GAME BOY ADVANCE

AGB-BERE-USA

NICK JR.

DORA the EXPLORER

Super Spies



INSTRUCTION BOOKLET

GOTHAM GAMES

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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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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CONTROLLING DORA



CONTROLLING DORA

Dora can avoid sleeping enemies by crawling past them, but watch out! If she stands up or walks too close they will wake up and she'll have to run!





CONTROLLING BOOTS



+ Control Pad

- Walk, control glide (Jump)
- Climb up, Stand up
- Climb down, Crouch
- + or Roll

START

Pause

B Button

Not Used

A Button

Jump

CONTROLLING BOOTS

There will be sometimes when Dora will have to rely on her best friend Boots to explore an area. Because Boots is able to jump higher and climb better than Dora, he is more than happy to help Dora find any crystals she can't get herself.





There will be a sign with Boots's face on it near those areas. All Dora has to do is walk past this sign and Boots is ready to go. Boots can jump really high with his regular jump, but you have to try his double jump move!

MAIN MENU

Press UP/DOWN on the Control Pad to highlight 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.

Credits

Choose this option to bring up the Credits Screen.

PASSWORDS

Each time you complete a level, you will be given a password that will be displayed on screen. This password is made of simple pictures. Be sure to write down your password before you turn off the game. It allows you to restart the game from the level you just completed, when used on the Continue Screen.



PASSWORD NOTES

(You can write your passwords on this page!)

OPTIONS MENU

Within the Options Menu you can find the controls to 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. You can turn this hint mode off.
- Sound effects
- Music
- View the game credits.



THE GAME SCREEN

Spy Gadget
This is the currently selected Spy Gadget.

Green Crystal Counter
You only need to collect 3 Green Crystals to clear an area.



Blue Crystal Counter
Collect all 30 Blue Crystals if you want a perfect score.

Swiper Meter
You must fill the meter by pressing the A button to stop Swiper from swiping!

I'M THE MAP, I'M THE MAP, I'M THE MAP!

Map Screen

The Map Screen is displayed between each level right after the cut-scenes and just before the level loading. Map is one of Dora's good friends and is the one she turns to whenever she needs to know the way to go.



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

I'M THE MAP, I'M THE MAP, I'M THE MAP!

When the Map Screen is displayed you can press:

- ⬅ or ➡ to select a level (You can select an area you've already completed to go back and play again).
- The A Button to go to the currently selected level submenu (open briefcase).

The levels are displayed as briefcase icons linked by a road on the landscape.

The current level is highlighted (with an opened briefcase).

When you have completed a level with a perfect score, you will see a Blue Crystal on its briefcase icon.

BACKPACK

Dora carries Backpack all the time. Anything she might need, Backpack has inside for her!

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

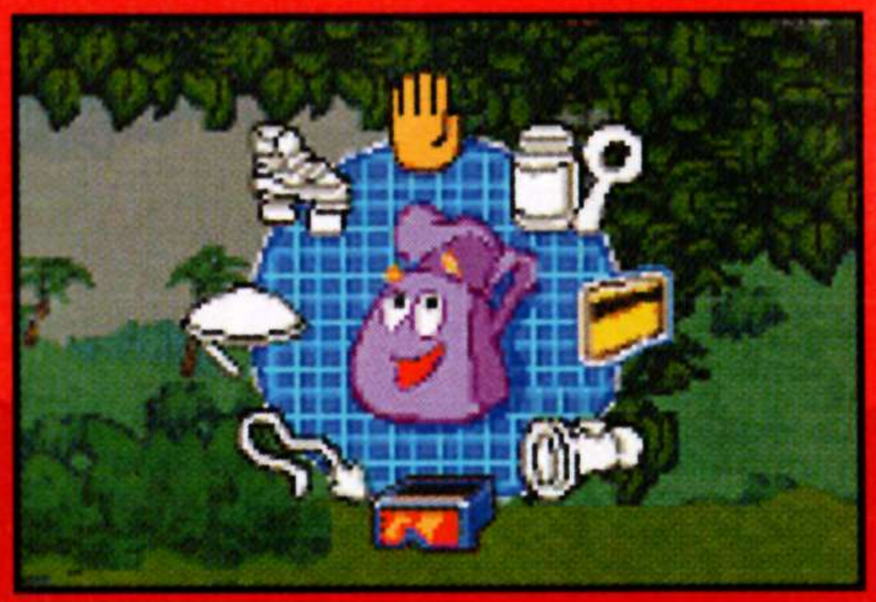


Let's Stop & Think:
When you approach a spot where Dora needs a Spy Gadget, the screen will show a picture of Backpack. This tells you it's time to look in Backpack for the right Spy Gadget for the job.



BACKPACK

If you need a different object than the one you currently have, just press the A Button and Backpack will appear. Use the Control Pad ← or → to go to the correct item to use. Then press the A Button again to use that item in the game. At any time during the game you can check Backpack's inventory by pressing the L Button.



BACKPACK ITEMS

Spy Floater

This belt automatically inflates to become a life preserver when it touches water. Both Dora AND Boots wear one all the time.



BACKPACK ITEMS

Swiper Detector

The Swiper Detector is a special wristwatch that warns you when Swiper is around. Both Dora AND Boots wear one all the time.



Magnetic Cards

Dora must find these cards to unlock nearby doors.





BACKPACK ITEMS

Spy Glasses

When Dora puts these special infrared glasses on, some obstacles might disappear to reveal secret paths or entrances. You can turn them on and off with the A Button.



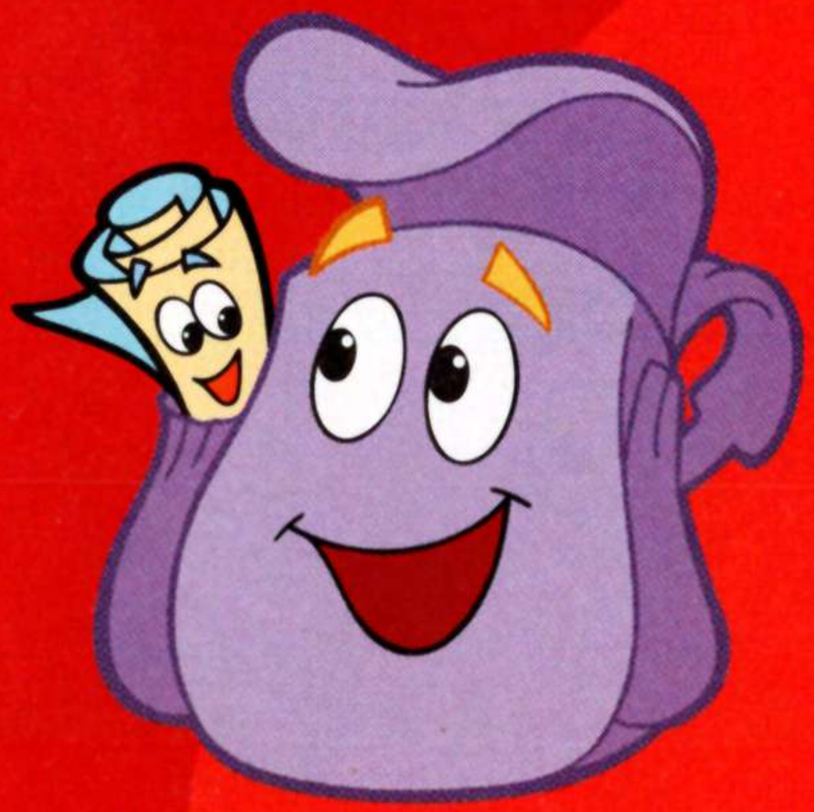


BACKPACK ITEMS

Rocket Sneakers

These sneakers have rocket turbines built in their soles and allow Dora to "fly" to higher ground.





BACKPACK ITEMS

Super Spy Bubbles

When Dora blows a bubble, it will "pop" and remove the object that is blocking her path.





BACKPACK ITEMS

Spy Shield

The Spy Shield assembles automatically and protects Dora from various falling objects.





Spy Rope Launcher

Dora can "fly" over large gaps and gullies with this special gadget.

BACKPACK ITEMS



Spy Flashlight
With the flashlight, Dora can explore dark places, like the forest.



COMPLETING LEVELS

To complete an area you must collect 3 Green Crystals that are hidden throughout each level. This will enable you to open the gate at the end of the area.

There you'll see a Crystal Counter, which will check to see if you have all three crystals. Otherwise, you will need to go back and find more Green Crystals. If you have all three Green Crystals, the Fiesta Trio will greet you to celebrate your accomplishment.

COLLECTING CRYSTALS

If you collect 3 Green Crystals and all the Blue Crystals in a level, you will be rewarded with a perfect score (100%) for that level and Dora will do a special Victory Dance.



SWIPER THE FOX

When you encounter Swiper the fox on your adventure, he will try to swipe the item that Dora needs to pick up.

So, when you see Swiper, press the A Button repeatedly until the Swiper Meter at the bottom of the screen is completely full. Then Swiper will run off and not bother you... at least for a while.



FRIENDS

The Fiesta Trio

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



Señor Tucán

He is the mastermind behind the Super Spies. He is very secretive, but an extremely friendly character who speaks Spanish.



FRIENDS



Isa

Isa lives in the Flowery Garden and awaits Dora and Boots at the end of that level.



Benny

The Barn is where Benny can be found, and he awaits Dora and Boots at the end of that level.



Tico

Tico is working on the Super Spy Rocket-Car in his Secret Workshop. Dora and Boots must warn him about Swiper's plans to swipe his invention.
Tico speaks Spanish.

PLANTS AND ANIMALS: SOME THAT HELP. SOME TO AVOID.

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 and Boots cross a river or a pond faster then if they used just the Spy Floater.



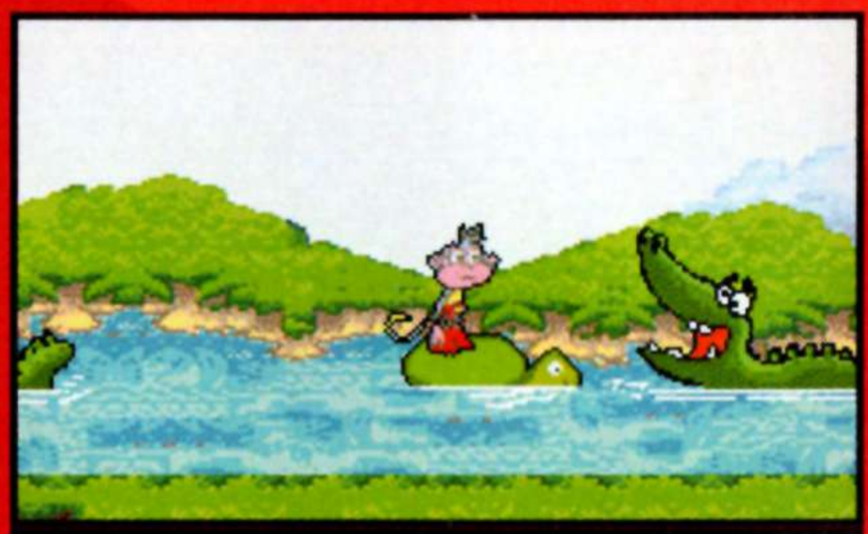
PLANTS AND ANIMALS

Crocodiles

Crocodiles are quite helpful, but only while their mouths are closed.
At that time Dora or Boots can jump on their backs to cross the water.



OK, Safe to Jump!



Danger, Do not Jump!

But you had better be careful, because a crocodile with its mouth open means danger. That's the time to avoid jumping.

PLANTS AND ANIMALS

Snakes

Snakes must be avoided at all cost! Most of the time, they will be rolled up sleeping. To prevent waking them up, 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.





PLANTS AND ANIMALS

Bats, Crows and Vultures

These little flying beasts should be left asleep by carefully crawling past them. If one is awoken, Dora must rapidly duck (crouch) to avoid it and either wait till it goes back to sleep or try to run away quickly.





PLANTS AND ANIMALS

Cactus

These spiky things are too high for Dora to jump over. She should crawl past them to avoid their thorny branches.



HINTS & REMINDERS

- Don't forget: Dora can also run. (Hold down R + direction)
- Boots can also double jump! (Press the B Button twice)
- You only need to pick up 3 Green Crystals to clear a level.
- If you can't reach a Blue Crystal, maybe you can come back later when you have more Spy Gadgets.
- You can knock down rocks and log piles with your Spy Bubbles!
- Avoid waking up sleeping opponents by crawling past them. If you wake one up, crouch as quickly as you can to make it go back to sleep!!!

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CINEGROUPE

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