AGB-AILE-USA

GAME BOY® ADVANCE

AGGRESSIVE™ INLINE

AKA™

Acclaim®

INSTRUCTION BOOKLET

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
Mild Lyrics
Mild Violence

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.

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Nintendo®

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

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LOADING

1. Make sure the power switch is **OFF**.
2. Insert the **AGGRESSIVE INLINE** Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the power switch **ON.**
4. At the title screen, press **START** to advance to the Main Menu.

Note: The Aggressive Inline Game Pak is for Game Boy® Advance only.

If you are playing an international version, you will come to the Language Select screen where you can choose which language you wish to play in.

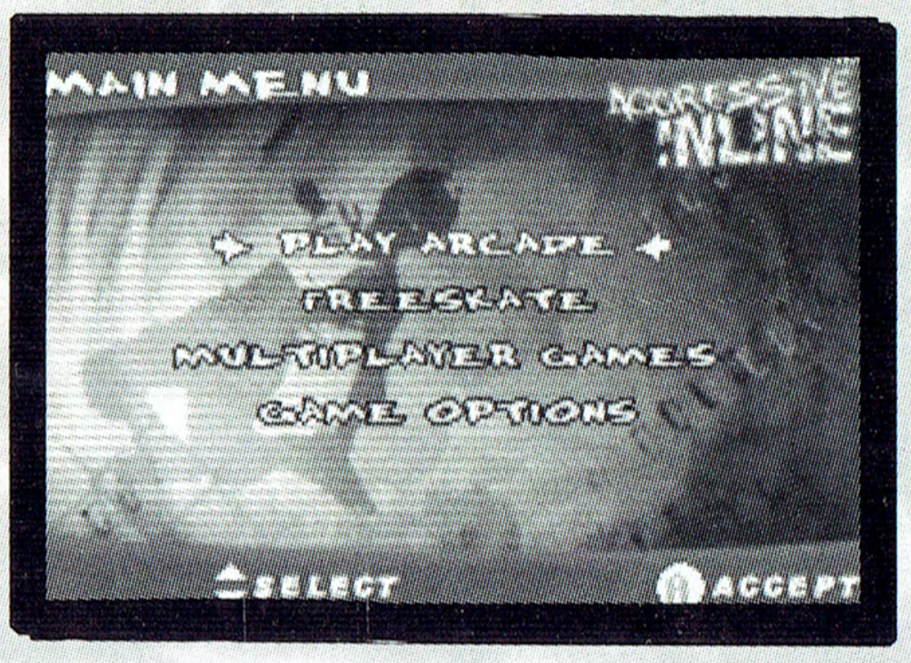
AGGRESSIVE INLINE can be played with up to two players via the Game Boy® Advance Game Link® cable (sold seperately). Each player must have an Aggressive Inline Game Pak and a Game Boy® Advance system.

INTRODUCTION

Welcome to Aggressive Inline, the wildest ride in the skating world. There are tons of great levels to skate on, and all the top competitors are here to make the challenge worthwhile. You'll be spinning; grinding, skitching, planting and chaining tricks and stunts to earn the best scores you can in over 12 Expansive Levels. Master your moves in Session mode, then take it to the Single Player competition in the Acclaim Games—if you can make it that far! Winning them is a whole other matter, too! Once you've got your skills down, you can challenge a friend in Multiplayer modes. So go on and skate your world and earn the rewards a top skater deserves! Good luck!

MAIN MENU

At the title screen, press **START** to advance to the Main Menu. Use the **Control Pad** to make a selection then press the **A Button** or **START** to confirm your choice.



Play Arcade

It's a long way from your 'hood to the Acclaim Games. Use all your skills to front the bullies that stand in your way. Start your Inline career and succeed by completing various challenges to advance.

Freeskate

Enjoy practice runs with no timer until you've got your moves and trick lines mastered.

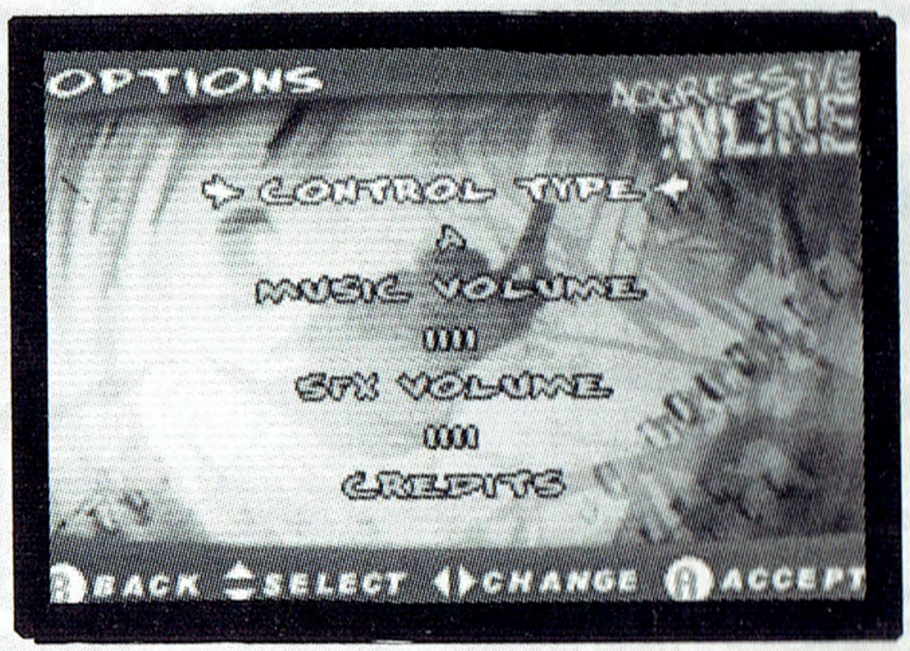
Multiplayer Games

Compete with a friend in a variety of Multiplayer games. See Game Modes (page 17) for details.

Game Options

Set the following options to suit your style:

Options



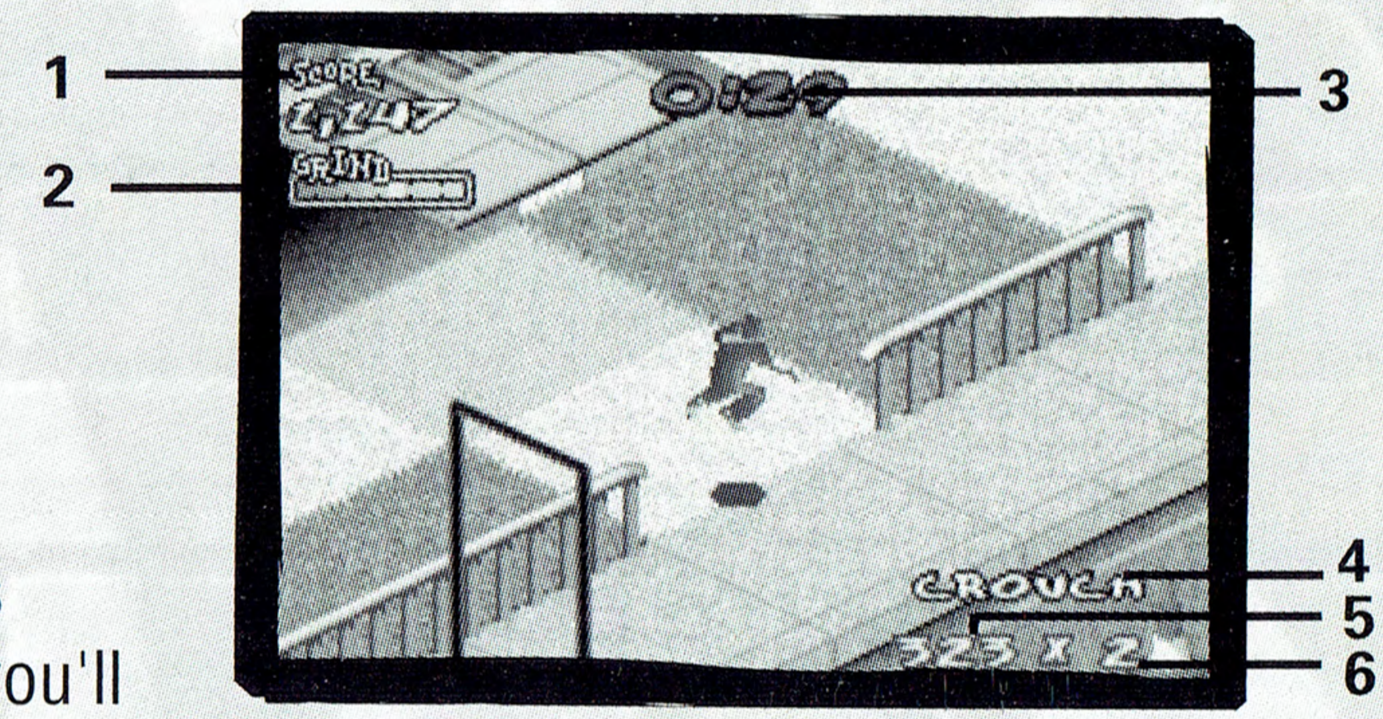
Control Type: Choose from 4 preset control schemes. Type A is the default.

Music Volume: Adjust the music volume by pressing left or right on the Control Pad, or choose to play with music OFF.

Sound FX Volume: Adjust the sound effects volume by pressing left or right on the Control Pad, or choose to play with sound effects OFF.

Credits: View the team who created Aggressive Inline.

GAME DISPLAY



1. Score:
Cumulative current score.

2. Grind Meter:
Each time you grind or spin, this meter decreases. If it runs out, you'll lose your balance and fall (watch for flashing red!). Keep the grind meter up by pulling off plenty of air tricks.

3. Timer:
Time remaining in the current run.

4. Trick Name:
Name of the trick just completed.

5. Trick Score:
Points for the trick just completed.

6. Point Multiplier:
Increase the point multiplier by linking 2 or more tricks together or linking different styles of grinds together. Use this technique to rack up really big scores.

DEFAULT CONTROLS

Note: The controls shown are for the default (Type A) scheme. You can choose other configurations by selecting Controls on the Options menu.

Game Level Controls

Tap the **A Button** to perform a hop (small jump).
Tap left on the **Control Pad** prior to releasing the **A Button** to jump to the left (laterally).
Tap right on the **Control Pad** prior to releasing the **A Button** to jump to the right (laterally).

Other Control Schemes

TYPE B		TYPE C		TYPE D	
A Button	ACTION	A Button	ACTION	A Button	JUMP/TRICKS
B Button	JUMP/TRICKS	B Button	JUMP/TRICKS	B Button	SPINS
L Button	FLIPS	L Button	SPINS	L Button	ACTION
R Button	SPINS	R Button	FLIPS	R Button	FLIPS

Aerials

CONTROL PAD (followed by A Button)	Aerial trick (holding the A Button holds the pose)
L Button	Front-flip (while traveling forwards)
	Back-flip (while traveling backwards)
⬆ + L Button	Front-flip (while traveling backwards)
⬇ + L Button	Back-flip (while traveling forwards)
R Button	180 (repeat tapping cause further rotations by 180 degrees)
⬅ or ➡ + R Button	Dictates the direction of rotation for the 180
TAP ⬆ then B Button	Enter a grind on the hands

Grabbing a Pole/Bar (from the floor or in the air)

PRESS + HOLD B Button	To grab a bar / pole
RELEASE B Button	To jump from the bar / pole (will release at 90 degrees)

Wall Tap/Ride (in the air)

TAP B Button	Rapid wall tap (dependent on angle of the skater relative to the wall)
PRESS + HOLD B Button	To increase duration of wall-tap
TAP B Button	Wall ride (dependent on angle of the skater relative to the wall)

Aerial Tricks (Control Pad + A Button)

↓ + ←	Double Heel Grab
↓ + →	Double Shin Grab
↑ + ↑	Double Toe Grab
↓ + ↓	Flying Squirrel
↓	Banana Split
↑	Front Foot Grab
←	Heel Grab
→ + ←	Long Johnson
→	Shin Grab

↑ + ↓	Shooting Star
← + →	Stale Fish
↑ + ←	Helicopter
↗ + →	Bitcamp
← + ↑	Hangman
← + ↓	Messiah
→ + ↑	The Bomb
→ + ↓	Superman
↓ + ↑	Brucie

Grinding

Tap **B Button** (rhythmically) to change grind pose.

Grind Sequences

Tap the **B Button** to Grind. Once you begin a grind, each time you tap the **B Button** you'll go on to a different, more difficult grind. Multiply your score by chaining grinds together. See how far you can go down this list in one go!

Acid Soul
Shifty
Top Soul
Going Ape
Crouch
Apollo Right
Apollo Left
Unity
One Footer
Shifty Left
Shifty Back
Soul Left
Soul Right

Hand Grind Sequences

TAP ⬆ then the **B Button**. Enter a grind on the hands. As with the foot grinds, rhythmically **TAP** the **B Button** to advance to the more difficult grind pose.
Be careful to watch your Grind Meter!

Hand Grind
Rocket
Moon Raker
Night Rider
Cupid Stunt
Freight Train

PICK UPS

There are numerous pick ups you can collect throughout the levels by skating over them. Pick ups fall into two categories: those that enhance performance and those that boost your points. Pick ups take effect immediately.

Air Modifier

Increases your air time (jump)

Flip/Spin Modifier

Increases your spin speed

Grind Modifier

Refills your grind meter

Hangtime Modifier

Increases your hangtime (period in air)

Jump Modifier

Increases the size of your jump

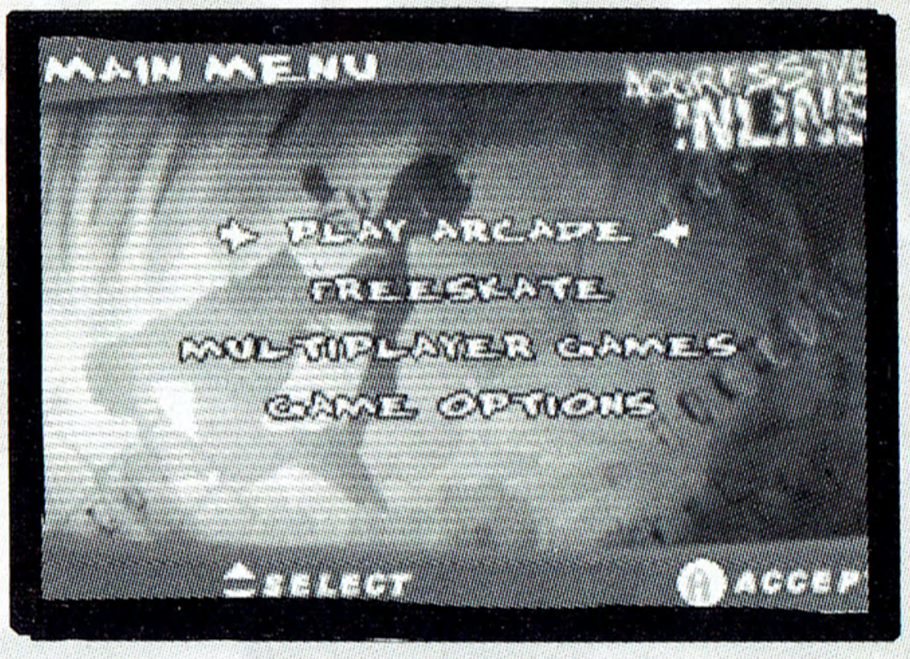
Speed Modifier

Increases your speed

GAME MODES

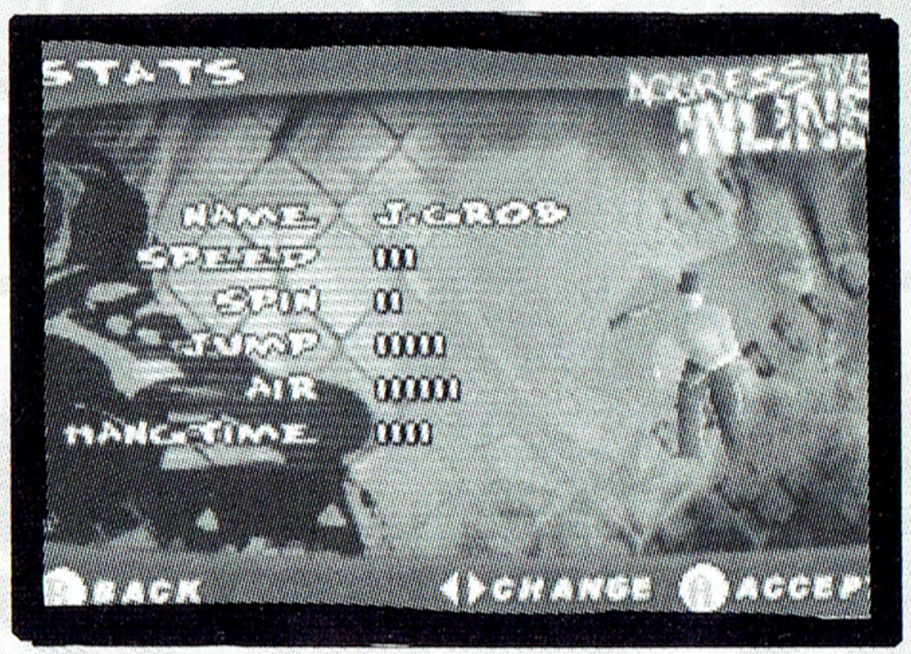
ARCADE

Choose Play Arcade and you're ready to begin a serious series of challenges that with skill and luck will take you all the way to the Acclaim Games!

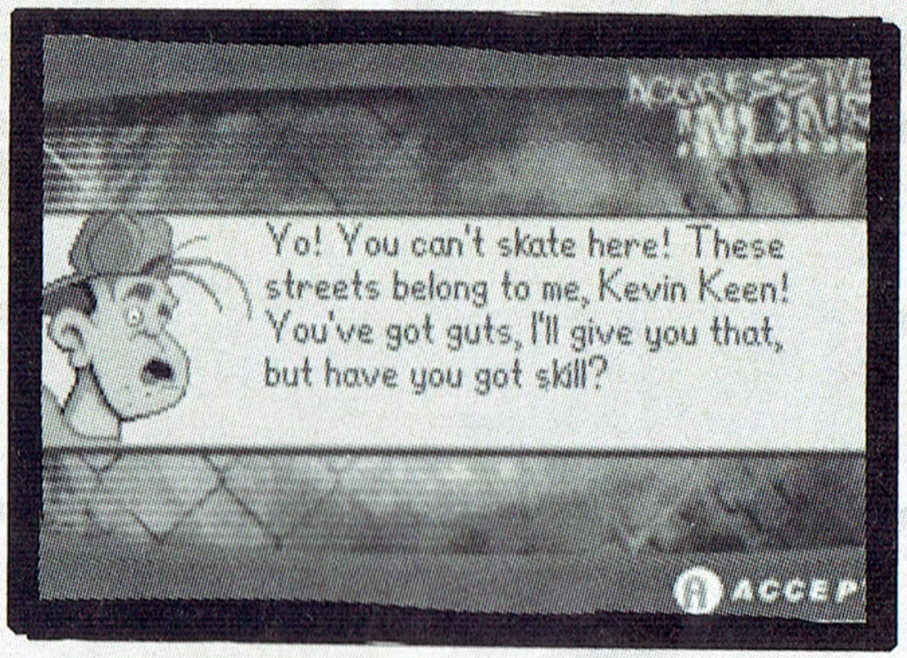


Skater Select

First, you need to choose a skater to control throughout the grueling challenges ahead. Each skater is rated in five categories: Speed, Spin, Jump, Air and Hang time. Once you choose your skater you will advance to the Challenges screen.

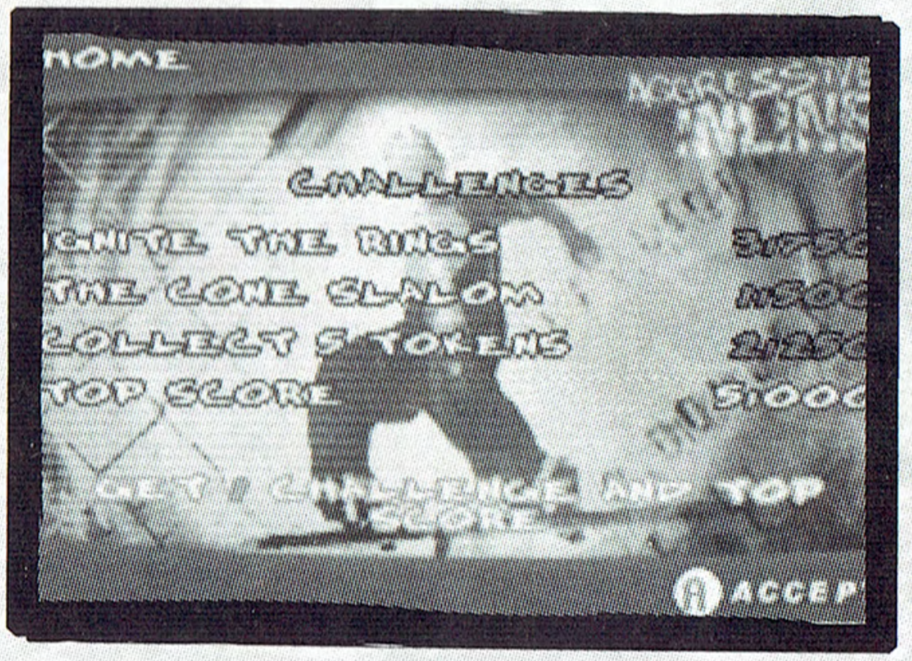


The Story



You will meet many various skate dudes along your path to glory. These punks are out to get you, so listen carefully to what each of them have to say in order to succeed. They will give you hints and tips, and also the challenges that must be completed to proceed.

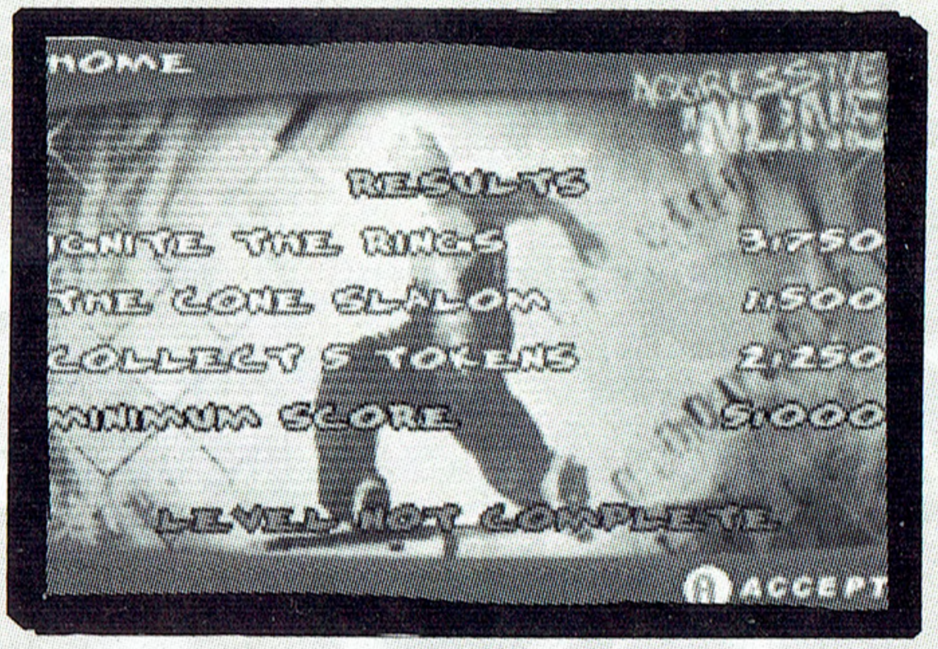
Challenges



This screen displays the challenges. Keep an eye on the bottom of the screen where the Boss tells you the number of required challenge you need to complete to move on. This will change depending on the level you are playing.

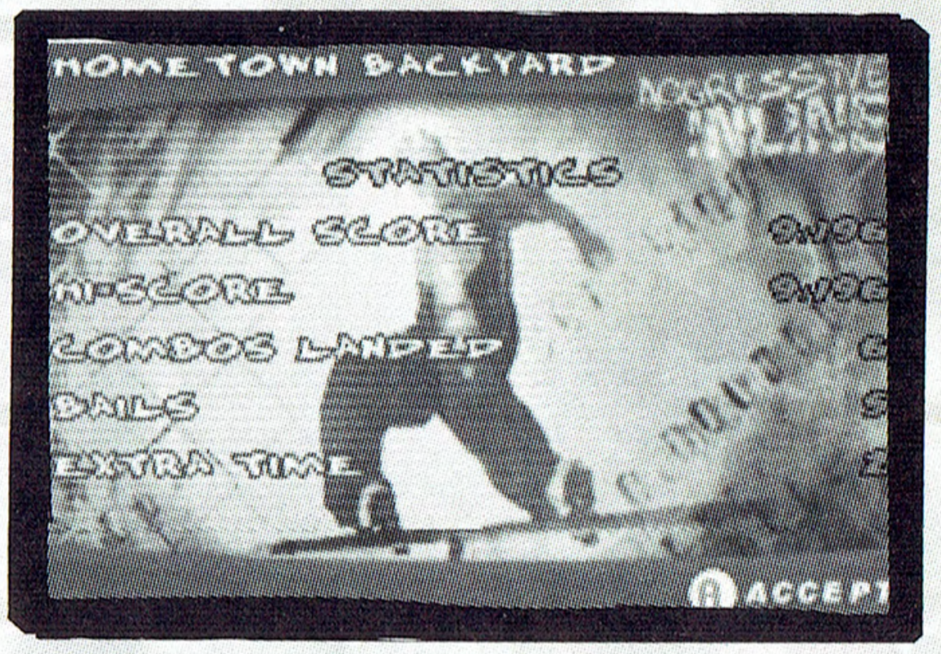
Results

At the end of a run you will see the results screen, which shows your points and which challenges you've completed. If you fail to meet the required challenges, you'll have to play the level again.



Statistics

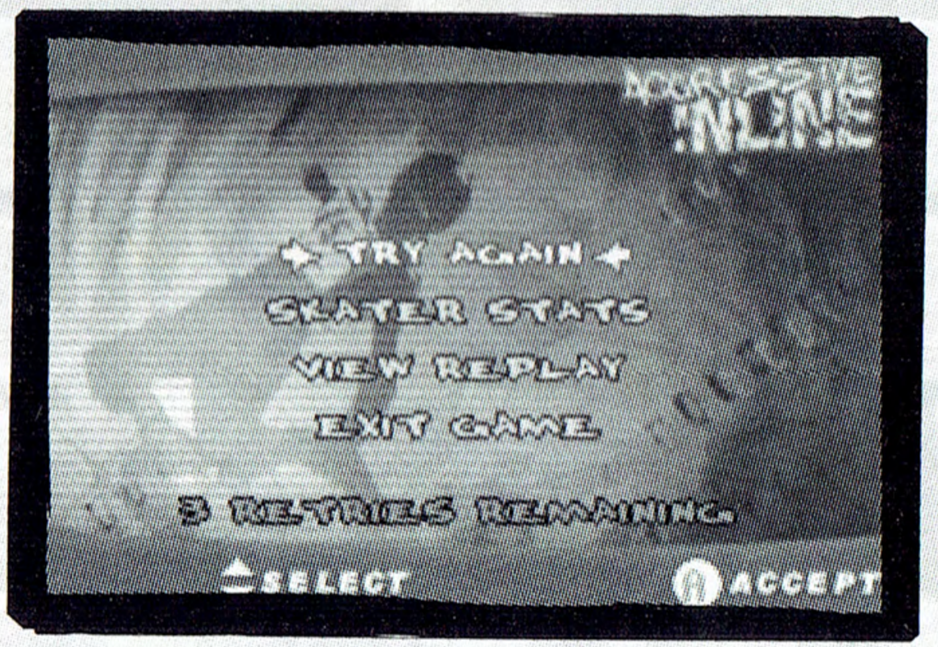
You will then come to a screen that breaks down your statistics for the session, and gives you Overall Score, Hi Score, Combos Landed, number of crashes and your Time Bonus.



Extra Time Bonus

The time bonus is listed at the bottom of the statistics screen. Players are awarded one extra second for every 2,000 points scored *over* the top score challenge. These extra seconds make a big difference as you advance to the next level.

Retry Menu



Following the session stats, you'll advance to a screen, which allows you to:

- **Try Again:** You have three chances to retry the level.
- **Skater Stats:** View your skater's stats to see if you've gained any stat modifiers.
- **View Replay:** A great opportunity to bask in your glorious antics!
- **Exit Game:** Quit the current game and return to the Main Menu.

FREESKATE

Freeskate is where players can hone their aerial skills and practice grinding those big trick lines. Only the first few levels are available when you start playing. Try Arcade mode when you feel confident you can beat the Boss at his own game. Some Boss characters will give you secret codes to unlock the their "levels", which allows you to practice them.

First, you select any available skater. Next, you'll advance to the Level Select screen, where you can choose any secret codes to unlock their levels. Simply Practice away to become the bomb!

MULTIPLAYER

Multiplayer mode allows you to play several games with a friend. Each player must have an Aggressive Inline Game Pak, a Nintendo Game Boy® Advance, and the two must be connected via a Game Boy® Advance Game Link® cable (sold seperately).

Once you choose Multiplayer mode, you must:

- First each select your skater
- Proceed to Link Up (the game will ensure that both units are linked correctly)
- Choose Game Mode and Game Options (Player 1 will control the selection)
- Choose Level to Play (Player 1 will control the selection)

You're ready to play!

Game Modes

Hi-Score: The player who finished with the highest scores wins!

Trick Attack: The player with the highest scoring trick combo wins!

Jumbo Combo: The player with the most tricks in a single combo wins!

HINTS AND TIPS

- You should be careful when attempting to slalom through traffic cones. It will only count if you start maneuvering around the first cone from left to right. If you hit a cone, the challenge will be lost until you start the level again.

- Learn how to move laterally by tapping left or right on the **Control Pad** before releasing the **A Button**. This is an important skill to lean how to use. Sometime player perform this movement by accident, make sure you attempt spins or rotations after you release the **A Button** to prevent this.

- Slow down by pressing down of the **Control Pad** while grinding. This sometime help if you keep jumping over the next rail, bar or post.

- Some gap challenges require players to jump off of one ramp to land on another. The challenge will only count if you land on the landing ramp.

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ACCESS

TRS
DETAIL

TRS
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NOTES

NOTES

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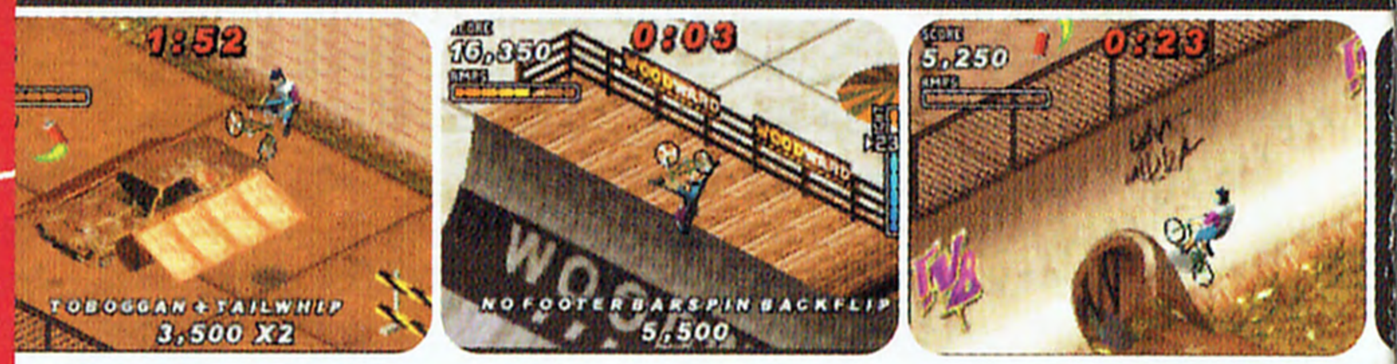
Respect the RIDE, not GRAVITY



10-Time World Champion Dave Mirra is back. Grab big air, jump huge gaps and pull some of the SICKEST tricks imaginable as you embark on a ProQuest to become the top rider around -- even better than the Miracle Boy himself. The only thing holding you back is a little gravity.

EVERYONE
E
CONTENT RATED BY ESRB

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