GAME BOY® ADVANCE

AGB-ANDE-USA

Nancy Drew®

Message in a Haunted Mansion™

INSTRUCTION BOOKLET

DREAMCATCHER

THE ADVENTURE COMPANY

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.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

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

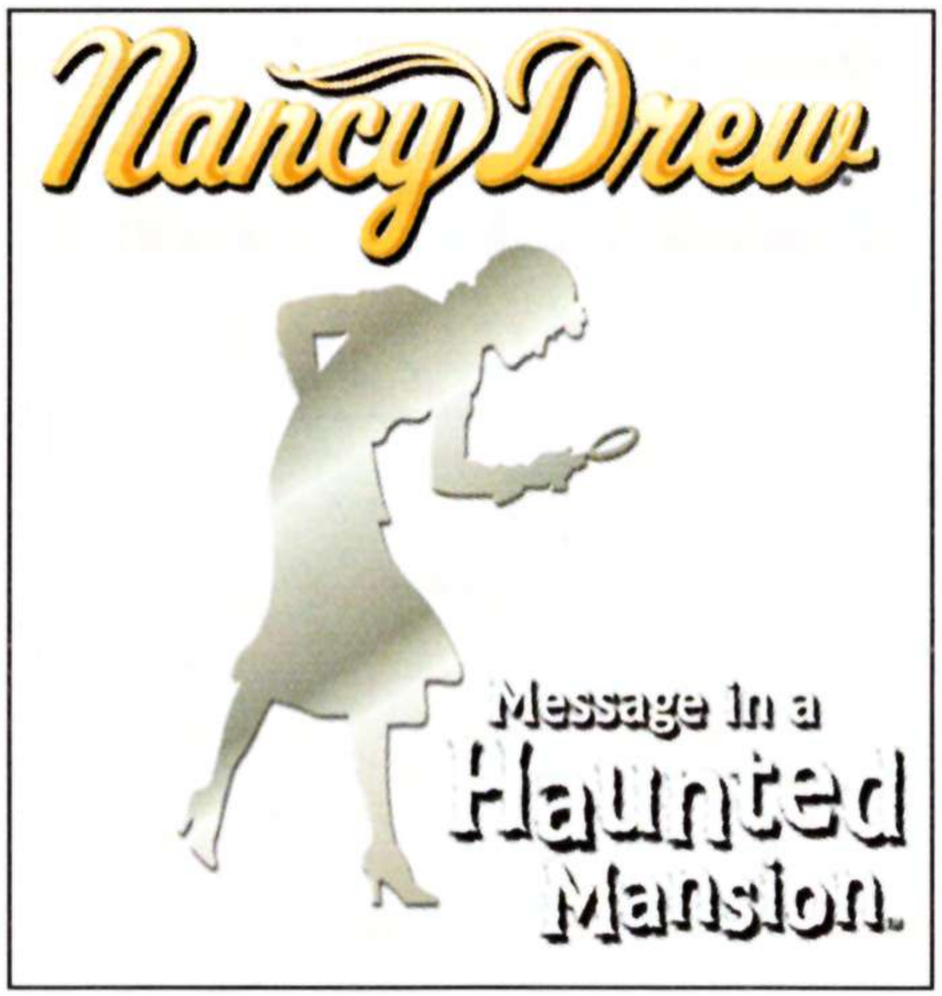
CONTENTS

Introduction 4
Story 5
Controls 6
Game Screen 8
Menus 9
Chapters 11
Items 12
Symbols 13
Puzzles 14
Conversations 15
Historical Background 17
Technical Support 18
Product Warranty 19
License Agreement 20

INTRODUCTION

Welcome to Nancy Drew's latest mystery on the Nintendo Game Boy® Advance!

To get started, place the Nancy Drew: Message in a Haunted Mansion Game Pak into the Game Boy® Advance and turn the power switch ON. At the Main Menu, choose START NEW GAME.



STORY

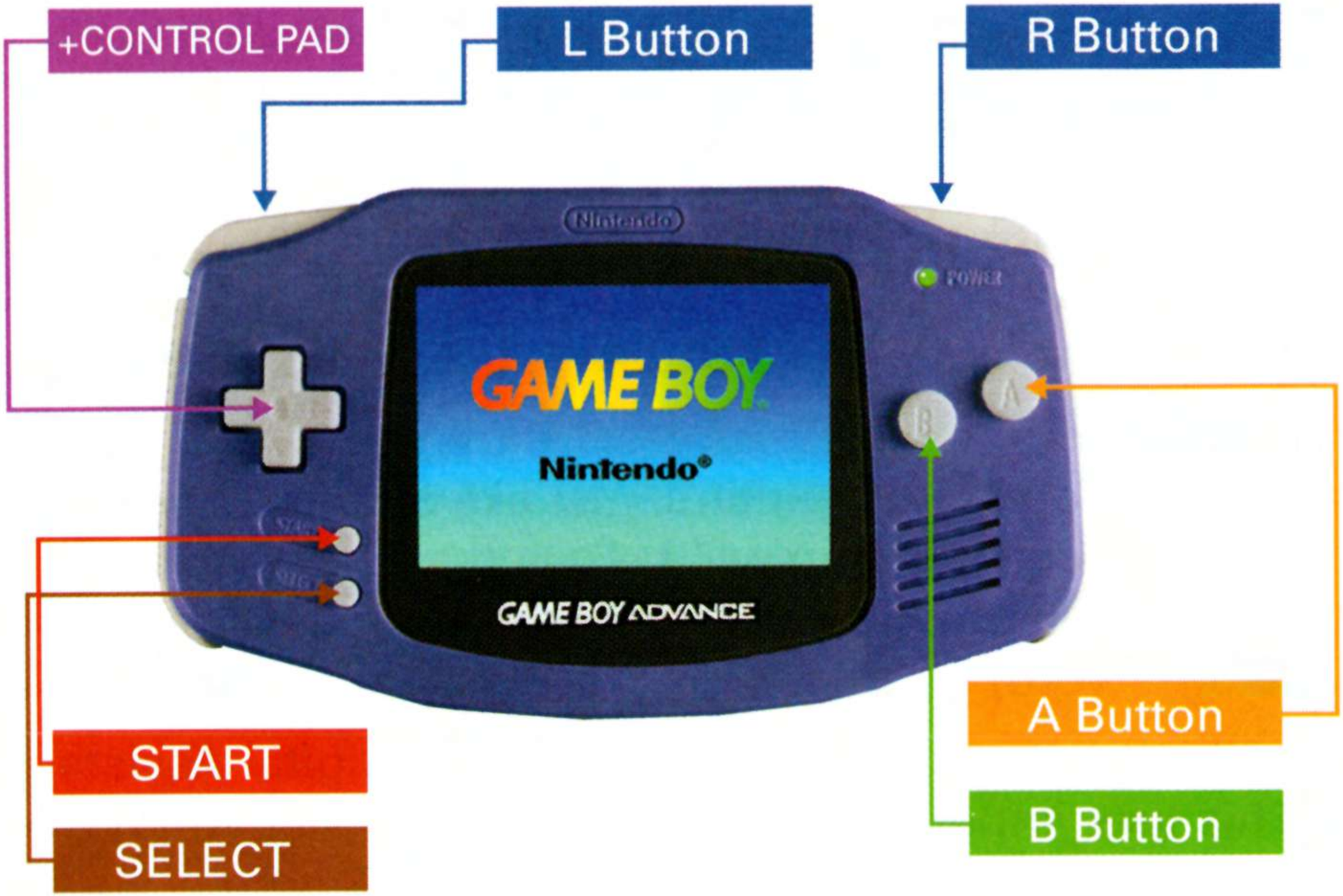
Nancy is visiting San Francisco to help out a family friend who is fixing up a Victorian mansion. But a series of mysterious accidents have delayed the project and it is rumored that the house may be haunted!

In this game, you take on the role of Nancy and get to see the world from her eyes. Explore the mansion, solve puzzles, talk to suspects and try to find out who–or what–is behind the mysterious events in the mansion.

The game is divided into chapters, just like a book. After you have completed each chapter, you will be given a password to let you return to that chapter whenever you want. But be sure to write down the password!

If you need help, check out Nancy's Personal Digital Assistant (PDA). This lists important clues and activities that you have discovered. If you need a hint, call Bess and George.

CONTROLS


+CONTROL PAD
L Button
R Button
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
A Button
B Button
START
SELECT

L Button:

Moves Nancy to the LEFT (when available).

R Button:

Moves Nancy to the RIGHT (when available).

Control Pad:

Moves selection arrow in Game Screen.

A Button:

Action Button. Selects action when the cursor turns into a magnifying glass or Selects an Item from the Inventory Box or Brings up the Text for Books.

B Button:

Turns Nancy around or back one step.

Game Screen

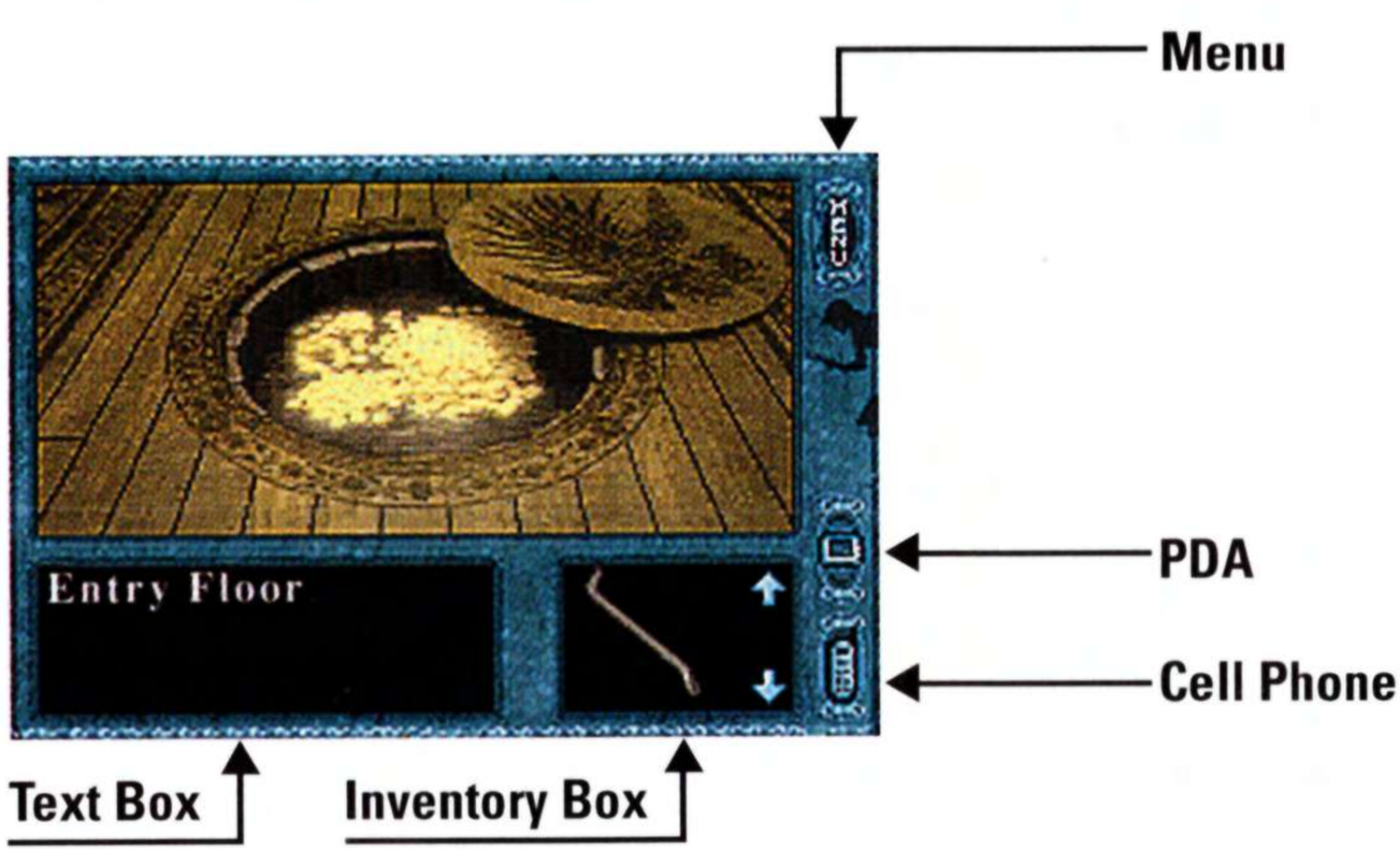
Menu: Select to go to the In-Game Menu.

PDA: Select to go to the Personal Digital Assistant.

Text Box: Descriptions of locations.

Inventory Box: Tools are stored here.

Cell Phone: Select to make a call on your cell phone.



Menus

Move the arrow keys and use the A Button to select your choice from the menus.

Main Menu

Start New Game: Select to start a new game.

Passwords: After each chapter is solved, you will be given a password. Select this menu option to enter a password to go to the latest chapter.

Options: Select to change volume settings.

Coming Soon: Select to see upcoming games from Her Interactive.

Credits: Select to see the people who worked on the game.

In Game Menu

Continue Game: Select to return back to the game.

Phone a Friend: Select to call a friend on Nancy's cell phone.

Options: Select to change volume settings.

PDA: Select to go to the Personal Digital Assistant (PDA).

Quit Game: Select to return to the Main Menu.

CHAPTERS

The game is divided into seven chapters. Each chapter has a different mission which you will discover as you investigate. After you have completed a chapter, you will be given a password that will let you 'skip ahead' to that chapter. Just choose the "Password" option from the Main Menu and enter in the password for the chapter you'd like to visit.

CHAPTER ONE: A Message from the Past

CHAPTER TWO: Musical Memories

CHAPTER THREE: The Stolen Clue

CHAPTER FOUR: 'Gum Bo Fu'

CHAPTER FIVE: The Secret of El Diablo

CHAPTER SIX: A Chinese Puzzle

CHAPTER SEVEN: Golden Wonders

ITEMS

Throughout the mansion, you will find different items that you may pick up and use at different times. After you have taken an item, it will be stored in your Inventory Toolbox. To use the item, just click on it and your cursor will change into that item. Then, click on the area where you'd like to use it. If there are many items in your toolbox, click on the scroll bar to the right of the toolbox.

Here is a list of some of the items you may find:

Keys: Useful for opening locked drawers, desks and doors. You'll find these in some unusual places, so keep a good look out for them.

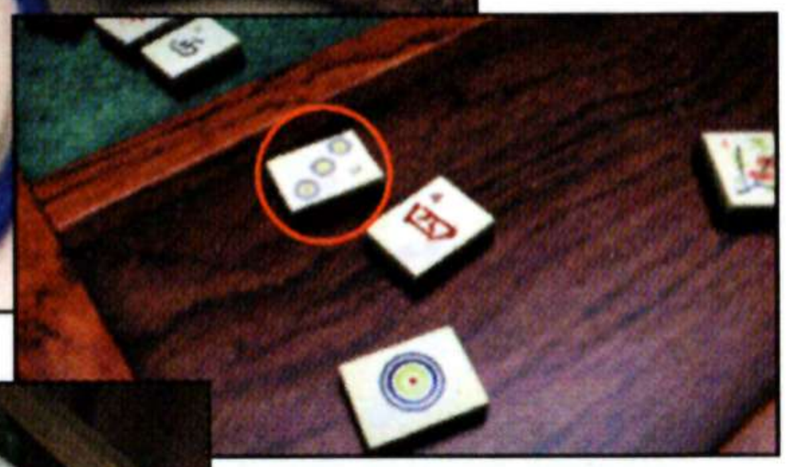
Paint scraper: You'll need the right tool for the different renovation jobs. You'll find these wherever work is being done.

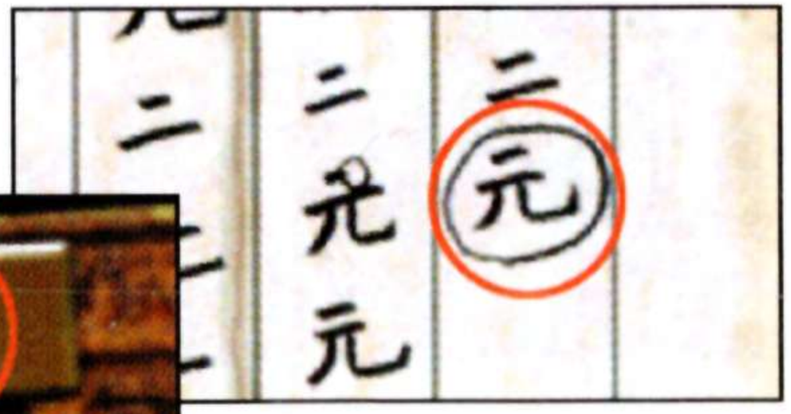
Crowbar: Handy for lifting heavy or 'stuck' objects.

Lantern: Helpful for lighting up darkened passage ways.

SYMBOLS

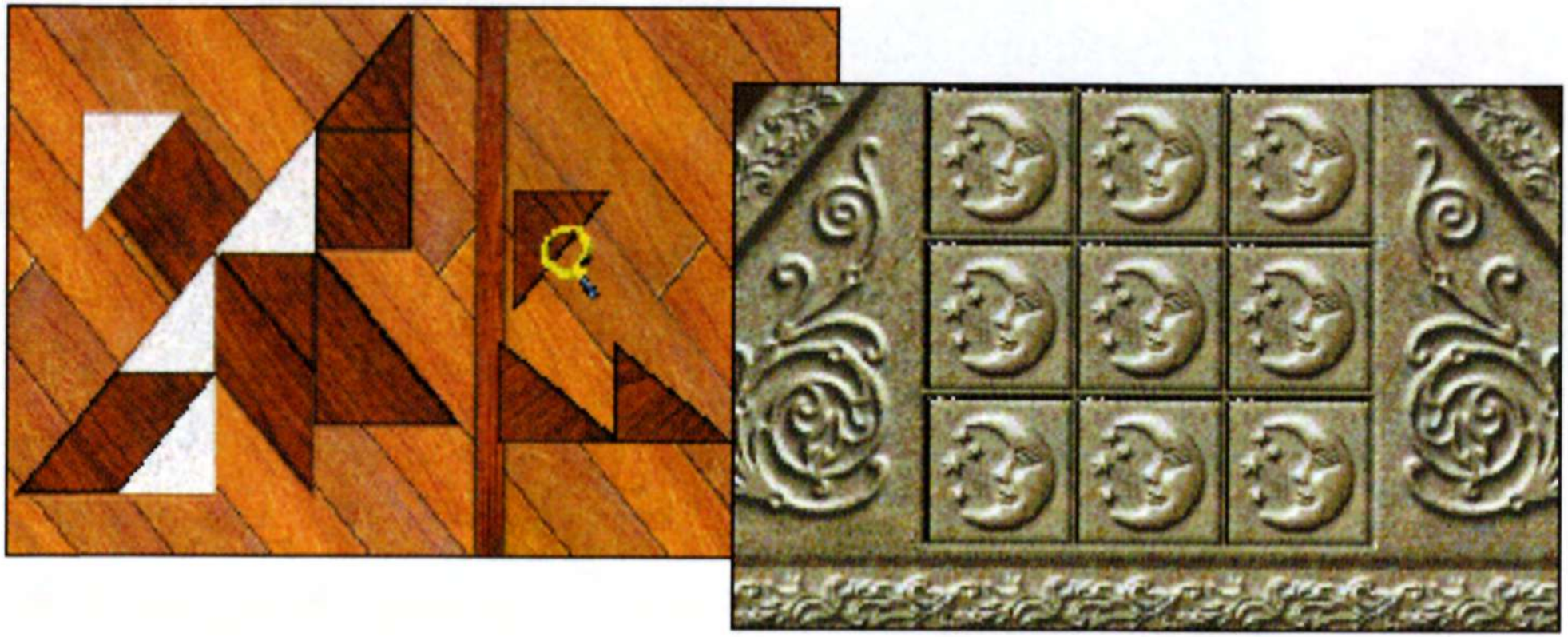
Scattered throughout the house are Chinese symbols called, 'hanzi'. These symbols will become important at the end of the game. Keep a sharp lookout for them and be sure to note what each one means. You'll never know when they'll come in handy!





PUZZLES

You'll need to solve certain puzzles to advance the game. Different buttons will perform different actions in puzzle modes. Be sure to try out different buttons to move puzzle pieces. If you cannot figure out the solution, look around the house for clues or call Bess and George for help.



CONVERSATIONS

You will meet different people in the mansion and will be able to talk with them. As you uncover different clues and information, you will be able to ask them questions about your discoveries. Be sure to talk to them often – they may have important information!

To start a conversation, click on the person. You will see a close up of that person along with the text of their conversation. Below the person's dialogue, you will see different questions Nancy can ask. Choose one of the questions to see what the character's response will be.

Below is a list of different characters you'll meet with or discover information about:

Rose Green: A friend of Nancy's housekeeper, Hannah Gruen. Rose bought the mansion with the hopes of turning it into a hotel.

Abby Sideris: Rose's friend who helped her buy the house. Abby thinks the house is haunted.

Charlie Murphy: A local college student helping out with the renovations. He is worried that people may blame him for the strange accidents.

Louis Chandler: A local antiques dealer who is helping Rose and Abby. He is researching the books found in the house's library.

Bess Marvin and George Fayne: Nancy's friends from her hometown, River Heights. Bess and George often help Nancy on her cases.

Hannah Gruen: Nancy's housekeeper. Ever since Nancy's mother died when she was three, Hannah has been like a mom to Nancy.

Emily Foxworth: A photojournalist who lives in San Francisco. Nancy has helped her out in a previous case.

Lizzie Applegate: A famous actress from San Francisco in the late 1800's. She wrote a musical called "The Bandit's Treasure" that was very popular.

El Diablo: A mysterious figure who robbed stage coaches during the Gold Rush in California. It is rumored that he was responsible for the Christmas Day Gold Robbery in 1878.

HISTORICAL BACKGROUND

Although all of the public records about the mansion were lost in the Great Earthquake of 1906, there are many clues in the house about the original owner and the purpose for all of the tricks and traps in the house. Below are descriptions of events that are important to the case.

The Great Earthquake: At 5:12am on April 18th, 1906, San Francisco was rocked by one of the most devastating earthquakes of all time. Buildings fell, trains tipped over and fires started throughout the city destroying miles of homes and businesses. Many public records were lost to the fires.

The California Gold Rush: Gold was found in the hills in the San Francisco area in 1848. With the discovery, people from all over the world came to California in the hopes of 'striking it rich'.

Victorian Era: The late 1800's was often called the Victorian Era after the English Queen who reigned during that period. Houses built during that time are often called Victorians.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – http://www.dreamcatchergames.com

Please visit the Technical Support section of our website at www.dreamcatchergames.com.
We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Email Support – gbasupport@dreamcatchergames.com

A Representative will return your email by the following business day. Please be as detailed as possible when providing information about the problem you are experiencing. You may also use the Technical Support form at our website for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday. Please have the following ready:

1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
2) Immediate access to your console so the Representative may walk you through the steps.
3) Pen and paper to take any notes.

PRODUCT WARRANTY

DreamCatcher will gladly replace any game pak free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership.

Simply send the *Nancy Drew*® **Message in a Haunted Mansion**™ game pak and a check or money order for $12.00 U.S. (to cover postage and handling) to:

DreamCatcher
1658 N. Milwaukee Ave., Suite #450
Chicago, IL
60647

Under copyright laws, this manual may not be copied, either in whole or in part, without the written permission of DreamCatcher. Printed in Japan.

LICENSE AGREEMENT

PLEASE NOTE:

DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS MAKE NO WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE SOFTWARE. DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS DO NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME JURISDICTIONS. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL DREAMCATCHER INTERACTIVE, INC. OR ITS LICENSORS, AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE EVEN IF DREAMCATCHER INTERACTIVE, INC. AND ITS LICENSORS AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

COPYRIGHT INFORMATION

Copyright © 2001 Her Interactive, Inc. All rights reserved. "Her Interactive," the "Her Interactive" logo, and "For Girls Who Aren't Afraid of a Mouse" are trademarks of Her Interactive, Inc. Nancy Drew is a registered trademark of Simon & Schuster, Inc. and is used under license. Copyright in the Nancy Drew books and characters is owned by Simon & Schuster, Inc. The Nancy Drew silhouette from the Nancy Drew Mystery Stories ® by Carolyn Keene. Copyright 1930, renewed 1959. All rights reserved. Reprinted by permission of Simon & Schuster, Inc. Other brands or product names are trademarks or registered trademarks of their respective holders. Artwork and Package design copyright © 2001 DreamCatcher Interactive, Inc. All rights reserved. All other brands, product names, trademarks and logos are copyrights or trademarks of their respective owners. Made in Japan.

Notes/Passwords:

Notes/Passwords:

Notes/Passwords:

Notes/Passwords:

DreamCatcher
5000 Dufferin Street, Bldg. R
Toronto, Ontario
M3H 5T5
www.dreamcatchergames.com

PRINTED IN JAPAN