

GAME BOY ADVANCE

AGB-ATME-USA

TWEETY™ & THE MAGIC GEMS



INSTRUCTION BOOKLET

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:

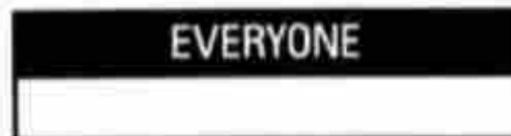
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see 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 INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

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Story



"I tawt I saw a magic box!"

One day Tweety found a strange box in the woods. As he opened it, he was engulfed in a pall of mysterious smoke that suddenly transformed his toes into stone!

What Tweety didn't realize was that long ago Granny had shut a bad witch up inside the box and sealed it with a turn-to-stone spell. When Tweety opened the chest, he unwittingly turned the spell on himself—he was turning into a statue!



Desperate for a counterspell, Granny gathered Tweety's Looney Tunes pals together and explained the dreadful dilemma. "Tweety will turn to stone unless we work quickly to collect five magical gems. I'm counting on you to save my precious little birdie!" Which one of the Looney Tunes heroes will collect all of the magical gems in time? The outcome of this adventure depends on you.

Rules

**"I claim this planet
in the name of the earth!"**



Collect the magic gems!

You start at a random location on the board. Look at the map in the lower right corner of the screen to determine the location of the gems. You need to travel to these locations to collect the magical power of the five gems—before the other characters get there.

Collect points!

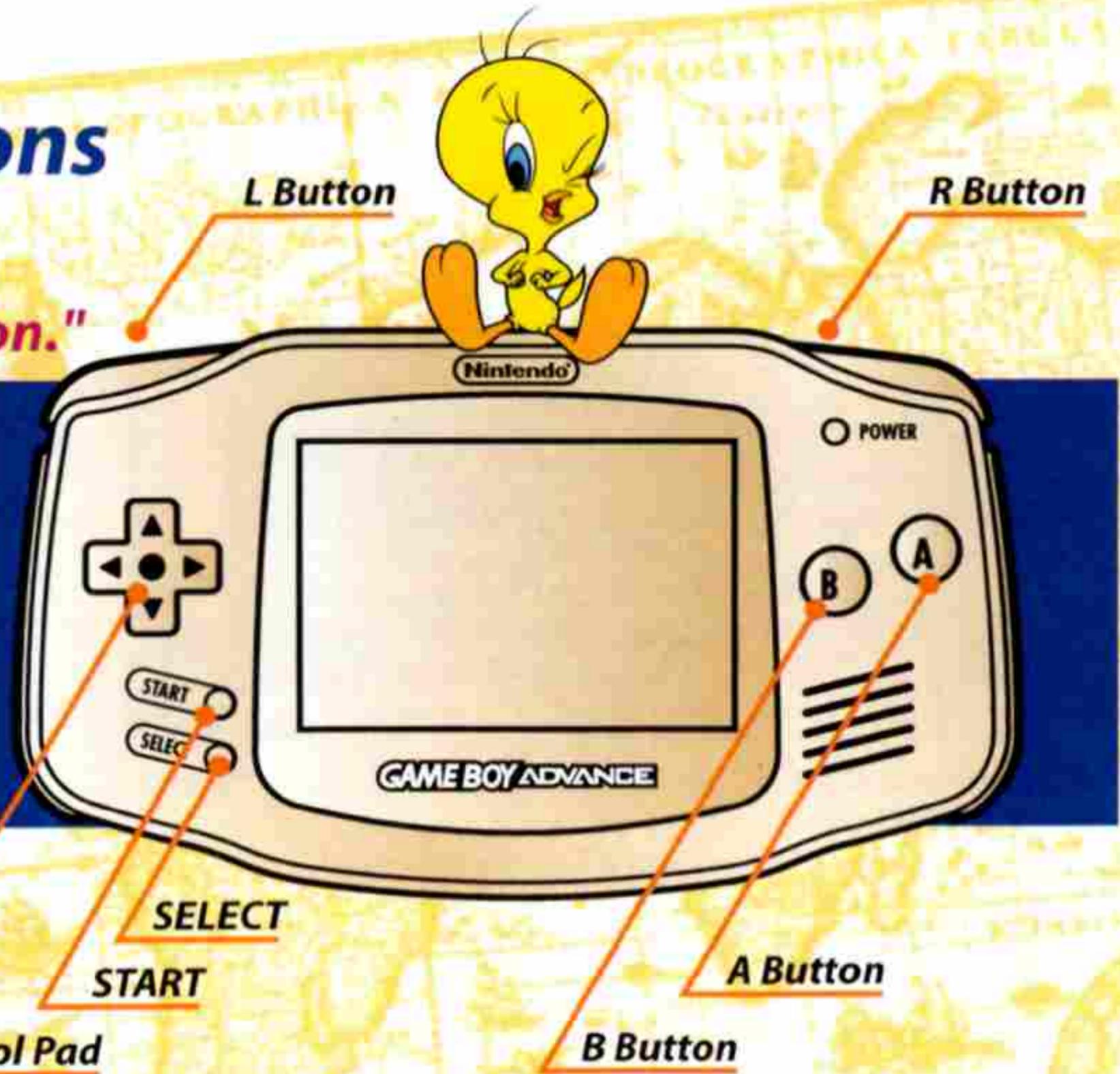
Tweety and the Magic Gems features tons of arcade-style mini games within the main game. If you win a mini game, you earn points. The more points you have, the more items you can buy to help you move around on the game board and delay other players.

Control Functions

"Hmmm... I wonder what happens if I press THIS button."

Default Controls:

- A Button: Enter command*
- B Button: Cancel command*
- Control Pad: Move your character*
- L Button: Enlarge/Shrink world map*
- R Button: Enlarge/Shrink world map*
- START: Pause game*
- SELECT: Not used*



Start



Turn the power ON, the Title screen will appear after a brief introduction.

How to Play: View the rules and a basic overview of the game.

Single Player: Challenge one or more computer-controlled characters.

Game Link Play: Playable with 2 to 4 players via Game Boy® Advance Game Link® Cable



Jukebox: Check out all the music in the game. Press RIGHT or LEFT on the Control Pad to select music, then press the A Button and crank the tunes!



Start Main Game: Start game to save Tweety.
Mini Games: Practice all of the arcade-style mini games.
Back: Go back to Title screen.



Choice of characters

"Never send a rabbit to do a DUCK's job..."



First decide the number of computer players in the game, and then choose your character. If you're playing against the computer, you can pick which Looney Tunes character you want to play against. Once you choose the characters, you'll need to select Tweety's Turn-To-Stone Speed. The faster the speed, the more difficult the game will be.

G Game Screen

"I'm r-r-re, r-r-read... all s-set!"



Points

Character points earned.

Gem Power collected

Flashing gems indicate cities you've already explored.

Navigation

During your turn, you'll see a compass in the upper right corner of the screen. The arrow on the compass will point to the closest city where a gem is located.

Player

Player Icons

- 1 Shuffle cards.
- 2 Use Item (See pg.9)
- 3 Explore the routes around your character before you move.
- 4 Options (See pg. 9)
- 5 Almanac: Learn about world facts when you get close to a famous place.

System

Use Item



CALLS THUNDER ON ANOTHER PLAYER AND GIVES DAMAGE.

HARD TO CALL THUNDER

EXIT



ITEM

The items you have now are shown on this screen. You can also select items or move positions of the items.

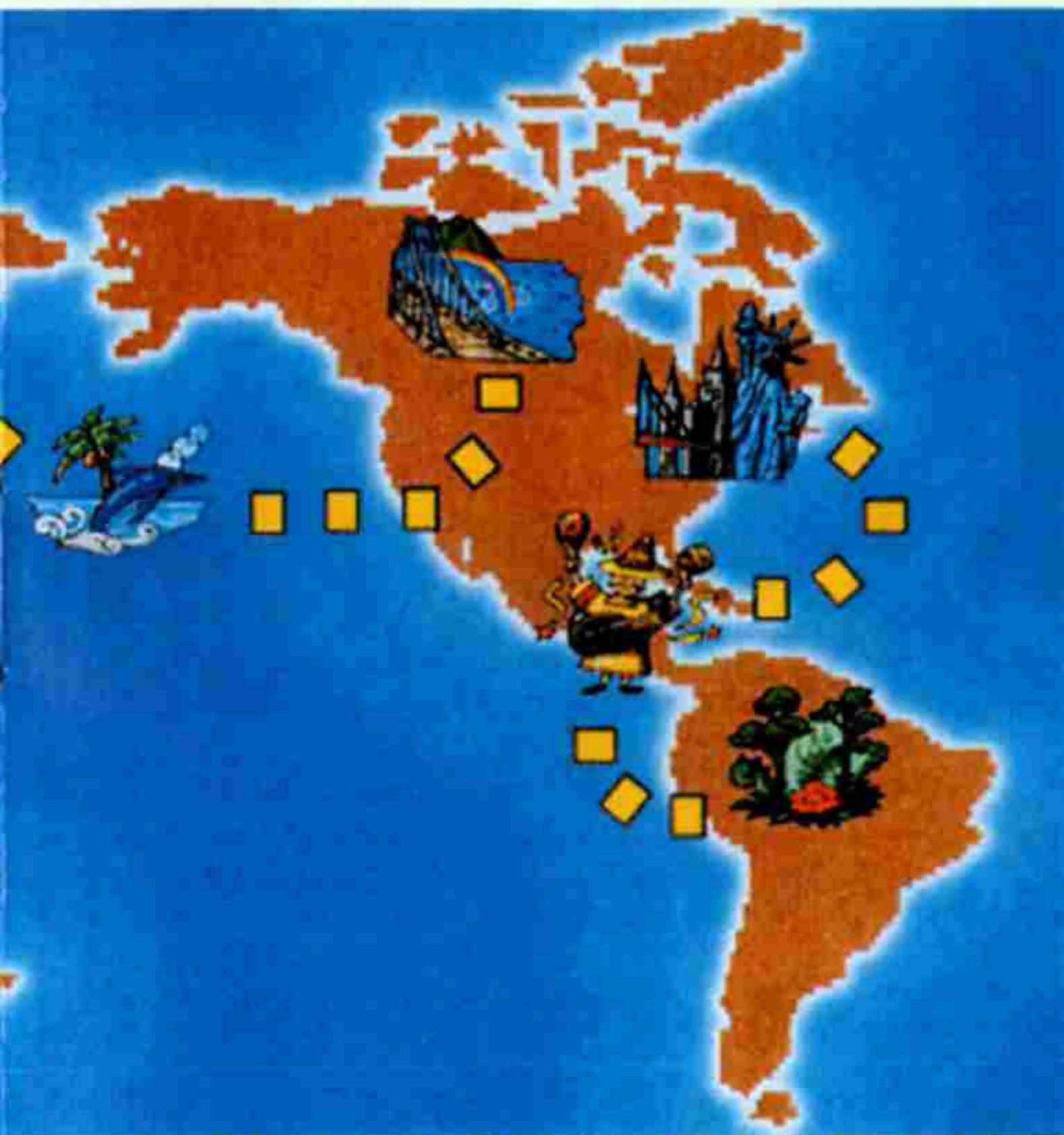


If want to change the speed of the computer, choose "Fast", "Slow" or "Normal" under Computer Speed. If you don't want to watch other players battle against each other, choose "Don't Look" under "Battle between other players."



Map





"There just ain't room enough on this planet for the two of us!"

World Map

The positions of the players and gems are indicated on the World Map.

City Map

When you arrive at a city space, you can choose between entering the city or skipping over it. Press the A Button while over a city to enter it. If you enter the city, you'll see a City Map.

Transportation

The typical way to move from place to place is by walking, but if you pick up special items or land on certain spaces, you can use other modes of transportation to get around.



Cards



"Now DRAW, Rabbit!"

Your turn begins by shuffling the card deck. After you draw a card from the deck, you'll move the number of spaces indicated on the card.

♠ Ace

Drawing an Ace earns you a random item and then you can move 14 spaces on the game board.



7 seven

Drawing a Lucky Seven earns you a random item and then you lets you move seven spaces on the game board.



ETC. 2 to 13

Other cards allow you to move the number of spaces indicated on the card.

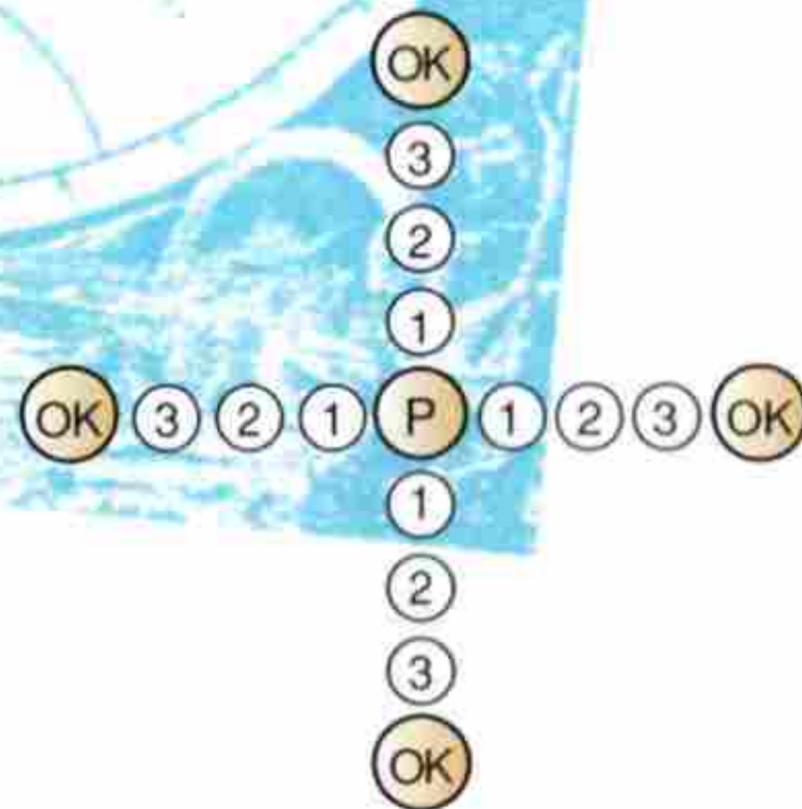


"Bon Voy-ah-gee!"

After drawing a card, you're ready to plan your move. You must move the number of spaces indicated on the card.

For example

If you drew a four card, you must move four spaces in the directions available on the map, but you won't be able to stop until you use up all of your moves for the turn.



"Oooo... I HATE that!"

Drawing a Joker results in an unexpected and unwelcomed visit from the Tasmanian Devil or She Devil. Consequences are often dire and at the very least you'll lose a turn or end up in a different area of the game board. Expect more trouble from other cards in the deck.



If you draw a joker, you lose one turn.

Gems and Points

"It's Mine! Mine! MINE!"

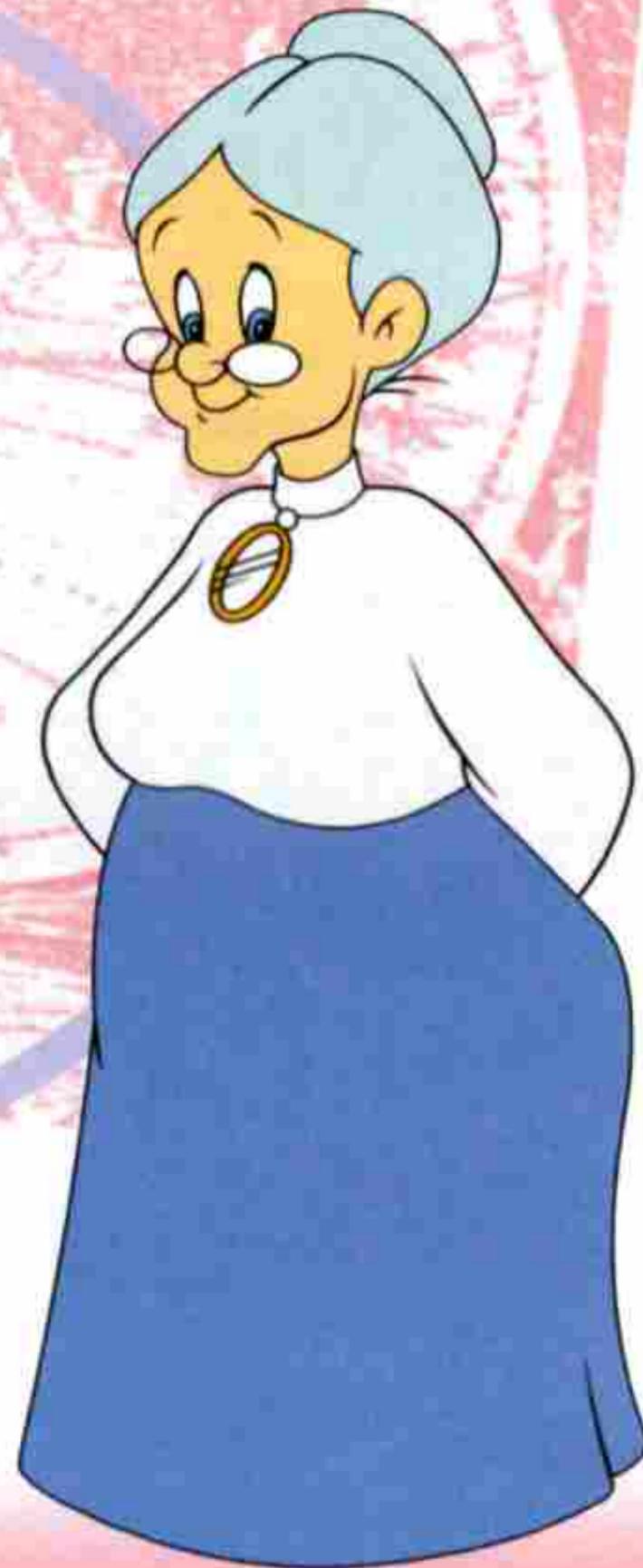
Because Tweety gradually turns to stone each turn, it's important to collect the magic power of each gem as quickly as possible. To add the power of a gem, simply walk over it.

Win character points in mini games

You'll earn character points if you place high in a mini game. If you find it tough to earn points, try playing against one opponent until you master the mini games.

Use Character Points to buy important items

Points are used to buy items and use transportation. Spend them wisely because you never know when the Tasmanian Devil might whirl away with your winnings.



Items

"That's the last straw... NOW I USE MY SECRET WEAPON!!!"

These are just a few of the many items found in the game. You can buy these items in an Item Shop or find them when you draw a card.



Ticket

Ride in an airplane to another part of the world.



Migratory bird

Multiply the number on a game card by three.



Whistle to call a whale

Summon a whale to carry you across the ocean.



Magic rug

Skip four turns and avoid all match games.



Whistle to call a bird

Summon a bird to fly you over a continent.



Pandora's box

Give it to another player and increase their chances of drawing the joker card.



Phoenix's feather

Multiply the number on a game card by four.



Merchant's Pendant

Earn extra character points depending on the distance.



Soldiers Pendant

Earn twice the character points if you start a mini game.



Can

Avoid the Tasmanian Devil—even if you draw the joker card.



Royal Family's Pendant

Avoid all natural calamities.



Whistle to call a bee

Summons a bee to your route.



Royal Family's Ring

Summons all players together on the board.



Sleeping Potion

Make an opponent fall into a deep slumber for a turn.



Traveler's ring

Draw another card.



Yellow bell

Even if you lose a match game, the other player can't take a gem from you.



Merchant's ring

Earn half-off savings on all item shop merchandise.



Delicious meat

Avoid the She Devil—even if you draw a Joker card



See if you can uncover other amazing items!

Random Events

"I guess I should have taken a left at Albuquerque..."

Random events will often beset your best-laid plans.
Watch out for these cards



Big tsunami
Lose one turn.



Banana
Find a Banana, and keep the peel to use against others.



Cold wave
Lose one turn.



Volcanic eruption
Lose one turn.



Whale watching

Lose one turn.



Road Runner

Lose one turn.



Pirate

You lose all of the items in your inventory



Snowman

If the number on the card is less than 7, you can't move forward.



Ghost

If the number on the card is less than 7, you can't move forward.



Fox in a fix

Lose one gem.

Getting Connected

How to connect Game Boy® Advance Game Link® Cables

Items you need

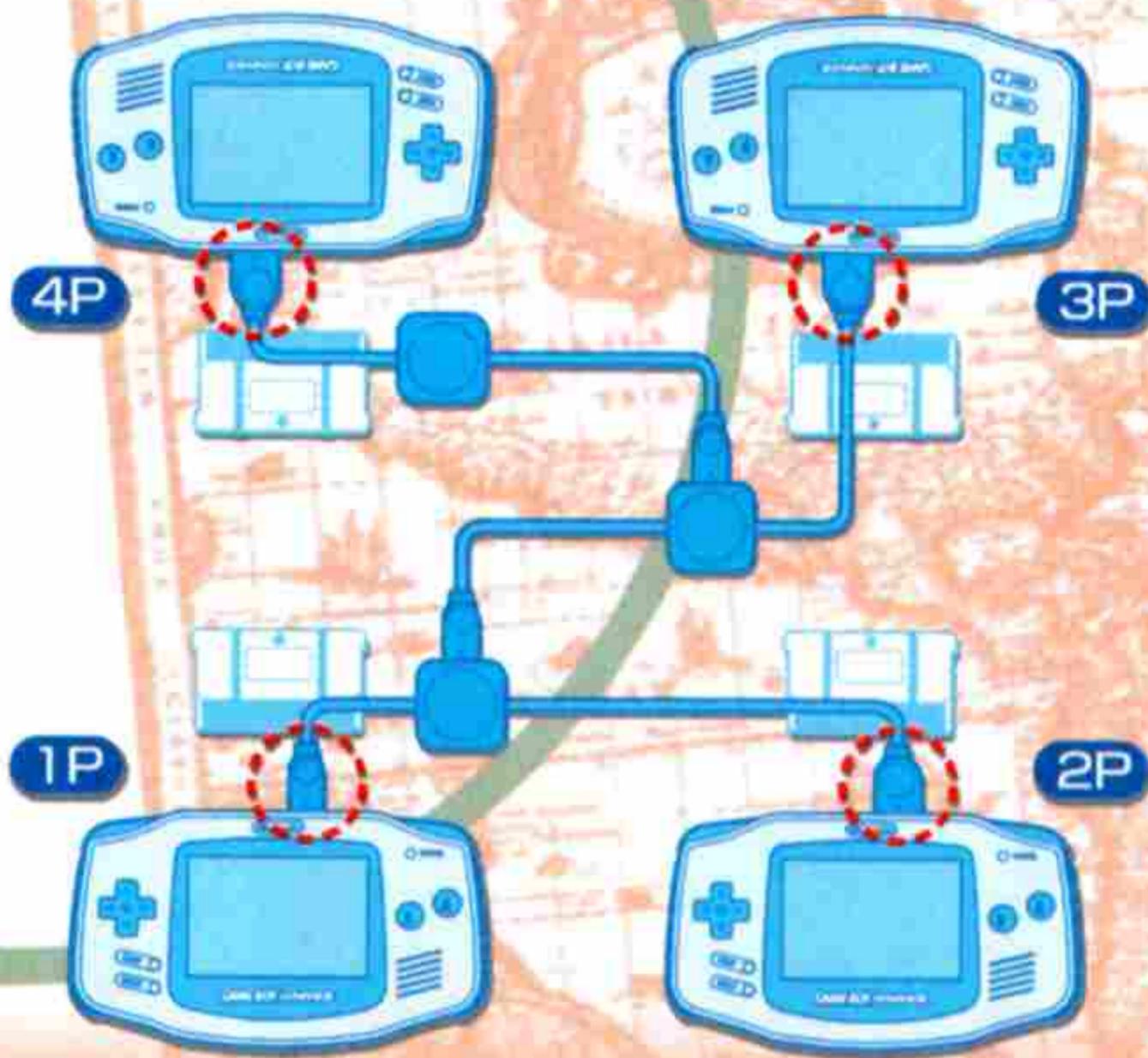
Game Boy Advance	_____	Equal number to the number of players
"Tweety and the Magic Gems" game cartridge	_____	Equal number to the number of players
Game Link® Cables exclusively for Game Boy® Advance		
2 players	_____	1 Game Link® cable
3 players	_____	2 Game Link® cables
4 players	_____	3 Game Link® cables

Caution regarding communication play

In the following cases, the multi play may not work or may not be working.

- A Game Link® Cable that is not designed for Game Boy® Advance is not being used.**
- The Game Link® Cable is not inserted all the way in.**
- Pulling out the Game Link® Cable while communication.**
- The Game Link® Cables or systems are not connected correctly.**
- More than 5 systems are connected.**

How to connect



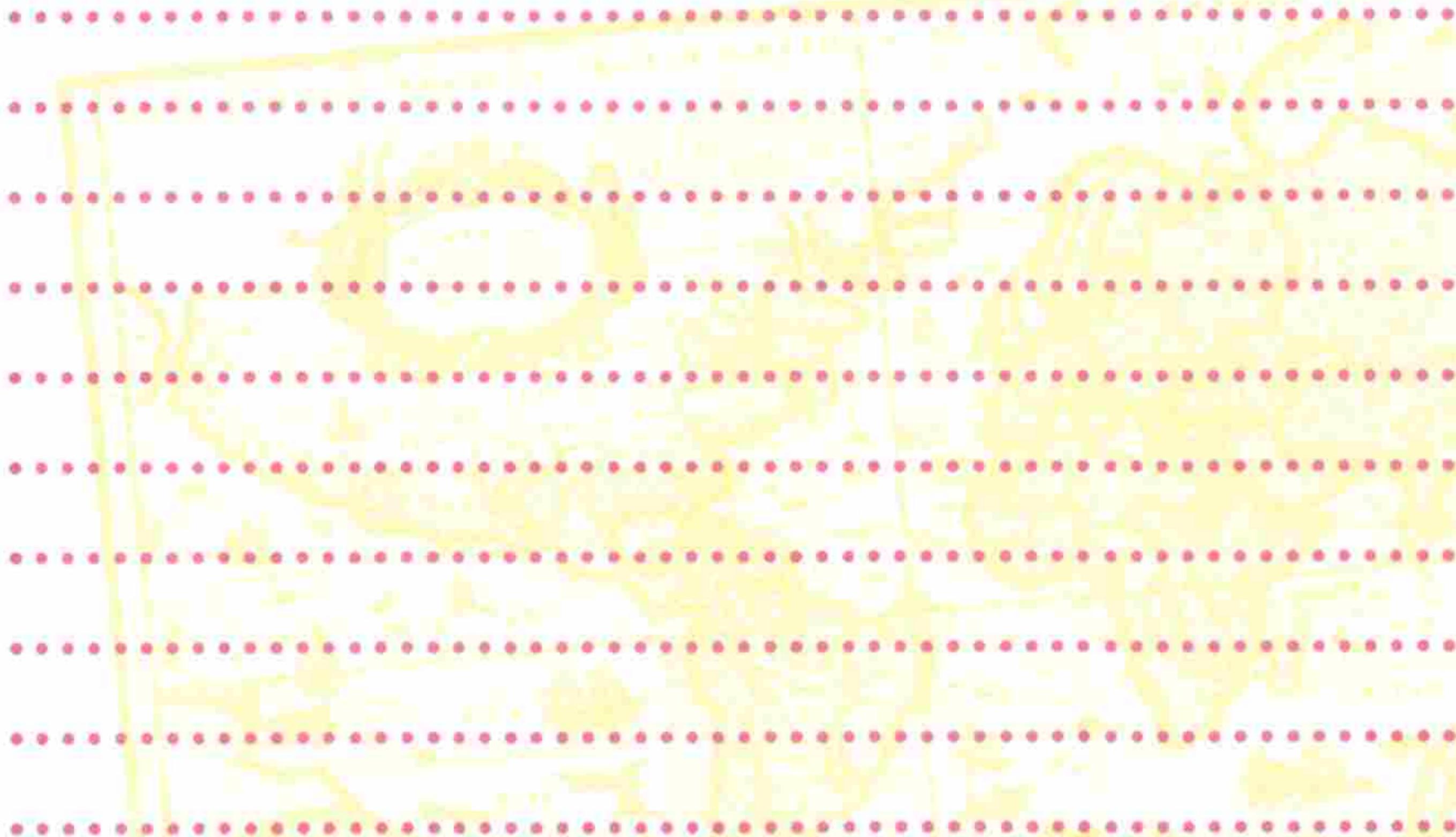
1. Make sure that the power of all systems is OFF.
2. Then insert Game Paks into each system.
3. Connect the Game Link® Cables together, and then connect them to each system.
4. Turn the power of all systems ON.
5. Please see page 8 for directions on how to play the game.

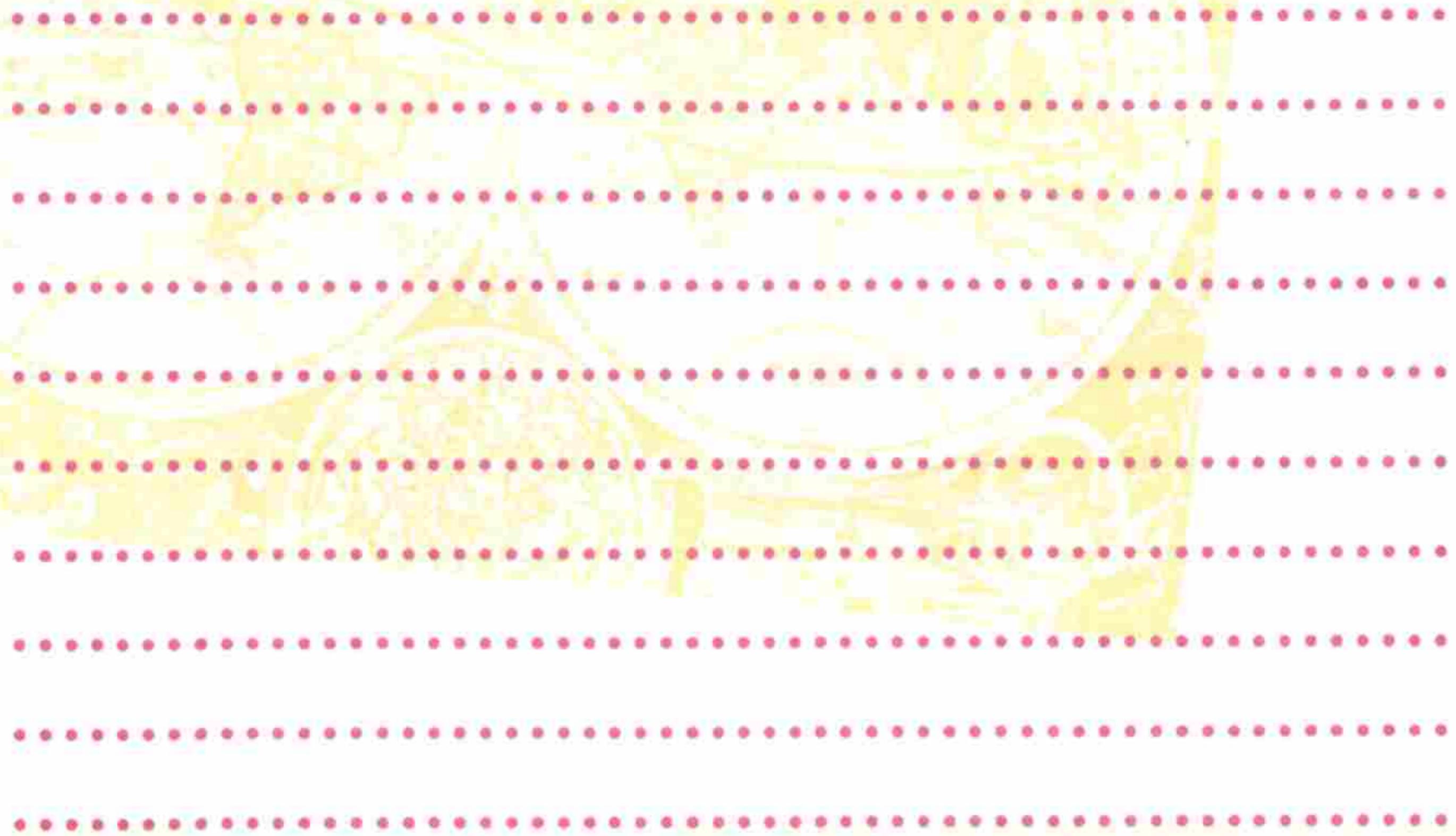
- * When playing with 2 or 3 players, DO NOT connect systems and Game Link® Cables that are not being used.
- * 1P should be connected to the smaller plug of the Game Link® Cable.

Connect the Game Link® Cables and systems referring to the illustration to the left.
(Pay attention to the size of each plug)

Note

A series of ten horizontal dotted lines for writing notes.





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