GAME BOY® ADVANCE

AGB-BT9E-USA

Tak 2™ the Staff of Dreams

INSTRUCTION BOOKLET

THQ®

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.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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

Important Legal Information
Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.
This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.
Rev-D (L)

© 2004 THQ Inc. © 2004 Viacom International Inc. All Rights Reserved. Nickelodeon, Tak 2: The Staff of Dreams and all related titles, logos and characters are trademarks of Viacom International Inc. Developed by Helixe. Exclusively published and licensed by THQ Inc. Helixe, THQ and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners.

LICENSED BY

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

TABLE OF CONTENTS

The Apprentice Shaman's Survival Guide 2
Setup 3
Getting Started 4
Game Controls 5
Survival Basics 6
How to Navigate the Dream World 7
How to Use Your Juju 9
Items & Inventory 10
How to Interact with Animals 12
The Juju Who's Who 14
Credits 20
Limited Warranty 22

Welcome to the world of the apprentice shaman. Contrary to popular belief it's not all just tikis and temples. There's a certain amount of danger involved. That's why we've put together The Apprentice Shaman's Survival Guide with tips on everything from what to do when your mentor turns into a flea to how to cross a raging river on the back of a friendly bear.

How to Interpret Strange Dreams

So you've been having these strange dreams lately and one in particular sticks with you. In it you defeat the mysterious Dream Guardian who reveals a staff covered in unusual markings. But just as you go to grasp it, a creature calling himself the Dream Juju snatches the staff and disappears.

You consult your mentor, the wise shaman Jibolba, and he suggests that you visit his brother, JB, who's an expert when it comes to dreams. JB interprets your dream and reveals that what you saw was the Staff of Dreams as it was stolen! The staff allows its wielder to use the dreams of others to alter reality. Now, whoever is behind the staff's disappearance is causing rifts to open up leaking nightmare creatures into the real world!

Your quest is clear. Seal off the dream rifts and put a stop to those nightmare creatures! Only then will you be able to bring back the Staff of Dreams.

SETUP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of Tak 2: The Staff of Dreams into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

On the Main Menu screen, choose from the following selections by using the Control Pad to scroll through the menu, the A Button to make your choice or the B Button to return to the previous selection.

New Game

Use this option to begin a new game.

Saving the Game

The game is saved automatically whenever you complete a level (receiving Flora's congratulatory message), and return to the map screen. The saved game is erased automatically when you start a new game.

Note: If you start a new game with an old one saved, you will delete the old saved data and will not be able to return to that game.

Continue

This menu choice lets you continue a previously saved game. Only one saved game can be stored.

GAME CONTROLS

Control Pad ..... Move Tak

A Button ..... Jump

B Button ..... Use Thwark
Pickup, Carry,
Throw sheep

L Button (hold) ..... Access inventory

L Button (tap) ..... Use selected item

R Button ..... Enter Dream World

START ..... Pause/Option

SELECT ..... Manage Inventory

Juju Powers

Control Pad Down
+ A Button ..... Spirit of Movement

A Button +
A Button (hold) ..... Spirit of Air

Control Pad Down (x2) ... Spirit of Earth

Control Pad Down ..... Spirit of Strength
(while airborne)

SURVIVAL BASICS

As you set out to seal up the dream rifts and find the Staff of Dreams, be sure to pay attention to the following survival indicators.

①Health Bar: Displays your health level.

②Mana Bar: Shows how much mana you have. Mana is what fuels your Juju powers.

③Dream Energy Meter: Measures your dream energy. Use this special energy to enter the Dream World.

World Map

The World Map helps you keep track of your adventure. Icons represent the different stages of your journey. Once you complete a stage, new paths and stages are revealed.

Yorbel Stores

Each region on the World Map has a Yorbel Store where you can buy different power-ups. You'll need yorbels to make a purchase. In addition to collecting them during your journey, you can win them by playing a mini-game at the store.

HOW TO NAVIGATE THE DREAM WORLD

The Dream World is a parallel dimension that exists alongside the real world, populated by dangerous nightmare creatures. It's a place where a young shaman can replenish mana and discover hidden secrets. You have to have a certain amount of dream energy in order to enter this realm. Lucky for you, there are two ways to acquire dream energy. The first is to come within range of bubbling cauldrons of dream energy. The second is by defeating enemies.

Survival Tip:

Sleeping villagers are what power the dream rifts. You can awaken them with a tap of your Thwark to help close the rifts. Rifts close quickly, so return to the beginning of the level before the timer runs out.

HOW TO NAVIGATE THE DREAM WORLD

While exploring the world of Tak, you will often encounter hidden 'dream blocks,' which are only accessible when Tak enters the Dream World. Use the R Button to cross over into the dream dimension.

You can only visit the Dream World for a limited amount of time. You'll notice that your dream energy slowly drains away during the course of your stay, so it's best to use your time there wisely. Use it to look for platforms and passages that aren't visible in the real world and to collect creatures called weegees, which are a good source of mana.

Survival Tip:

Weegees are drawn to you in the real world. They'll attach to you and slowly drain your health. Your roles are reversed in the Dream World, though. There, weegees run from you as you collect them for mana.

HOW TO USE YOUR JUJU

The Juju gods have smiled on you. You've got four brand new Juju powers to use on your adventure. Remember that mana is what fuels your Juju. You can't use your powers without it.

Spirit of Air

Use the floating ability to access out of reach places and bridge large gaps between platforms.

Spirit of Earth

Barrel through nightmare creatures using this rolling technique.

Spirit of Movement

Teleport to a new location, overcoming obstacles in your path.

Spirit of Strength

While in the air, dive and pound the ground to defeat enemies.

ITEMS & INVENTORY

What would a shaman's apprentice do without tikis and potions? On your bold quest to reclaim the Staff of Dreams, keep an eye out for the items listed below. You can hold up to five items in your inventory, but you can only use one item at a time. The item in use will appear at the top left corner of the screen. Hold the L Button to access your inventory.

Dream Potion: Fully restores dream energy.

Health Potion: Fully replenishes health.

Mana Potion: Fully restores mana.

Rejuvenation Potion: Restores both health and mana fully.

Earth Tiki: Causes boulders to fall from the sky, damaging enemies and breakable blocks.

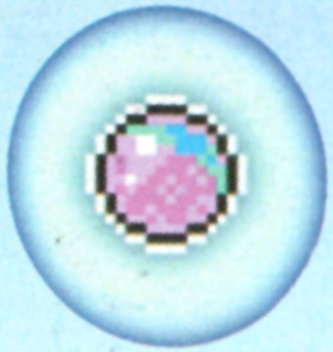
Mana Tiki: Transforms all enemies on screen into mana that can be collected by Tak.

Storm Tiki: Causes lightening bolts to rain down and strike all enemies on screen.

Transformation Tiki: Converts health into mana and vice versa.

Dream Shield: Makes you invincible, but only for a limited time.

Yorbel: Use to purchase power-ups and other items in the Yorbel Store.



HOW TO INTERACT WITH ANIMALS

As a shaman's apprentice, you have the skills to interact with the animals around you. They're always willing to help you out in unique ways.

Bears

Bears are crucial when it comes to crossing swift river currents. Ride a bear's back to ford a river against the rushing currents.

Sheep

Think of sheep as a portable trampoline. Bounce on their backs for an extra boost that'll launch you into unreachable areas. You can pick them up, carry them and place them wherever you need them most. Pressing the A Button near a sheep will cause Tak to pick it up. Then, tapping the A Button will cause him to drop it. Holding the A Button and then releasing it will cause Tak to loft the sheep a bit further.

Turtles

Hop on a turtle's back to cross over hazardous bogs.

Birds

Birds will help you travel long distances. They'll wait in their nests for you to hop on their backs and then take off into the air. Use the A Button to flap the bird's wings and rise higher in the sky or else you'll descend slowly. You can also cause the bird to drop eggs on enemies below by pressing the B Button. Birds land automatically when they approach another nest.

THE JUJU WHO'S WHO

Tak

Tak is back! Our adventurous hero has grown a bit since his last adventure! Still an apprentice to the wise old shaman, Jibolba, he's learned four new Juju abilities to help him rescue the Staff of Dreams.

Jibolba

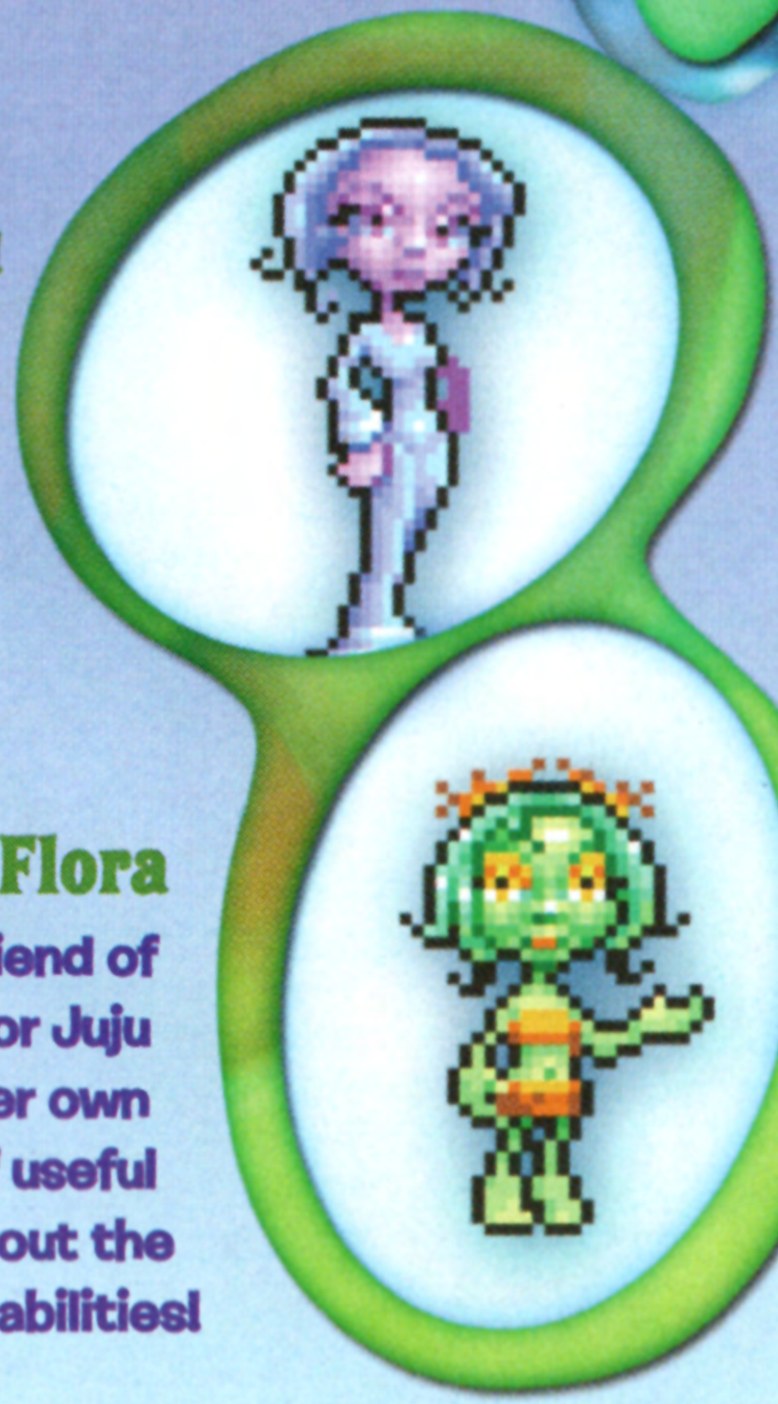
Tak's wise old mentor, Jibolba is the shaman of the Pupanunu village. Don't be alarmed when he transforms into a flea. It's just an easy way for him to travell Jibolba may be a bit crusty, but he gives great advice.

JB

Jibolba's brother, JB, is an expert when it comes to interpreting dreams. He lives in the Planetarium and provides useful information about the Staff of Dreams.

Moon Juju

Moon Juju is a benevolent goddess and the caring guardian of the Pupanunu tribe.



Flora

Flora is a good friend of Tak's and a junior Juju goddess in her own right. She's full of useful information about the new Juju abilities!

Lok

Once thought to be the "chosen one" among Tak's people, Lok is an older apprentice shaman whose constant attempts to prove his worthiness often wind up landing him in need of rescue.

Tlaloc

This evil shaman has a serious axe to grind. He's none too thrilled about being turned into a sheep at the end of his first showdown with Tak. So you can bet that whatever wicked scheme he's got planned, it's a major threat to our hero and the people of his village.

Nightmare Creatures

Nightmare creatures come in various shapes and sizes and now that they've leaked into reality, they're causing all sorts of chaos. Here are just a few of the foes to look out for.

NOTES

CREDITS

Helixe Studios

Project Lead
Dave Konieczny

Lead Programmer
Peter Lim

Lead Artist
Jason Beene

Animators
Adam Tierney
John Beauchemin
Christopher D White
Jason Beene

Programming
Jason Benham

Additional Programming
Jeff Dixon
Mat MacKenzie
Pat McElhatton
Jeff Rubin
Michael Seegers

Audio Director
Mashi Hasu

Game Design
Jason Beene
Jason Benham
Dave Konieczny
Peter Lim
Mark Tsai

Project Manager
Mark Tsai

General Manager
Kurt Bickenbach

THQ Inc.

Creative Manager
Stephen Jarrett

Project Managers
Kathleen Nicholls
Rachel DiPaola

Technical Manager
Peter Andrew

Art Director
Thom Ang

Licensing Manager
Stephanie Wise

Director, Project Management
Duncan Kershaw

VP, Product Development
Philip Holt

Director, Quality Assurance
Monica Vallejo

Test Supervisor
Travis Tholen

Test Lead
Luis R. Sanchez

Testers
Jake Jarvi
Michael Ricco
Lukas Weyandt
Eric Williams

First Party Supervisor
Evan Icenbice

First Party Specialists
Adam Affrunti
Joel Dagang
Scott Ritchie

QA Technical Supervisor
Mario Waibel

QA Technicians
James Krenz
Brian McElroy

Mastering Lab Technicians
Charles Batarse
Glen Peters
Jon Katz

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Matt Elzie
Scott Frazier

Senior Vice President, Worldwide Marketing
Peter Dille

Director Global Brand Management
John Ardell

Senior Product Marketing Manager
Danielle Conte

Product Marketing Manager
Ed Lin

Director of Creative Services
Howard Liebeskind

Creative Services Managers
Kirk Somdal
Stephanie Barr

Creative Services Coordinator
Melissa Donges

Manual Writer
Erica David

THQ International

Head of Brand Management
Michael Pattison

International Brand Manager
Karine Goethels

Associate International Brand Manager
Sarah Nicholson

Director of Localisation
Susanne Dieck

Localisation Engineer
Bernd Kurtz

Submission Coordinator
Florence Kum

THQ Special Thanks
Brian Farrell
Jack Sorensen
Tiffany Terran
Germaine Gioia
Leslie Brown
Brandy A. Carrillo
Terri Schiek
Keith Kraegel
Juston Antony

Nickelodeon Interactive

SVP of Media Products
Steve Youngwood

Director of Interactive Production & Marketing
Stacey Lane

Coordinator of Interactive Production & Marketing
Jack Daley

Creative Director Nickelodeon Creative Resources
Tim Blankley

Senior Designer of Interactive Nickelodeon Creative Resources
Rob Lemon

Nickelodeon would like to thank:
Eric Alan
Giuseppe Bianco
Kristen Buckley
Leigh Anne Brodsky
Pete Danielson
Jaime Dictenberg
Russell Hicks
Paula Kaplan
Pam Kaufman
Jodi Skoutas
Paul McMahon
Linnette Pastori
Miles Rohan
Jason Root
Joe Sandbrook
Eric Squires
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller
Deb Krassner

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32164. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and International copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and International copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Stephen Hillenburg

NICKELODEON movies

NINTENDO GAMECUBE

GAME BOY ADVANCE

www.spongebobmoviegame.com

Paramount A VIACOM COMPANY

NICK GAMES

www.nick.com

EVERYONE

E

CONTENT RATED BY ESRB

Mild Cartoon Violence
Comic Mischief

THQ INC. 27001 AGOURA RD., SUITE 270 CALABASAS HILLS, CA 91301

© 2004 THQ Inc. © 2004 Paramount Pictures and Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

THQ

www.thq.com

PRINTED IN USA

104476