GAME BOY ADVANCE

AGB-AC9E-USA

CARTOON NETWORK™ BLOCK PARTY

CARTOON NETWORK™ INTERACTIVE

™

INSTRUCTION BOOKLET

MAJESCO

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	**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 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

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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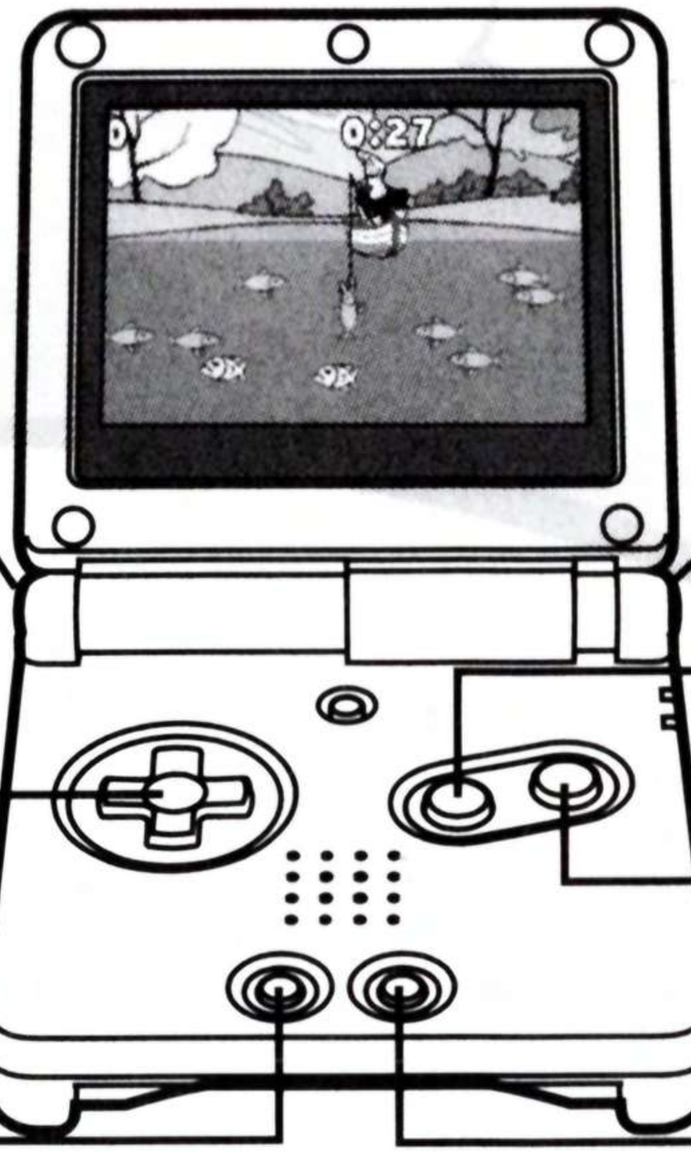
CONTROLS



L Button
N/A

R Button
Regulates meter in Greased Porkbutts mini-game

A Button
Use/Action Roll/Select

B Button
Back

Control Pad
Move/Choose character

SELECT
Status/Current Score Screen

START
Pause menu

INTRODUCTION

Are you ready to party? Six of your favorite Cartoon Network™ characters are! Play with up to three of your friends on themed Cartoon Network game boards full of mini-games, events and non-stop fun!

MAIN MENU

After starting the game, the Main Menu Screen will appear. Choose from the following:

START GAME

Select to start the game on the game board of your choice.

RESUME GAME

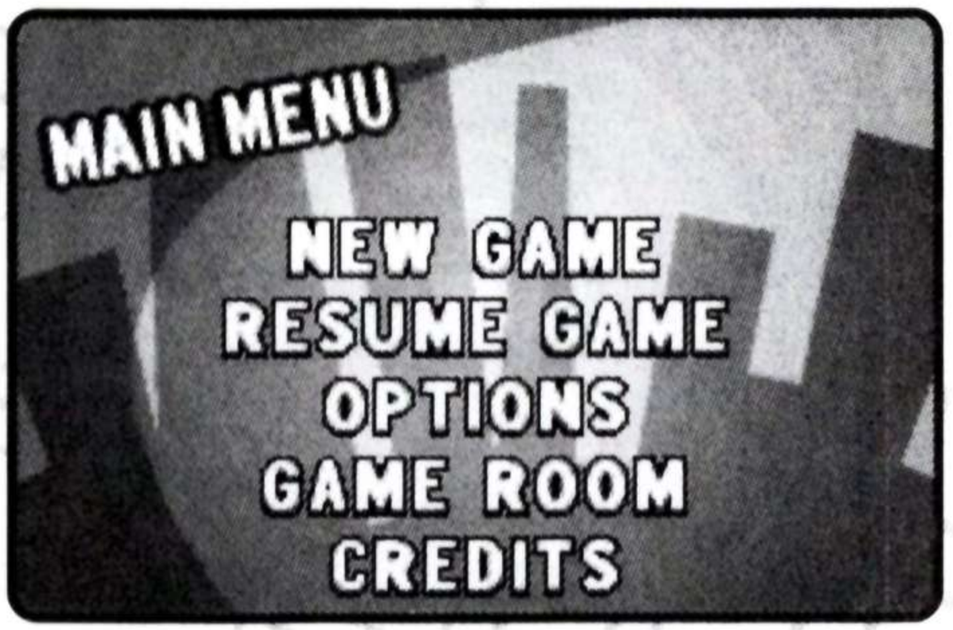
Choose to continue a previously played game.

OPTIONS

Preview the game's music and sound effects, and adjust the volume levels for each.

GAME ROOM

Choose to display menu of mini-games you can play.



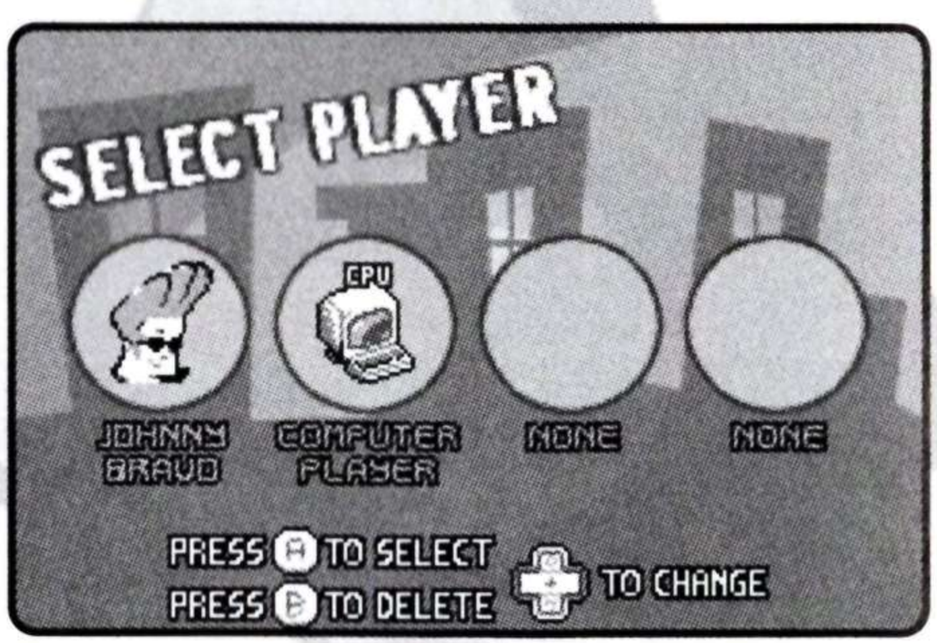
CREDITS

Select to see the team who brought you **Cartoon Network Block Party**.

SETTING UP THE GAME

At the start of the game you will need to choose the number of players, the character each player will portray, and the board to play.

On the **Player Select Screen**, you can choose how many human and computer opponents will be playing, and whom those players will portray. Up to four players can play and four player positions are defined on the screen. When the screen first appears, it defaults to one human player versus one computer player. For each player position, you can choose which character that player will be or whether he/she will be controlled by the computer. You can also eliminate that player from the game altogether.



CHOOSING A CHARACTER

Press the **Control Pad** Up and Down to display the available characters, then press the **A Button** to select one. Each character can be chosen by only one player per game. For example, if player 1 chooses Cow, no other player can choose Cow.

CHOOSING PLAYERS

Once a character is chosen, the select highlight will automatically move to the next player position. Each player should continue the selection process until all players are done. If fewer than four players are participating, you can eliminate additional players by choosing the "NONE" graphic for that player position.

CHOOSING COMPUTER OPPONENTS

To set a player to a computer opponent, simply choose the "CPU" graphic for that player. Upon exiting the screen, all computer opponents will automatically be assigned an available character.

GAME MODES

On the **Mode Select Screen** you can choose to play in **Tournament Mode**, or play any of the four game boards individually in **Quick Play Mode**. Press the **Control Pad** Up or Down to highlight the desired option, then press the **A Button** to confirm your selection.

QUICK PLAY

Choose this option to play an individual game board.

TOURNAMENT MODE

Choose this option to play a tournament across all four game boards.

CHOOSING A GAME BOARD

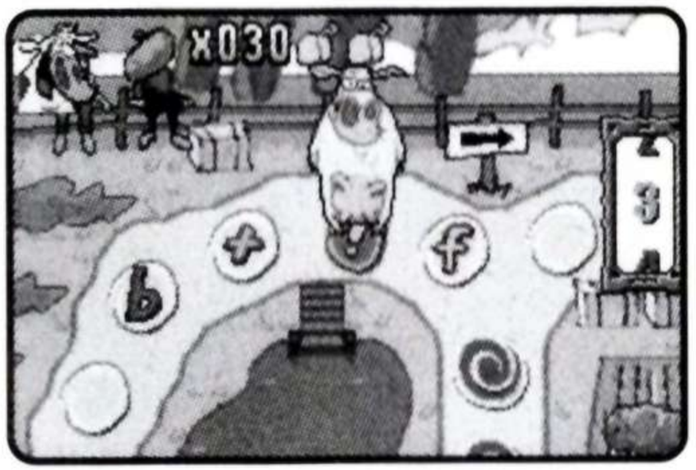
If you have chosen to play in **Quick Play Mode**, the **Game Board Selection Screen** will appear. Press the **Control Pad** Left or Right to view each game board, then press the **A Button** to confirm your selection.

MULTIPLAYER

When playing with more then one human player, each opponent takes his/her turn holding the Game Boy Advance System and rolling the dice to move on the game board. The game will prompt each player when it is his/her turn to play. When participating in mini-games, each player will take turns competing in the same mini-game. The **Mini-Game Summary Screen** will appear after all human players have taken their turn. It displays each player's score and overall standing in the mini-game.

GAME BOARDS

There are four themed game boards in **Cartoon Network Block Party**. Each board has its own **Goal Task** that you must accomplish to complete the board.

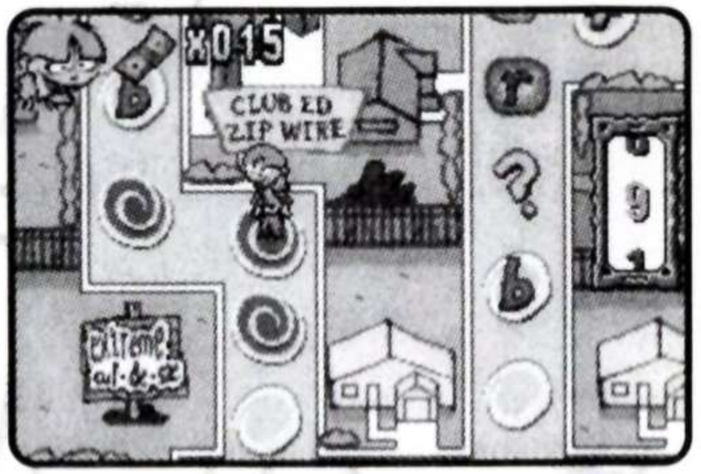


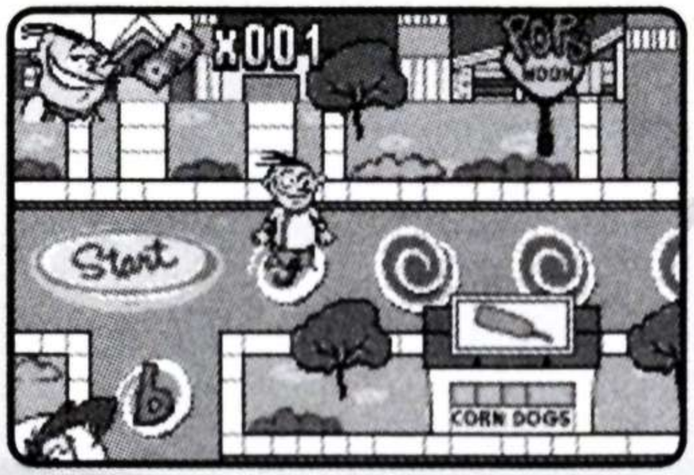
The Tater Farm

Mom needs more than just taters to feed the kids! It's up to you to collect the specified number of porkbutts and bring them to Mom in the farmhouse kitchen. When you pass the Start Space, you'll receive 10 more taters.

Extreme Cul-de-Sac

Master both mini-games in the Extreme Cul-de-Sac and win trophies to bring back to the Board and Bike Shop. You should also stop at The Shop in advance to check out what you can buy to give yourself a competitive advantage. Once you purchase a pass, you can take the zip wire to rocket across the board.



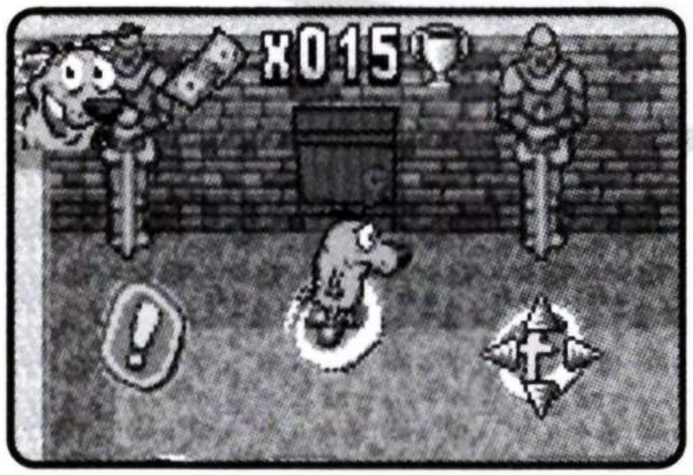


Planet Johnnywood

Johnny wants to give his friend Carl a makeover so he can impress a hot date. It's up to you to help Carl out by hunting down hair goo, sweets and more throughout Planet Johnnywood. Look for the switch at the mid-city bridge to earn yourself a fast shortcut.

Katz's Creepy Castle

Muriel and Eustace Hoebagge are missing and Courage has to find them in the Creepy Castle. Your Goal Task is to collect 3 spiders and 75 cobwebs. Make sure you check out the Library to see what the Dr. has for sale to help you get one up on the competition.



ABOUT THE GAME BOARDS

Although each game board has its own unique features, there are some common spaces on each:

Blank

Nothing at all happens when you land on a **Blank Space** so you're free to roll again when it's your turn to do so.

Move Forward

If you land on the **Move Forward Space**, you will automatically move forward the specified number of spaces.

Move Backward

If you land on the **Move Backward Space**, you will automatically move back the specified number of spaces.

Roll Again

The **Roll Again Space** gives you a chance to move ahead of the pack. Spin again to determine how many spaces to move ahead.

Event Space

Event Spaces won't always be fun and games. The type of event varies by board and space. Sometimes landing on one will cause something to change on the game board or affect your position on the board.

Mini-Game Space
Landing on a **Mini-Game Space** will launch a mini-game you can play from any board.

Board Mini-Game Space
Landing on the **Board Mini-Game Space** will launch a mini-game that is specific to the current board.

Reward Space
Landing on the **Reward Space** will reward you with either cash, taters or spiderwebs!

Path Indicator
This icon appears whenever you come to a fork in your path. Press the **Control Pad** in the direction of the desired path and press the **A Button** to continue moving.

HOW TO PLAY

GOAL SQUARE AND GOAL TASK

To win each board, you must reach the **Start Space** (you do not have to land on it by exact count) after you have accomplished the **Goal Task**. The **Goal Task** for each board requires you to collect a variety of items specific to that board. Any player who reaches the **Start Space** without first completing the **Goal Task** will have to go around the board again until he/she or another player wins the board.

PLAYER STATUS

Your player's current standing is shown in the player status area. This area displays the status for each player only when it is his/her turn. Each player's score and the items each has collected will be displayed here.

ROLLING AND MOVING

A randomizer "rolls" to determine how many spaces you move. To start the indicator spinning, press the **A Button** and then press it again to slow it down so it stops on your desired number. Your character will advance the indicated number of spaces.

MINI-GAMES

There are 14 mini-games in **Cartoon Network Block Party**. When you land on a **Mini-Game Space**, you can access all mini-games that aren't specific to the board you're currently playing. When you land on the **Board Mini-Game Spaces**, you can play any of the mini-games that are specific to that board. When playing mini-games, you will be awarded the money and items you earn only if you complete the mini-game successfully.

All-Board Mini-Games

Hide 'N Seek

Find all your hidden friends! Whoever landed on the **Mini-Game Space** must find the other characters. (The screen goes black while the characters hide). Use the **Control Pad** to move your character and find as many friends as possible in the quickest amount of time. Press the **A Button** to "take a look" behind objects.

Backyard Boogie

Get your running shoes on to make a dash across a tractor congested farm yard! Timing is everything because each row of the field is being plowed by tractors running at different speeds. Use the **Control Pad** to move up, down, left and right. Press the **A button** for a quick turbo boost to sprint ahead of an oncoming tractor. Make it to the other side and slip thru the hole in the fence in the quickest amount of time to win. But watch out, one hit and it's game over!

Fish Frenzy

Fish for points with your hook! Use the **Control Pad** to move your hook up and down and your boat from side to side. Watch out for piranha! If one gets hooked, press the **A Button** quickly to release it or it may sink your boat!

Zombeat the Clock

Tag all the zombies with a piece of garlic to turn them back into their "normal" form. But they won't stay that way for long, so you'd better be quick! Use the **Control Pad** to move around the graveyard. Simply collide with the garlic to pick it up, then run after the zombies! But be careful because when you are not carrying garlic, they will come after you. If they tag you, you become "zombied" and the game is over. You must have all three zombies returned to normal at the same time, in the quickest amount of time, in order to win.

The Tater Farm Mini-Games

Greased Porkbutts

Greased pigs are on the loose! Use the **Control Pad** to chase down a pig then return it to the corral. Press the **A Button** to pick up a pig. Once you pick up a pig a meter appears. Tap the **R Button** to keep the arrow towards the right side of the meter. If the arrow reaches the left side, you will drop the pig. When not holding a pig, tagging an opponent by pressing the **A Button** will cause him/her to drop the pig!

Aim for the Fences

Knock the cowhands off the fence with your slingshot in the quickest amount of time. Aim with the **Control Pad** and press the **A Button** to fire a water balloon.

Grand Prix

The entrance to this mini-game is closed at the start of The Tater Farm board. At the entrance stands a stoplight post with the red light lit. You must land on its entrance space to change the light to yellow. When the next player lands on the space, it changes to

green and the gate swings open. To win the Grand Prix, steer with the **Control Pad**, press the **A Button** to accelerate and the **B Button** to move in reverse. Cross the finish line first to win!

Extreme Cul-de-Sac Mini-Games

Skatin' the U

Master the half-pipe to win! Press the **Control Pad** right and left to pick up momentum, and repeat the button combinations while airborne to perform tricks.

H2 Uh Oh

Use the **Control Pad** to move your character right and left and avoid the falling water balloons!

Planet Johnnywood Mini-Games

Strike a Pose

Johnny has taught Carl how to strike a pose well to make the girls like him. If he screws it up, he will get smacked in the face with a pie. Press the correct buttons before the pose timer runs out to win!

Cold Cash Workout

Use the **Control Pad** to avoid the weights, water bottles and shoes while collecting as much money as possible.

Katz's Creepy Castle Mini-Games

Weremole Waltz

This mini-game is contained within the Doomed Ballroom. Use the **Control Pad** to run around and evade weremoles while collecting as much money as possible in the quickest amount of time to win!

Snatch-a-Bat

Grab bats in the Erratic Attic! Catch as many bats as you can by pressing the **A Button** to swing the net. Use the **Control Pad** to chase down the bats.

Freaky Fireplace

Land in the Lethal Library and you'll have to beat this mini-game. Douse the fire-shadows with your slingshot before they set the room ablaze! Aim with the **Control Pad** and press the **A Button** to fire a water balloon. You must extinguish all the fires before time runs out to win.

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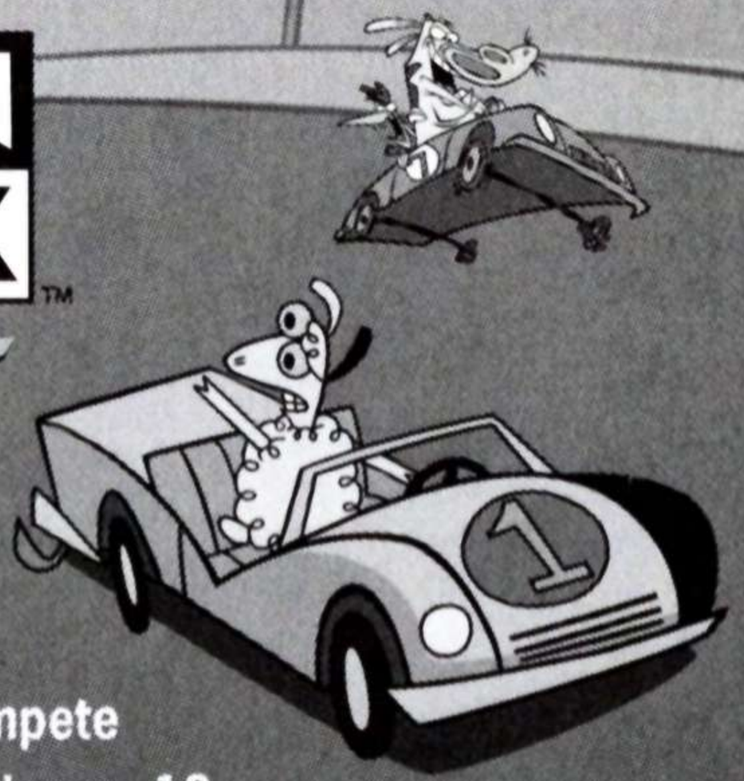
CARTOON NETWORK™ Speedway



All of your favorite Cartoon Network stars are revving their engines to compete for the Speedway Championship! Play as 12 hilarious characters from *Courage the Cowardly Dog*™, *Cow and Chicken*™, *Ed, Edd n Eddy*™, *Johnny Bravo*™, and *Sheep in the Big City*™. Use power-ups and track features to gain a competitive advantage in this fast and fun kart-style racing game!

DC studios

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