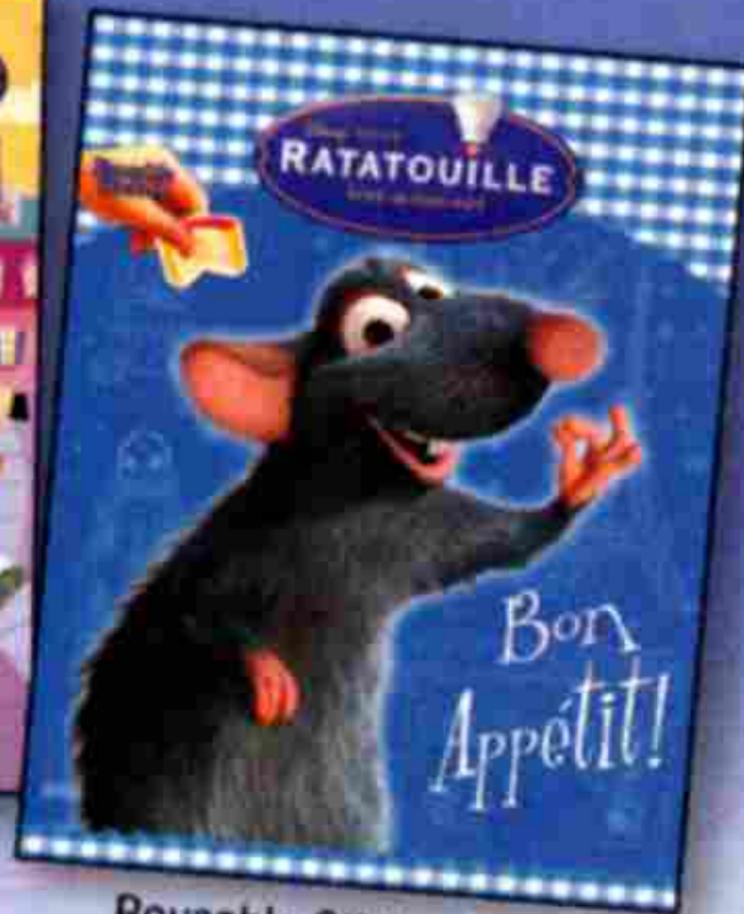
Junior Novelization



Chapter Book



Paint Box Book



Reusable Sticker Book

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Ratatouille
Kitchen Quake™ Game



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THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

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