GAME BOY ADVANCE

AGB-A2KE-USA

INSTRUCTION BOOKLET



SPY KIDS™ CHALLENGER

Disney INTER ACTIVE

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

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SPY KIDS™ CHALLENGER

Special Agents Juni and Carmen Cortez have selected **you** as a hopeful to join the ranks of the O.S.S.! To qualify, you must complete a series of 3 rigorous trials simulating actual missions performed by Juni and Carmen in the movie SPY KIDS™ 2: Island of Lost Dreams. Your performance in these missions will determine your rank in the O.S.S.

JOIN THE SPY KIDS™ CHALLENGE!

THIS IS YOUR DISNEY INTERACTIVE CLUE:



FOR A CHANCE TO WIN AWESOME PRIZES,

COLLECT YOUR OTHER CLUES!

Go to www.spykids.com for more information

GETTING STARTED

THE TITLE SCREEN After the legal information, you'll see screens for Dimension Interactive, TroubleMaker Studios, Disney Interactive, Carbon6, Game Titan, and finally, SPY KIDS™: Challenger. Press Start to proceed to the Main Menu.





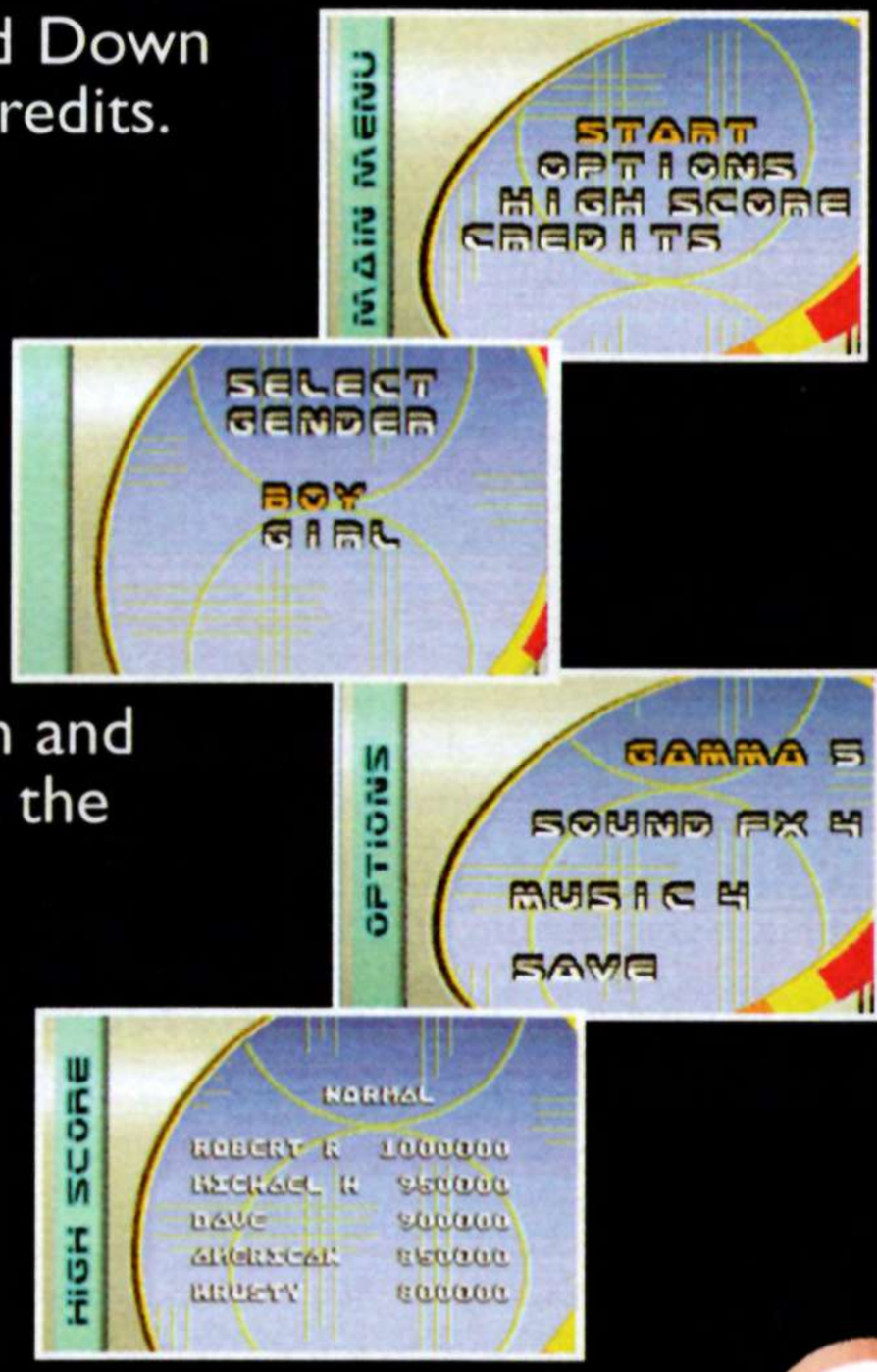
MENU CONTROLS



These are the buttons you need to press when you are on a menu screen.

Control Pad Up and Down	Highlight menu options
A Button	Select option
B Button	Return to the previous screen

THE MAIN MENU Use Control Pad Up and Down to highlight Start, Options, High Scores or Credits. Press the A Button or Start to select.



START Start offers you the opportunity to create a new player or load/erase a previously saved game. If you start a new game, you will be asked for your name, to choose "boy or girl?" and finally, the difficulty level. You will begin with 3 lives in Normal mode and only 1 in Expert. Carmen and Juni will then debrief you before you start at the base of the Juggler.

OPTIONS Change/Save the settings for the Gamma, Sound FX and Music.

HIGH SCORES View the high scores!

CREDITS Where games come from!

PLAYING SPY KIDS™ CHALLENGER

There are only 3 trial missions in SPY KIDS™: Challenger, but they're really, really big. In fact, they're so big that there is no way you can finish them. When you get as far as you can in one mission, you'll be taken to the next, until you can go no further. As a new O.S.S. recruit, you will be pushed to your limits. Your final rank and score will be remembered on the high score list. Have you got what it takes to be a SPY KID™?

GOALS

Each mission has the same underlying goals, get as many points as possible without dying and rack up promotions. However, there are important strategies for maximizing your points in each mission.

PROMOTION

You will receive a promotion for every 20,000 points. When a promotion medal has been awarded, it will appear on the screen. For Juggler and Magna Racer, the Medal icon will appear in the upper-left hand corner just below your Life Counter. In DragonFlight, the Medal icon will appear at the top-center of the screen. There are a lot of ranks in the O.S.S. and it's a tough climb to the top! Only Carmen and Juni have the clearance to tell you what your true O.S.S. rank is.

STAGE EXIT

After reaching a certain point, you'll be given an opportunity to leave the mission. The words "Stage Exit" will flash for a while, then the opportunity will pass. While that message is flashing, you can go for the Stylish Exit (higher point value but not easy, and it gets harder as you go further), but if you go for the Stylish Exit and miss, it will lead to a Sloppy Exit. Whether stylish or sloppy, you'll be sent to the tally screen where your bonuses, if any, will be added to your score.

TALLY SCREENS

After you exit a mission, any multipliers or bonuses for making a Stylish Exit will be tallied and, if you qualify, promotions will be awarded. If you have received a major rank since the last tally screen, then you will be awarded a choice of one of five secret bonus powers – without telling you what they are. You'll have to get there to find out!

MISSION COMPLETION

There is absolutely no way to get to the end of a mission. No way, no how. There is no way for a SPY KID™ to get to the end. It's beyond any player's ability. Ignore the rumors. It's impossible!

JUGGLER

This is the first mission, and it's a toughie! As with all missions, the primary goals are to get as many points as possible and go as far as you can before moving on to the next trial mission. Remember, points turn into promotions and determine your final rank as an agent within the O.S.S.!

SCREEN

Keep a careful eye on your screen status! It has a wealth of information critical to your performance.

Life Counter In the upper left-hand corner you can see how many lives you have to get through the rest of the game.

Point Counter In the upper right-hand corner you can see how many points you've accumulated. Every 20,000 points earns you a promotion!

Elastic Wonder Ball In the lower left-hand corner, next to the Machete Elastic Wonder icon, a blue status ball tells you roughly how many Elastic Wonders you have left. Don't run out! You'll need these to get to hard-to-reach ledges.

Buddy Pack Fuel Ball In the lower right-hand corner, next to the Buddy Pack icon, a red status ball tells you how much Buddy Pack Fuel you have left. Try not to run out of Buddy Pack Fuel. It can get you out of the stickiest of situations!

Spring Boots Icon At the upper left-hand corner of the screen, next to the Life Counter, you will see a Spring Boots icon – if you're wearing them. Start jumping like crazy when you get these things, because they don't last long!

Multiplier Bonus If a Multiplier Bonus, like 2X or 3X is in effect, you'll see the bonus at the top right-hand corner of the screen just below your score. Your points are multiplied by this bonus until it wears off.

JUGGLER CONTROLS

You'll use these controls to advance yourself as high up the Juggler as you possibly can!

Control Pad Left and Right	Move left and right.
Control Pad Up	Used to pull up onto a ledge.
Control Pad Down	While on a Juggler ball, releases the passengers inside.
A Button	Jump!
B Button/L Button	Fires your Machete Elastic Wonder diagonally!
B Button/L Button + Control Pad Up	Fires your Machete Elastic Wonder at a ledge directly above you!
R Button (hold)	Fires your Buddy Pack thrusters.
Start	Pause Game / Menu.
Select	Not used.

Spring Boots Icon

Multiplier Bonus

Life Counter

Point Counter



Elastic Wonder Ball

Buddy Pack Fuel Ball

PLAYER MOVES

The object of the game is to get as high as you can on the Juggler without falling, while gaining as many points and multipliers as possible. The further you go, the higher the rank you can achieve in the O.S.S.

There are different strategies for climbing up the treacherous Juggler:

- Jump up to the next platform. This is the most straightforward approach, but it will take some getting used to.
- Grab a Buddy Pack and thrust your way up to a much higher platform. But be careful, Buddy Pack fuel is precious stuff!
- Grab a Machete Elastic Wonder and swing your way up to the next platform!
- Grab Spring Boots and jump as fast as you can up to impossible heights before the boots run out of juice!
- Land on one of the Juggler's mechanical hands and let it throw you to a higher platform. Later on, balls will land in those hands, so be careful!
- Land on a ball resting in a hand and ride it up into the air!
- A particularly cool way to get points is to rescue passengers in a Juggler ball. You will get a lot of points for this.
- There are opportunities for getting points everywhere. Some of them are harder than others. You will need to decide which ones are worth the trouble.

COLLECTABLES

Point Bonuses

You'll find points in all kinds of unexpected places. Some of them aren't very large bonuses, but some of them are huge. You will have to decide which ones are worth the risk.

Multiplier Bonuses

Picking up a multiplier bonus will make all the following points you earn go up much faster! Again, Multiplier Bonuses can appear in some tough-to-reach places, so you will have to decide which ones are too risky to go after



Spring Boots

Picking up Spring Boots is like picking up a free ride. Start jumping, and you'll fly at least twice as high as you did before. They run out quickly, so use them wisely.



Buddy Pack Fuel

When you see one of these, you should probably go out of your way to get it. Buddy Pack Fuel can be crucial to getting you out of sticky situations. Press the R BUTTON to activate the Buddy Pack, but only hold it down long enough to get where you're going.



Machete Elastic Wonders

It's amazing how many uses there are for the Machete Elastic Wonder. In the Juggler, you can use it to attach to the next ledge and swing up. Press the B BUTTON or L BUTTON when near a platform to activate the Machete Elastic Wonder. Hold it down and push UP until you're on the ledge, or swing on the Wonder like a pendulum if you like, but don't let go, or it'll be wasted!

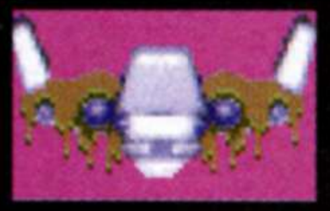
As you get further up the Juggler, you'll start to see it toss balls high into the air. These balls have passengers in them. When you ride these balls, press DOWN to release the passengers for a huge point bonus. But be careful, those balls can knock you out! Learning when to get on a ball and when to run away from one is key to getting past some of the harder sections of the game and also a great way to enjoy a lot of bonus points!

Passenger Balls

Releasing passengers will truly put your SPY KIDS™ skills to the test!

Greased Hands

Some of the higher-up Juggler hands suffer from an oil leak, which leaves slippery grease on the surface. When you land on one of these, be very careful to stop your slide before you fall off!



Greased Balls

You won't see these until later in the game, but some balls have excess grease on top from oil leaking from the mechanical hands. If you try to jump on one of these, odds are you're going to slip right off. Best to be avoided!



Stage Exit

When you reach a Stage Exit, a rogue Buddy Pack will start hovering to the right of the Juggler. To nab it and make a Stylish Exit, land on the Buddy Pack and push UP to grab hold. If you miss and make a Sloppy Exit, your emergency Buddy Pack reserve tank will kick in and take you to the tally screen and the next mission.

DRAGONFLIGHT

This is the second mission, and it's a test of your handling of the DragonSPY Sub! As with all missions, the primary goals are to get as many points as possible and go as far as you can before moving on to the next trial mission. Remember, points turn into promotions and determine your final rank within the O.S.S.!

SCREEN

Pay attention to your screen status! The DragonSPY Sub is a complex machine, so there are a lot of controls to pay attention to.

Life Counter Near the lower left-hand corner you can see how many DragonSPY Subs you have to get through the rest of the game.

Point Counter In the upper right-hand corner, you can see how many points you've accumulated. Every 20,000 points earns you a promotion!

Life Bar The green bar on the left-hand side of the screen is the DragonSPY Sub's current health status. When that drops to nothing, you lose a sub!

Boo Torp In the upper left-hand corner is a number with a Boo Torp icon beneath it. That's the number of Boo Torps your sub is currently packing. These are great torpedoes for getting out of a mess, so always keep some on hand.

Rebel Torp In the lower left-hand corner is a number with a Rebel Torp icon above it. That's the number of Rebel Torps in your arsenal. They're very rare and should be saved for critters you may want as allies.

Armor Ball The red status ball on the top of the screen is the sub's armor. Armor greatly improves a sub's defenses but slows it down.

Grease Ball The blue status ball on the bottom of the screen is the sub's grease layer. The thicker it is, the more quickly the sub will move. Manta Mantises can't latch on to a greasy sub, but they'll take some grease off every time they try.

Super-Cavitation Power-Up If you've found any Super Cavitation Power-Ups, you will see a propeller at the top of the screen with a number next to it. The more of these you have, the faster your torpedoes fly through the water.

Bang Juice Power-Up If you've found any Bang Juice Power-Ups, you will see a little explosion at the top of the screen with a number next to it. They will make your torpedoes more powerful.

Auto-Loader Power-Up If you've found any Auto-Loader power-ups, you will see a little revolver cylinder at the top of the screen with a number next to it. Torpedoes launch faster when you've grabbed a few of these.

Bang Juice Power-Up

Super-Cavitation Power-Up

Auto-Loader Power-Up

Armor Ball

Boo Torp

Point Counter

Life Bar

Rebel Torp

Life Counter

Grease Ball



DRAGONFLIGHT CONTROLS

You'll use these controls to guide your DragonSPY Sub through the treacherous waters surrounding the Island of Lost Dreams!

Control Pad	Steer your DragonSPY Sub around creatures and obstacles.
A Button (hold)	Jump out of the water and fly a very short distance!
B Button	Fires a Rocket Torpedo! You'll have an endless supply
R Button	Fires a Rebel Torpedo! Captures a creature in a Rebel Sphere. Pop it to gain an ally!
L Button	Fires a Boo Torpedo! On detonation, scares all creatures away.
Start	Pause game / Menu
Select	Not used

PLAYER MOVES

The object of the game is to get as far as you can through the DragonFlight gauntlet, while grabbing as many points and multipliers as possible. The further you go, the higher the rank you can achieve in the O.S.S.

There are different strategies for navigating the DragonFlight mission:

- Shoot Rocket Torps at everything that moves! Well, this is the brute force way out of a jam, but it won't be enough when things get hectic.
- Flashing creatures should be your first priority!
- Use Rebel Torps when the time is right. Baby Starfish and Electric Eels are particularly useful allies. Once you've got a creature in a bubble, fly up through it to pop the bubble.
- If things have gone completely nuts and the screen is swarming with enemies, fire a Boo Torp to scare them all off.
- Manta Mantises will slow you down if they latch on. Get rid of them by grabbing Grease or bouncing your sub off an island.
- Grab as many Power-Ups as possible. They can turn your sub into a fortress. But don't lose your sub or you'll lose the Power-Ups!
- Beware; Blowup Fish explode like underwater mines!
- Fin Crocks are just plain scary. Run!
- Flying Hammerheads have an uncanny knack for leaping out of the water right when you do. Don't play chicken with a Hammerhead
- Keep an eye out for points and multipliers. You'll have to decide which ones are worth going for.

COLLECTABLES

Point Bonuses

You'll find points in all kinds of unexpected places. Some of them aren't very large bonuses, but some of them are huge. You will have to decide which ones are worth the risk.



Bang Juice

Bang Juice is great. Each one makes your Rocket Torps a little stronger and allows your Rebel Torps to capture slightly larger critters.



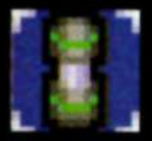
Super Cavitation

Like Bang Juice, these make all of your torpedoes speed through the water faster.



Auto Loader

Auto-Loader Power-Ups determine how quickly you can launch torpedoes.



Grease

Grab as much as you can. You will want to avoid getting weighed down by a bunch of clingy Manta Mantises!



Boo Torps

These torpedoes will travel a short distance then explode with a tremendous bang that scares away all the monsters on-screen at that time.



Rebel Torps

These torpedoes are as rare as they are special. If you successfully hit a creature with the Rebel Torp, you can capture it and turn it into a valuable ally that swims alongside your sub. Larger creatures are immune to these.



Health

This pick-up will increase the sub's life. This is absolutely crucial if your sub has been damaged.



Armor

This pick-up will increase the sub's armor. This prevents sub damage from being as serious, but it goes down with every hit. Armor slows down your DragonSPY Sub, but it's worth it!

CREATURES

There are a variety of creatures that will attempt to interfere with your progress through DragonFlight. Knowing their strengths and weaknesses is key to maximizing your score.



Manta Mantis This freaky, agile sea critter likes to grab onto the DragonSPY Sub with its praying-mantis-like mandibles and slow it down. Prevent them from grabbing with grease, or shake them off by bumping your hull on an island.



Fin Crock
This giant, hulking sea monster wants to take a bite out of the DragonSPY Sub. It moves by powerful strokes of its fins, and it only takes a couple of bites from these monsters to completely take out the DragonSPY Sub.



Blowup Fish
This isn't your normal, everyday blowfish. It will explode on contact like an underwater mine. The Blowup Fish is spiny, which means it cannot be caught by a Rebel Torp.



Electric Eel
This giant, mutated version of the electric eel spits up electricly charged globs at your DragonSPY Sub. These globs do less damage than a Fin Crock's bite, but unfortunately temporarily overload the DragonSPY Sub's power supply, making the sub helpless for 1 second.



Flying Hammerhead

The Flying Hammerhead shark is as terrifying as it is a confusing sight to see. It leaps out of the water and glides through the air for a short distance on a pair of wings before using its incredible weight to slam down into the sub to inflict almost as much damage as the Fin Crock. Flying Hammerheads can also collide with a jumping sub, making them incredibly versatile foes.



Giant Starfish

Their razor sharp arms can puncture the thickest armor. Worse, the Giant Starfish spawns Baby Starfish, which will dent your armor with miniature bites.

STAGE EXIT

When you reach a Stage Exit, a DragonSPY Sub Carrier craft will fly overhead to pick up the sub. To land on the craft, you must jump onto it with the A BUTTON. If you hit, you will make a Stylish Exit from the level. If you miss, the DragonSPY Sub's emergency thrusters will come online and rocket you to the tally screen and the next mission.

MAGNA RACER

This is the third mission, and it's a test of your Magna Racer piloting skill! As with all missions, the primary goals are to get as many points as possible and go as far as you can before returning to the Juggler for more intense action! Remember, points turn into promotions and determine your final rank within the O.S.S.!

SCREEN

Screen Status is very important here. Watch those Shield and Life Status Balls!

Life Counter In the upper left-hand corner, you can see how many lives you have to get through the rest of the game.

Point Counter In the upper right-hand corner, you can see how many points you've accumulated. Every 20,000 points earns you a promotion!

Shield Status Ball The status ball in the lower left-hand corner of the screen will turn solid blue when you grab a shield power-up. Deploying the shield uses up shield reserves.

Life Status Ball The status ball in the lower right-hand corner of the screen tells you how much health you have left before you lose your current life.

Life Counter

Point Counter



Shield Status Ball

Life Status Ball

MAGNA RACER CONTROLS

You'll use these controls to guide your Magna Racer through the mine-filled canyons of the Island of Lost Dreams.

Control Pad (Left & Right)	Steer your Magna Racer.
A Button	Activates shield for as long as you press it.
B Button	Not used.
R Button	Thwack your Elastic Wonder to the right.
L Button	Thwack your Elastic Wonder to the left.
Start	Pause game / Menu
Select	Not used

PLAYER MOVES

The object of the game is to get as far as you can through the canyon, while getting as many points and multipliers as possible. The further you go, the higher the rank you can achieve in the O.S.S.

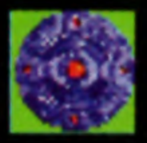
There are different strategies for navigating the Magna Racer canyon:

- Aim for the Chain Reaction Mines when a wave of Mines flies by. They'll set off the rest!
- When shielded, sweep through any Mine waves that come your way for tons of points, but keep an eye on your Shield Status Ball. If it runs out in the middle of a Mine wave, you're in trouble!
- Watch out for Magna Men! When they get near you, hit them with the Elastic Wonder or run over them with the Shield.
- Save your Shields and use them wisely!

COLLECTABLES

Point Bonuses

You'll find points in all kinds of unexpected places. Some of them aren't very large bonuses, but some of them are huge. You will have to decide which ones are worth the risk.

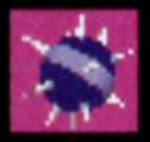


Transmooker Device

The Transmooker Device is a disc that looks a bit like a mine but without spikes. You will want to grab this because it will give you energy for your Shields!

THINGS TO AVOID!

There are two sources of trouble in Magna Racer: Mines and Magna Men. Avoiding them is the best policy, but you can get lots of points by taking them out!



Mine

Mines come in two flavors, Chain Reaction Mines and regular Mines. Hitting either one will hurt you, and you'll see your Life Status go down. Blowing up a regular Mine will get you some points, but blowing up a Chain Reaction Mine will not only set off all the other Mines but will give you more points per Mine! You can blow up Mines with your Elastic Wonder, or you can protect yourself from Mines by deploying your Shield.



Magna Men

Magna Men want to knock you off your Magna Racer. When they come down to harass you, hit them a few times with your Elastic Wonder to take them out. If you use your Shields, fly into the Magna Men and rack up those points. But be careful not to keep your Shields on too long or you'll run out of energy!

STAGE EXIT

A message will fly overhead letting you know that you've reached a Stage Exit. Push Control Pad UP to exit to the next stage.

CREDITS

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TECHNICAL AND CUSTOMER SUPPORT INFORMATION

Internet Support

To access information about Disney Interactive games on the World Wide Web, point your browser to **www.disneyinteractive.com** and click on the **" ? " Customer Support** icon. You may also email a Disney Interactive Customer Support representative at **interactive.support@disneyonline.com**.

Game Hints and Tips

Game hints and tips are available on the Disney Interactive Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to **www.disneyinteractive.com** and click on the " ? " **Customer Support** icon. If you do not have Internet access, please send a self-addressed stamped envelope with your request to the address below.

Mailing Address

If you wish to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-8139.

Telephone Support

You may contact Disney Interactive Customer Support at **(888) 817-2962.** If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). The toll-free number is **(800) 441-1243**.

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If you need to replace a lost or damaged item, please call the number listed under Telephone Support. There is a $20.00 fee to replace a Game Boy Advance Game Pak.

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Disney INTERACTIVE

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