

GAME BOY ADVANCE

AGB-BIEE-USA

The Grim Adventures  
of  
**BILLY & MANDY**



Instruction Booklet

 MIDWAY

**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.

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

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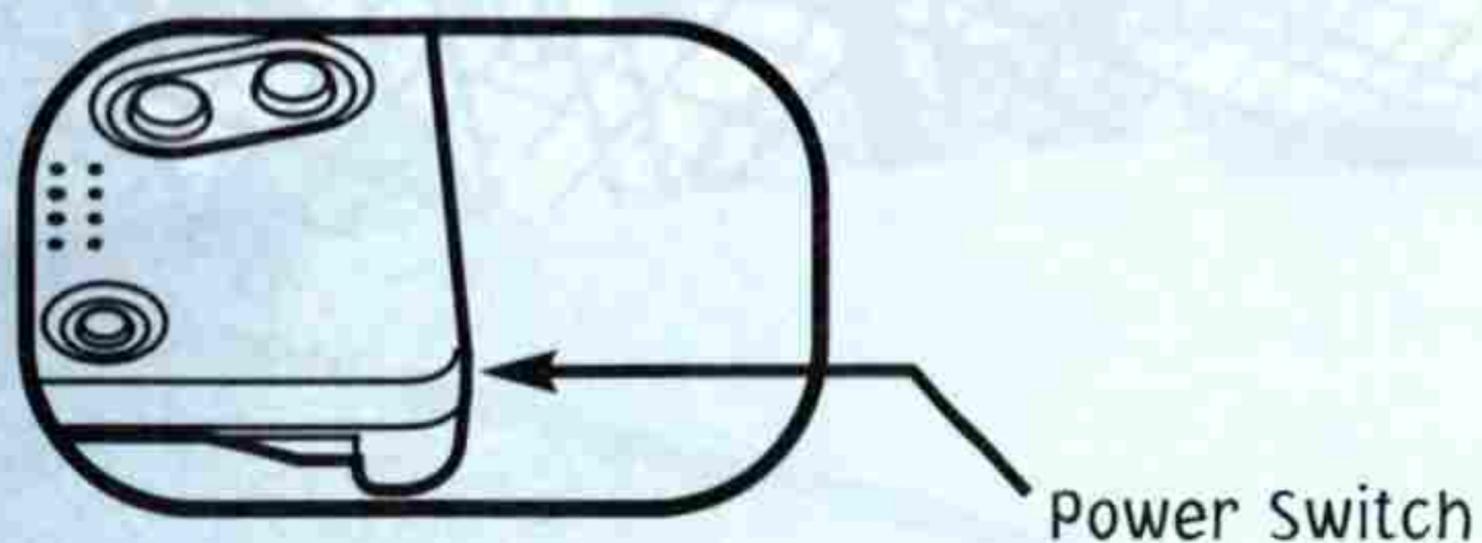
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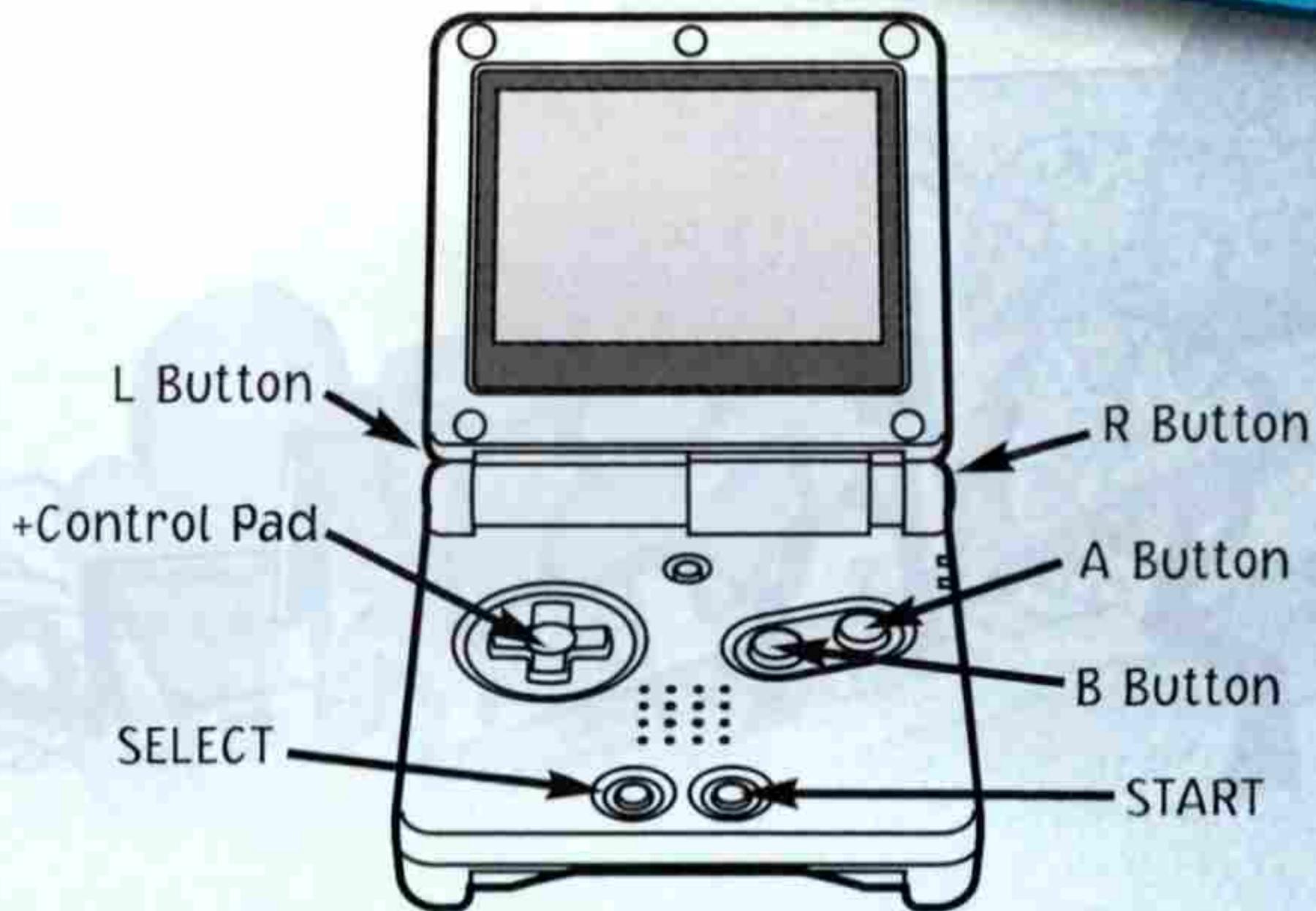
# GETTING STARTED

Please follow the instructions below before attempting to play this game.

- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY® ADVANCE Game Pak into the slot on the back of the Game Boy Advance SP, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions throughout this manual.



# STARTING UP



## MENU SELECTIONS

Press the +Control Pad Up, Down, Left or Right to highlight menu items. To select menu options, press the **A Button**. To return to a previous menu, press the **B Button**.

# GAME CONTROLS

## UNIVERSAL CONTROLS FOR ALL CHARACTERS

+Control Pad Left/Right	Move character Left/Right
A Button	Attack/Use Weapon
B Button	Attack 2/Use Weapon
L Button	Mojo Attack/Taunt
R Button	Jump

## ALTERNATE JUMPS

**Double Jump:** Performing a Double Jump allows you to gain extra lateral distance. To perform a Double Jump, press the **R Button** to jump, and while in the air, press the **R Button** a second time.

**Super Jump:** Performing a Super Jump allows you to gain extra height so that you can reach certain pick-ups and platforms. To perform a Super Jump, press the **R Button** to jump, and while in the air, press the +Control Pad Down. The Super Jump also causes damage to any enemy you land on.

## COMBO MOVES

Each character can perform several unique Combo Moves. All moves are performed by sequentially pressing the **A Button** and **B Button** in a set order within a limited time span (see **Main Characters**, pgs. 7-9).

# GAME CONTROLS

Multiplier



## MOJO ATTACKS & COMBAT MULTIPLIERS

Each playable character in the game has their own unique Mojo Attack. To use a Mojo Attack, your character must have a full “Mojo Meter”. You can fill this bar by defeating enemies.

Each time you dispatch an enemy, an “**X2**” icon will be displayed. This icon will stay illuminated for several seconds. If you manage to defeat another enemy during this time frame, you’ll receive double the points for defeating that enemy and quadruple the “Mojo Meter” bonus. A new “**X4**” icon will then illuminate. The “**X8**” state represents the maximum multiplier that the player can reach. Using a Mojo Attack will fully deplete the Mojo Meter, giving bonus points for any enemies killed.

# MAIN CHARACTERS



## BILLY

Billy is a fierce fighter powered by sugar and an acute lack of discipline. Billy is likely to show mercy to a former foe, but only after beating him senseless with his mighty warhammer.

### Mojo Attack: Bouncing Billy

Billy removes his gigantic nose from his face and holds it between his legs like a space hopper. He then bounces into the air and lands on opponents. If Billy bounces too high, an arrow will point to his current location.

While Mandy prefers to simply use her hands in melee combat, Billy prefers to use a large wooden mallet. Billy's attacks do slightly less damage than Mandy's but can be strung together more quickly.

**A, A, A** = Kick, Kick, Head-butt

**B, B, B** = Forward Punch, Reverse Punch, sideways mallet swing

**A, B, A** = Kick, Punch, Mallet swing

**Jump**, then **B** = Billy will jump in the air and then perform a swing with his mallet

# MAIN CHARACTERS

## MANDY

Mandy is a merciless, unsmiling foe who is as likely to demolish her opponents with her razor sharp wit as with her powerful fists. Given enough time, Mandy could beat up a thousand monkeys with a thousand typewriters.

### Mojo Attack: Will Power

Mandy levitates in the air with an angry expression on her face. She slowly changes to a brilliant white, and begins to summon falling meteors!

Mandy doesn't use a weapon, because she prefers to use her fists as her primary means of attack.

**B, B, B** = Three Punch Combo

**B, A, B** = Punch, Kick, Punch

**A, A, B** = Kick, Punch, Roundhouse Kick (attacks enemies on both sides)

**Jump**, then **A** = Flying Punch



# MAIN CHARACTERS



## GRIM

The Grim Reaper has a lot of pent-up frustration after having to live with Billy and Mandy, and he can make a fearsome foe. When in a frenzy, only a powerful opponent can end Grim's reaper madness!

### **Mojo Attack: Scythe Tornado**

Grim holds out his scythe and begins to spin violently. As a result, a powerful whirlwind forms around him, and all enemies he comes in contact with are instantly destroyed. While Grim is spinning, use the +Control Pad to control his movement.

**A, A, A** = Kick, Scythe Swipe, Scythe Twirl

**B, B, B** = Punch, Scythe Swipe, Head-Butt

**Jump**, then **B** = Jump, Scythe Swing

# MAIN MENU



## TUTORIAL

**The Grim Adventures of Billy & Mandy** includes a Tutorial mode to help teach you the basics. Select **Tutorial** from the Main Menu, and follow the on-screen instructions.

## STORY

After selecting Story Mode, you will be introduced to the story line with a series of screens. You will initially start off as Billy in your quest for the Mojo Balls. As you progress in Story Mode, you can unlock additional characters for use in both story mode and Mission Mode.

# MAIN MENU



## MISSION MODE

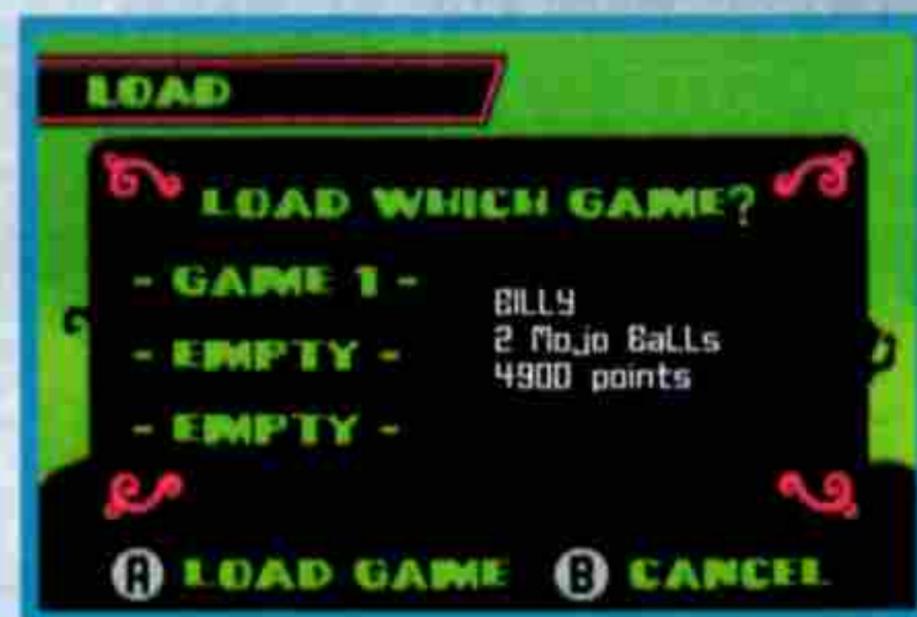
At the Mission Select Screen, you must first select a Tier and then a Mission. Initially, you will only be able to play Mission 1 of Tier 1. As you earn Mojo Balls in Mission Mode, you will be able to unlock more Missions and Tiers. Certain Missions require you to have specific characters unlocked.

Each mission will have a specific goal that you must accomplish in order to progress, such as finding a hidden treasure or destroying an army of enemies in an allotted time frame. After successfully completing a Mission, you will earn a Mojo Ball, which will unlock more missions. Also, a Mojo Ball icon will be displayed next to the successfully completed Mission.

# MAIN MENU

## LOAD

If you've already saved a game, you can select this option to load it and continue your previous game.



## SAVE

Saving only occurs after you've completed Story Mode and Missions in Mission Mode.



## OPTIONS

At the Options menu, highlight an option, then press the +Control Pad Left or Right to increase or decrease the **Music** or **Sound** volumes. You can also select **Credits** to view the names of those responsible for bringing you this game.

# THE HUD



**Health** - Your Health bar diminishes as you take on damage.

**Multiplier** - This represents the amount your score will be multiplied each time you vanquish an enemy (eg. X4).

**Timer** - Some missions will be timed, while others will have a time limit.

**Enemy Count** - This is the amount of enemies you'll need to vanquish in order to move onward.

**Score** - This displays the amount of points you've earned.

**Mojo Meter** - As you vanquish enemies, your Mojo Meter will increase. When full, you can perform a Mojo Attack against your enemies.

# WEAPONS

The game features four weapons that can be used by either Billy or Mandy. When you use a weapon, an ammo counter will appear on-screen. When the ammunition is depleted, the weapon is automatically dropped.

## FLAMETHROWER

The Flamethrower launches a ball of flame across the screen.



## GOO CANNON

Fires green globules that damage and slow enemies.



## LASER RAY

The Laser Ray fires a powerful laser that can destroy rows of enemies.



## WAND

The Wand transforms enemies into snails for a brief period, allowing you to easily squash them.



## PICK-UPS

These Pick-Ups will be placed at predetermined positions in the levels.



**Ham on Bone:** This replenishes your health.



**Atomic Frenzy Cake:** Your movement and attack speeds are increased.



**Double Damage:** Your attacks will cause twice the damage.



**Instant Multiplier:** This instantly provides you with an x8 multiplier.



**Death Blow:** This allows you to vanquish enemies with a single punch.

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Cartoon Violence

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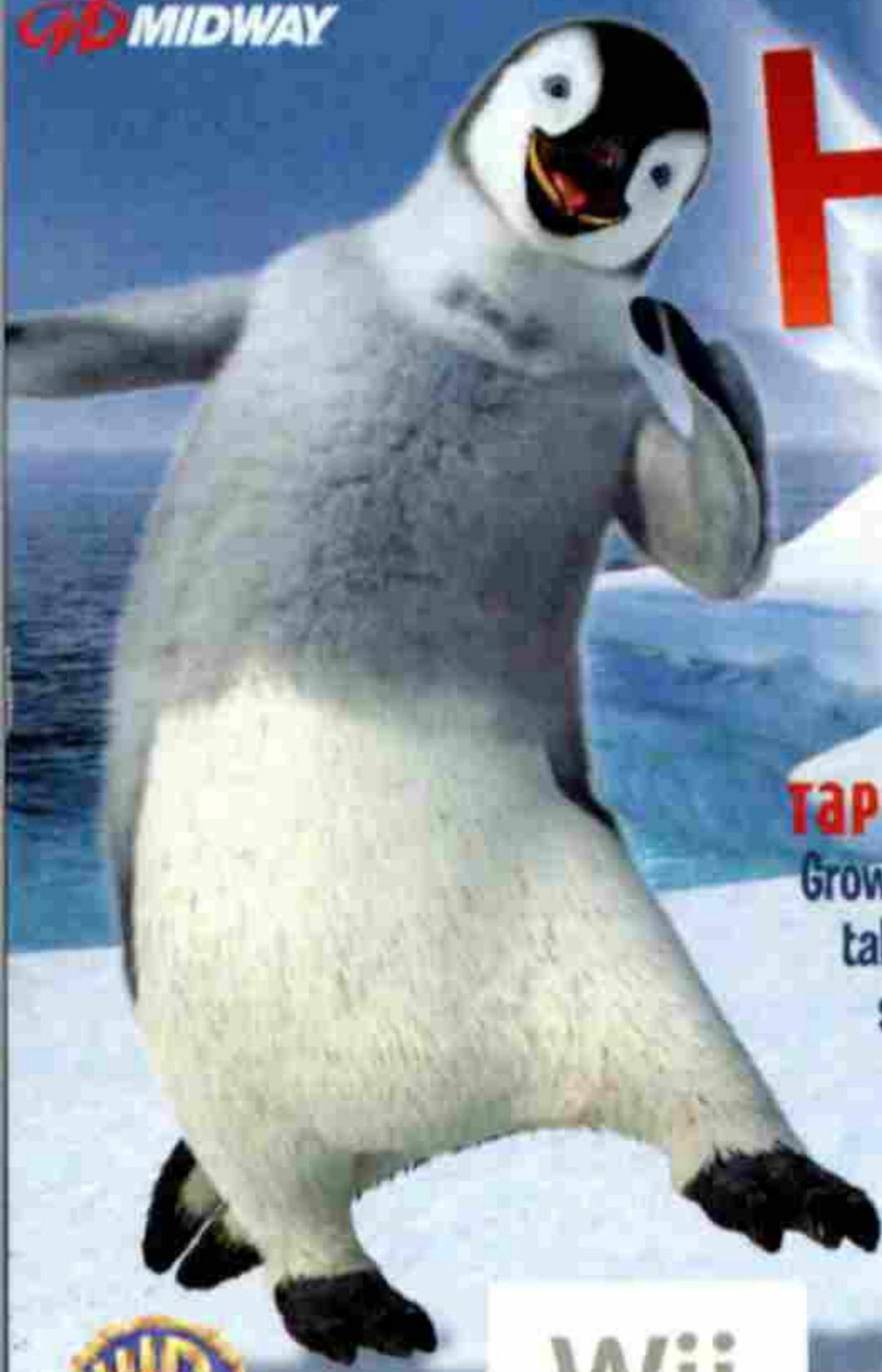
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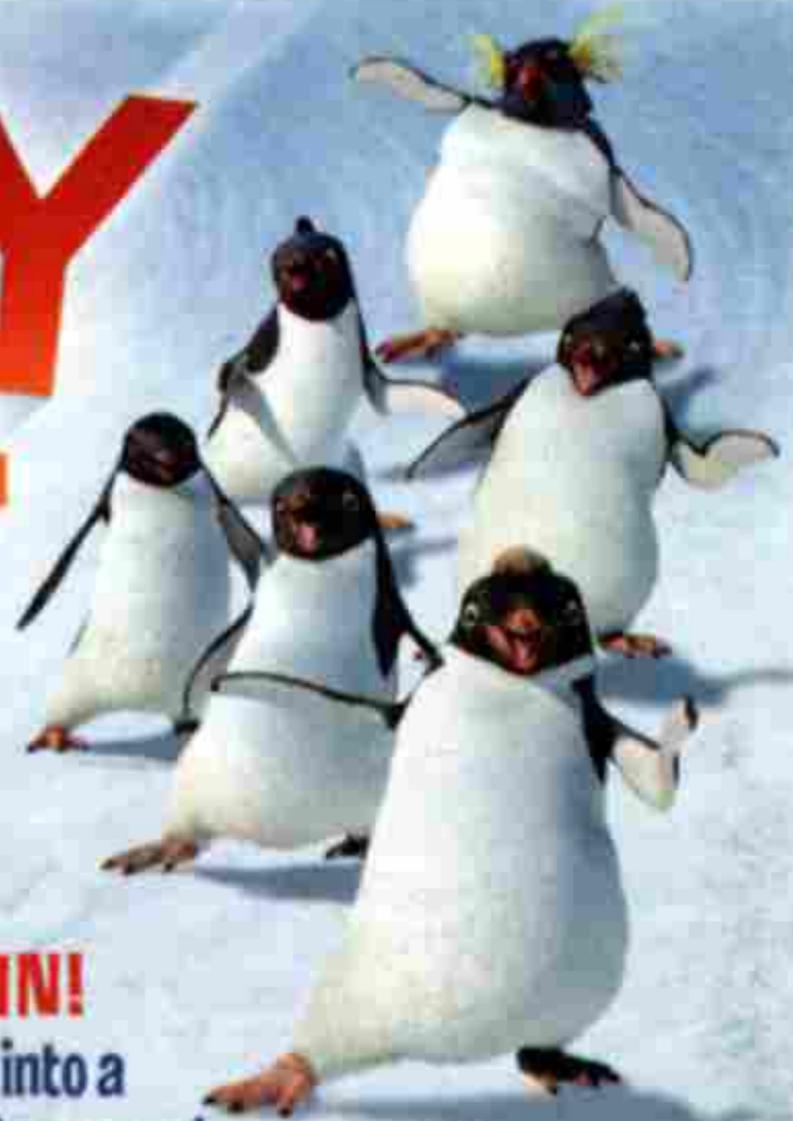
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NINTENDO DS

GAME BOY ADVANCE



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