GAME BOY ADVANCE

AGB-A4CE-USA

# I SPY™

## CHALLENGER!

INSTRUCTION BOOKLET

SCHOLASTIC

***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.

EVERYONE

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.**

# Table of Contents


About Scholastic ..... 2

Welcome ..... 3

Game Controls ..... 4

Getting Started ..... 5-7

- Title Screen ..... 5
- Name Screen ..... 5
- Pick-A-Player ..... 6
- Game Menu ..... 7

Match Attack ..... 8

Grid Grab ..... 9

Riddle Round-Up ..... 10

Hoop Drop ..... 11

General Game Information ..... 12

Credits ..... 13

Licensing Agreement ..... 14

Limited Warranty ..... 14

Technical Support ..... 15

# About Scholastic

Since 1920, Scholastic Inc., the global children's publishing and media company, has been committed to producing books, magazines, videos, and software that inspire children to read, learn, and grow. By bringing to life beloved stories and characters—such as *Harry Potter*,™ Scholastic's *The Magic School Bus*®, Scholastic's *Clifford The Big Red Dog*®, *I Spy*™, and Captain Underpants—Scholastic helps children develop a love of learning as they build an understanding of the world around them.

As a leading publisher of children's educational materials, Scholastic brings a wealth of expertise to its software production. Each award-winning title offers challenging activities, memorable characters, as well as outstanding animation and sound, designed to spark your child's imagination.

Scholastic Inc., 557 Broadway, New York, NY 10012-3999, scholastic.com

User Guide © 2002 Scholastic Inc. All rights reserved. Based on I SPY book series text © Jean Marzollo, photographs © Walter Wick. All rights reserved. SCHOLASTIC and associated logos are trademarks and/or registered trademarks of Scholastic Inc. I SPY is a trademark of Jean Marzollo and Walter Wick. Other company names, brand names, and product names are the property and/or trademarks of their respective owners.

# I SPY™ CHALLENGER!

**Are your fingers (and brain!) fast enough for the challenge?**

Race against the clock as you try to advance to harder levels, earn bonus rounds, unlock a secret riddle, and find all the hidden objects. With 100 levels and thousands of ways to play, enjoy a new experience every time!

# Game Controls

## *Starting a Game*

- Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
- Insert the *I Spy Challenger* Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
- Turn ON the power switch. The Nintendo logo appears. After the legal and logo screens, the Title screen will appear.
- Use the Control Pad to highlight your selection and press the **A** Button to enter.

NOTE: This Game Pak only works with the Game Boy Advance Video Game System.

# Getting Started

## *Title Screen*

Use the Control Pad to choose between **New Player** or **Old Player**. Press the **A** Button or **START** to select.

Start a new game.

Load a previously saved game. (Only available when previous games have been saved.)

## *Name Screen*

New Players enter their name at the Name screen. Highlight letters with the Control Pad and select with the **A** Button. Once your name has been entered, select the **GO** Button at the bottom or press **START**.

You are able to enter up to 6 letters.

Select **GO** or press **START** to move forward.

Select **UNDO** or press the **B** Button to erase a letter.

# Getting Started

### *Pick-A-Player*

Old Players can select a previously saved game.

Use the Control Pad to highlight the game you want and press the A Button to select it.

When you sign in as a New Player and there are already four saved games, you will need to erase a game from the list. After entering your name at the Name screen, you will be taken to the Player list and asked to erase a name.

Use the Control Pad to highlight the name you want to erase and press the A Button to select it.

# Getting Started

## *Game Menu*

There are four different games to play in *I Spy Challenger*: Match Attack, Grid Grab, Riddle Round-Up, and Hoop Drop. Pick one of these four games to play or choose **Options** to change your game options, save your progress, and change players.

***Pick-A-Player*** & ***Game Menu*** screens

| | |
|---|---|
| Control Pad ▲▼ | Menu navigation |
| **A** Button | Select option |
| **START** | Select option |

**Use the Control Pad to highlight the game you want to play and press the A Button to select it.**

Go back to the Title screen.

Save your progress.

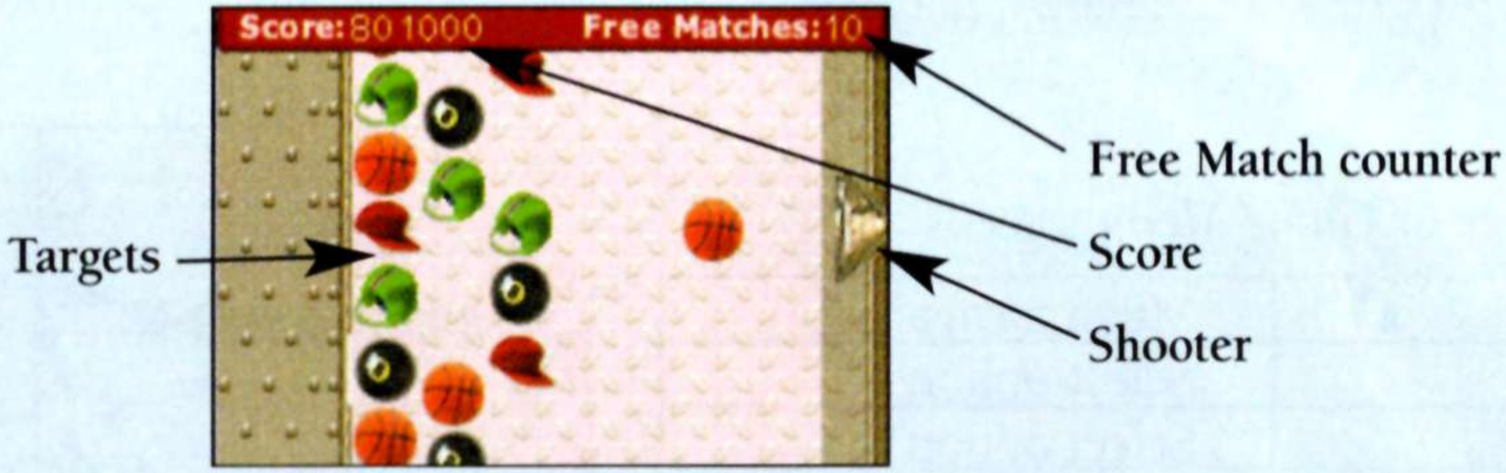
Go back to the Game Menu.

Turn the background music on or off.

View the game credits.

# Match Attack

Clear the moving objects on the screen by matching them with objects from the shooter. Objects will match in different ways so pay attention at the beginning of each round to learn how they match. The goal is to clear the screen before the objects reach the shooter.




### *Free Matches*

A Free Match can clear any object it hits. To earn Free Matches, you must align and clear more than one target with a single shot. A counter at the top of the screen will keep track of how many Free Matches you have. Press the **B** Button to load and shoot a Free Match.

### *Bonus Rounds*

If you clear a screen quickly, you will be awarded a bonus round where each object cleared is worth double points.

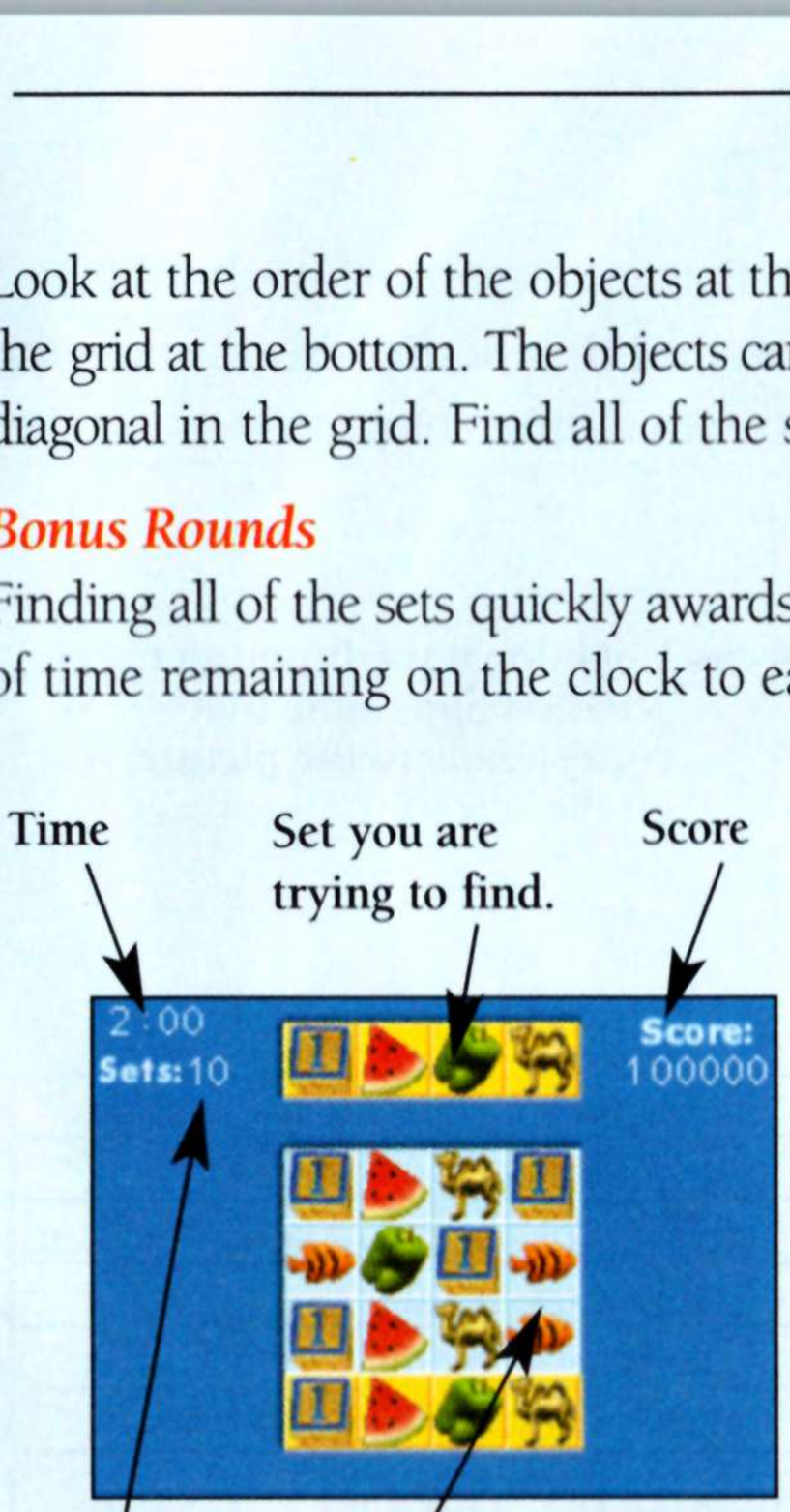
| | |
|---|---|
| Control Pad ▲▼ | Moves the shooter |
| **A** Button | Shoots the objects |
| **B** Button | Shoots a Free Match |
| **START** | Pauses Game; Pause Menu |
| **SELECT** | Shows game instructions |

# Grid Grab

Look at the order of the objects at the top of the screen. Then, find the objects in the same order in the grid at the bottom. The objects can be forwards, backwards, up, down, diagonal, and backwards-diagonal in the grid. Find all of the sets before time runs out to progress to the next level.

### *Bonus Rounds*

Finding all of the sets quickly awards a bonus round. Try to find as many sets as you can in the amount of time remaining on the clock to earn double points.




| | |
|---|---|
| Control Pad ▲►▼◄ | Moves the highlighted rectangle |
| **A** Button | Selects a set |
| **B** Button | Rotates the highlighted rectangle area |
| **START** | Pauses Game; Pause Menu |
| **SELECT** | Shows game instructions |

# Riddle Round-Up

Search for hidden objects in the *I Spy* picture riddles. Hold the **B** Button to see the list of objects you need to find for each picture. Use the Control Pad to scroll around the Riddle screen. Press the **A** Button when you find an item. Use the **L** and **R** Buttons to move to a different picture.

Search the pictures for the objects listed in the riddles. There are 3 riddles for each of the 12 unique pictures.

I spy a green helmet, the number 1,
Two yellow shirts, a whistle, HOME RUN;

A golfer, two skiers, a man on a bike,
A sneaker that's blue, and a mitt from MIKE.

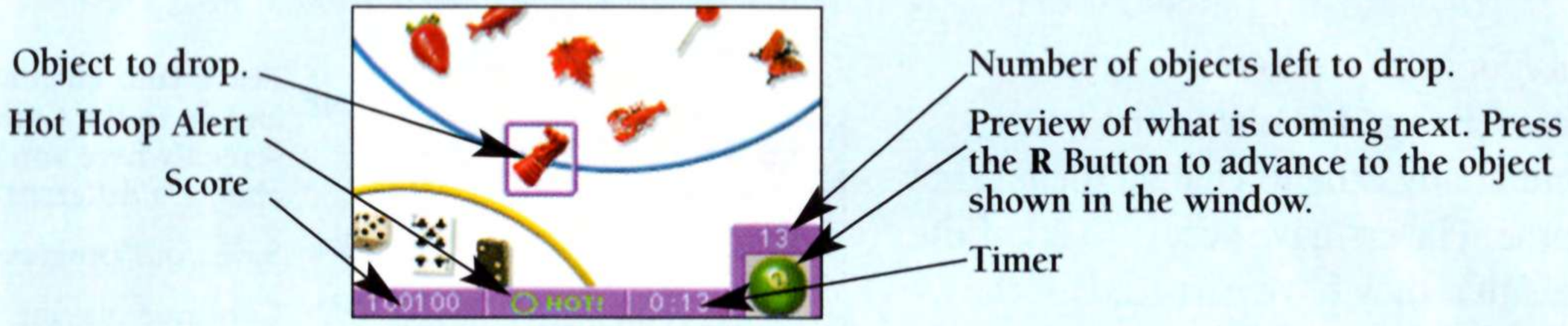
Hold down the B Button to see the I *Spy* riddle that corresponds to the picture on the screen.

| Control Pad ▲►▼◄ | Navigation |
|---|---|
| **A** Button | Selects object |
| **B** Button | Hold to see the list of objects to find |
| **L** Button | Changes the picture |
| **R** Button | Changes the picture |
| START | Pauses Game; Pause Menu |
| SELECT | Shows game instructions |

**Secret Riddle**
Finish all of the riddles and earn the code to a Secret Riddle. Enter the Secret Code at the Name screen.

# Hoop Drop

Each hoop on the screen is filled with objects that have similar characteristics. Decide where the object belongs and drop it into the correct hoop. Drop all of the objects before the clock runs out!




### *Hot Hoops*

During a game, some hoops may glow and pulse for a few seconds. You'll earn double points when objects are dropped into these hoops.

### *Bonus Rounds*

Completing a level quickly will award you a bonus round. You will have the amount of time left on the clock to drop as many objects as possible into their correct hoops. Each object dropped correctly is worth double points.

| Control Pad ▲►▼◄ | Navigation |
|---|---|
| **A** Button | Drops objects into hoops |
| **B** Button | Increases the speed |
| **L** Button | Changes the object in preview window |
| **R** Button | Changes the object in preview window |
| **START** | Pauses Game; Pause Menu |
| **SELECT** | Shows game instructions |

# General Game Information

## *Game Options*

Press **START** in any game to pause and bring up the Pause Menu. This menu allows you to access the Game Menu screen, change levels, save your progress, and view the High Score lists.

## *Changing Game Levels*

Select **Change Levels** on the Pause Menu at any time to change the level of a game. Players have access to all of the levels that they have earned. Use the Control Pad to scroll through the levels. Press the **A** Button to select and return to the Game Menu screen.

## *Saving*

Save your progress by pressing **START** while playing any of the games and selecting the **SAVE** option, or by selecting **Options** from the Game Menu screen. DO NOT remove your Game Pak while the game is being saved.

| | |
|---|---|
| Control Pad ▲▼ | Menu navigation |
| **A** Button | Selects an option |
| **START** | Closes Pause Menu |

# Credits

***Producer***
Amy Birnbaum

***Executive Producer***
Susan Gargiulo

***Interactive Designer & Production Manager***
Sharon Bilman

***Art Director & Senior Graphic Designer***
Eleanor Shelton

***Associate Technical Producer & Audio Line Producer***
Nicklas Weich

***Animator & Production Coordinator***
Orlando Robles

***Graphic Design***
Laura Williams

***Quality Assurance Lead***
Danny Tunick

***Music & Sound Design***
Bong & Dern, Inc.
Chris Burke
Haeyoung Kim

***Usability Consultant***
Penny Bauersfeld

***Photographer***
John Bessler

***Vice President & General Manager Scholastic Software Group***
Alan Waldman

***Director of Development***
David Fratto

***Senior Technical Producer***
Bill Metzger

***Vice President, Marketing***
Mark Kirschner

***Marketing Manager***
Jennifer Morris

***Director of Marketing and Sales***
Juli Lennett

***Sales Manager***
Dorothy Weintraub

***Associate Marketing Manager***
Nicole Rund

***Sales and Marketing Coordinator***
Amabel Fulgencio

***Director of Finance***
Leo Saulle

***Package Design***
CCM, Inc.
Eleanor Shelton-Cover Illustration

***Engineering & Technical Direction by***
Black Hammer Game, Inc.
447 Broadway
New York, NY 10012
www.blackhammergame.com

***Lead Programmer & Technical Director***
Nikita Mikros

***Executive Producer***
Matthew Schlanger

***Programmers***
Bob Meissner
Haska Su

## SCHOLASTIC INC. GAME BOY ADVANCE LICENSE AGREEMENT, LIMITED WARRANTY, AND DISCLAIMER

READ THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT CAREFULLY BEFORE USING THE GAME BOY ADVANCE CARTRIDGE ("GAME PAK"), THE COMPUTER SOFTWARE THEREIN, AND THE ACCOMPANYING USER DOCUMENTATION (THE "PROGRAM"). THE PROGRAM IS COPYRIGHTED AND LICENSED (NOT SOLD). BY USING THE PACKAGE CONTAINING THE PROGRAM, YOU ARE ACCEPTING AND AGREEING TO THE TERMS OF THIS LICENSE AGREEMENT. IF YOU ARE NOT WILLING TO BE BOUND BY THE TERMS OF THIS LICENSE AGREEMENT, YOU SHOULD PROMPTLY RETURN THE PACKAGE, AND YOU WILL RECEIVE A REFUND OF YOUR MONEY. THIS LICENSE AGREEMENT REPRESENTS THE ENTIRE AGREEMENT CONCERNING THE PROGRAM BETWEEN YOU AND SCHOLASTIC INC. (REFERRED TO AS "LICENSOR"), AND IT SUPERSEDES ANY PRIOR PROPOSAL, REPRESENTATION, OR UNDERSTANDING BETWEEN THE PARTIES.

1. License Grant. Licensor hereby grants to you, and you accept, a nonexclusive license to use the Game Pak and the computer programs contained therein in machine-readable, object code form only (collectively referred to as the "Software"), and accompanying User Documentation, only as authorized in this License Agreement. Neither concurrent use on two or more computers nor use in a local area network or other network is permitted without separate authorization and the payment of other license fees. You agree that you will not assign, sublicense, transfer, pledge, lease, rent, or share your rights under this License Agreement. You agree that you may not copy, disassemble, decompile, reverse engineer, or create derivative works from the Software. Any rights not specifically granted herein are reserved by Licensor.

2. Licensor's Rights. You acknowledge and agree that the Software, including any images, photographs, animations, video, audio, music, and text and User Documentation are proprietary products of Licensor and/or the author(s) protected under United States copyright laws and international treaty provisions. You further acknowledge and agree that all right, title and interest in and to the Program, including associated intellectual property rights, are and shall remain with Licensor and/or the author(s). This License Agreement does not convey to you an interest in or to the Program, but only a limited right of use revocable in accordance with the terms of this License Agreement.

3. License Fees. The license fees paid by you are paid in consideration of the licenses granted under this License Agreement.

4. Term. This License Agreement is effective upon your opening of this package and shall continue until terminated. You may terminate this License Agreement at any time by returning the Program and all copies thereof and extracts therefrom to Licensor. Licensor may terminate this License Agreement upon the breach by you of any term hereof. Upon such termination by Licensor, you agree to return to Licensor the Program and all copies and portions thereof.

5. Limited Warranty and Limitations of Liability. Licensor warrants, for your benefit alone, that the Game Pak on which the Software is contained is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The Program, and the Software contained therein, are licensed "as is," without express or implied warranty of any kind, and Licensor is not liable for any losses or damages of any kind resulting from use of the Program. Licensor agrees for a period of ninety (90) days to either repair or replace at its option, free of charge, the Program, postage paid, with proof of date of purchase. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Software has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LICENSOR. ANY IMPLIED WARRANTIES APPLICABLE TO THE PROGRAM, AND THE SOFTWARE CONTAINED THEREIN, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LICENSOR BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary from state to state.

6. Trademark. Scholastic is a registered trademark of Licensor. No right, license, or interest to such trademark is granted hereunder, and you agree that no such right, license, or interest shall be asserted by you with respect to such trademark.

7. Governing Law. This License Agreement shall be construed and governed in accordance with the laws of the State of New York.

8. Severability. Should any term of this License Agreement be declared void or unenforceable by any court of competent jurisdiction, such declaration shall have no effect on the remaining terms hereof.

9. No Waiver. The failure of either party to enforce any rights granted hereunder or take action against the other party in the event of any breach hereunder shall not be deemed a waiver by that party as to subsequent enforcement of rights or subsequent actions in the event of future breaches.

If a defect covered by this warranty occurs, Scholastic Inc. will repair or replace the product, at its option, free of charge.

To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below:

Scholastic Inc. Product Warranty 568/9
557 Broadway, New York, NY 10012-3999

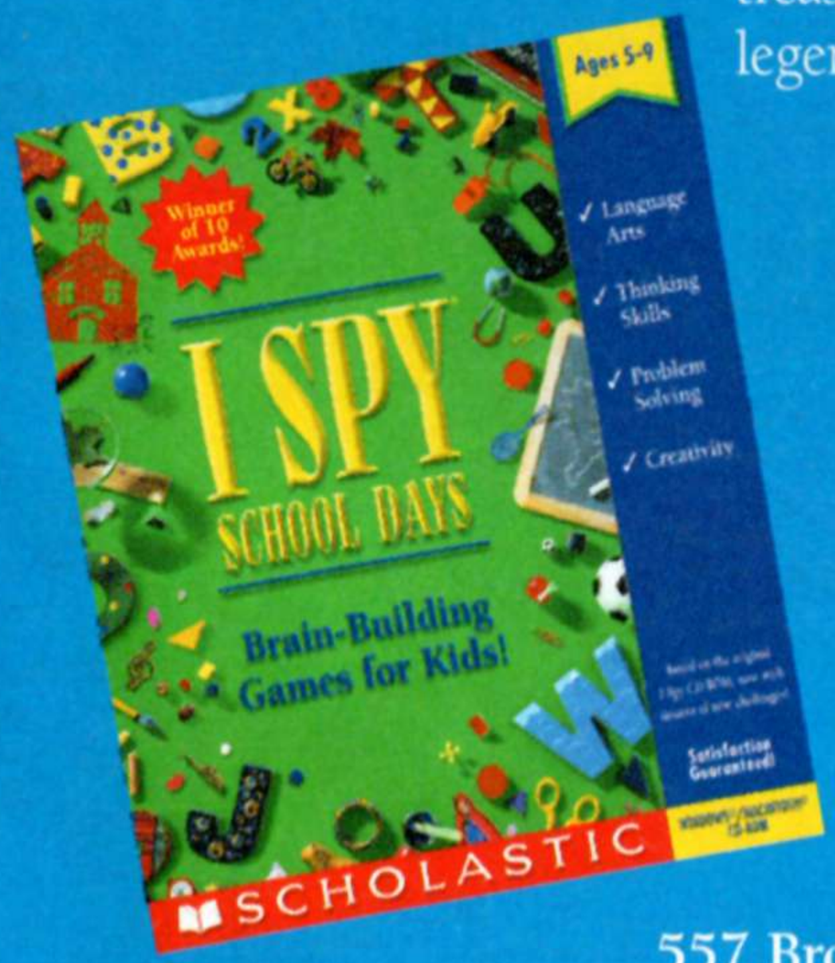
## Technical Support

Online: scholastic.com/support
Phone: (800)946-0131
E-mail: software@support.scholastic.com

## Customer Service

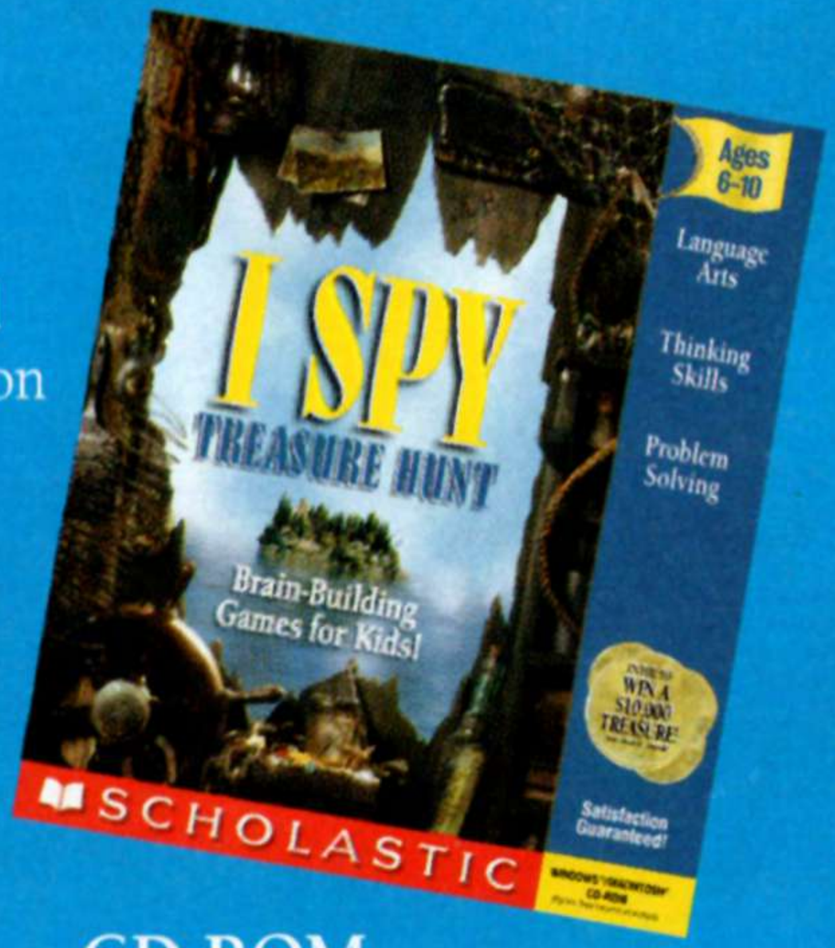
Phone: (800)724-4718

# Also available from Scholastic:




## *I Spy*™ *Treasure Hunt* CD-ROM

Exploring Smuggler's Cove and playing *I Spy* riddles lead you on an exciting hunt to discover treasures left by the town's legendary pirates. (Ages 6-10)




## *I Spy*™ *School Days* CD-ROM

Use your thinking skills as you tackle more than 1,600 object-and-word searches built into hundreds of brain-teasing riddles, puzzles, and games. (Ages 5-9)

Scholastic Inc.
557 Broadway, New York, NY 10012-3999

scholastic.com/ispy

PRINTED IN JAPAN