GAME BOY® ADVANCE

AGB-AZPE-USA

Zapper™

One Wicked Cricket!

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
Comic Mischief

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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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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GETTING STARTED

1. Turn OFF the POWER switch on the Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Zapper* Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the POWER switch. The title screen will appear. If you don't see it, begin again at step 1.
4. When the title screen appears, press **START** to proceed to the Main Menu.

GAME CONTROLS

MENU NAVIGATION	
KEY	**ACTION**
+ Control Pad	Move Highlight / Adjust Setting
A Button or START	Confirm
B Button	Back / Previous

GAME CONTROLS	
KEY	**ACTION**
+ Control Pad	Jump
A Button	Zap, Super Zap (if super charged)
B Button	Super Jump
B Button (press and hold)	Super Jump and Buzz-Fly
L Button	Turn Left
R Button	Turn Right
L Button + R Button (press and hold)	Locate (point antennae toward nearest egg)
START	Pause Menu, Skip messages

SAVING, LOADING AND RESETTING YOUR GAME

SAVING

Once you start a new game in Story Mode and enter a player name, the game will automatically save your progress as you complete each level. You can save up to three games on one *Zapper* Game Pak.

LOADING

You can load a saved game from the *Zapper* Game Pak to resume playing where you last left off. Load a saved game by selecting One Player from the Main Menu, then Story Mode, and then Continue. Next, use the **+ Control Pad** to select a name from the Choose Save Slot window and press the **A Button** to continue.

RESETTING

You can reset level high scores for any saved game by accessing the Options from the Main Menu and following the on-screen instructions. Please see page 11 for further information.

To reset the progress in any saved game, choose One Player from the Main Menu, then Story Mode, and then New Game. Next, use the **+ Control Pad** to select the saved game you wish to reset and press the **A Button** to continue. The game will confirm that all data for that saved game will be lost if you continue. Select Yes to erase the saved game and start a new game from the beginning. Select No to return to the previous menu.

BE THE CRICKET!

Meet Zapper — the fastest, coolest, most electrifying cricket in the known universe!

And meet Maggie — a greedy grump of a magpie who loves to decorate her nest with shiny baubles that she steals from throughout the land. In place of these trinkets, Maggie leaves behind eggs, which hatch into more magpies, who steal even more! Maggie must be stopped!

Unfortunately (for her!), Maggie nabbed Zapper's younger brother Zipper and carried him to her nest far away. Now it's up to Zapper to rescue his little bro and put an end to Maggie's reign of thievery. It won't be easy — Zapper's curious world is crowded with pitfalls and unpleasant creatures. But with his innate abilities, firefly friends and, of course, help from you, he just might have a chance.

CAST OF CHARACTERS

ZAPPER

No one asked this cricket whether he wanted to save the world — but somebody's got to do it! With your help, Zapper will face every challenge and defeat any foe as he attempts to rescue Zipper from the clutches of Maggie the Magpie.

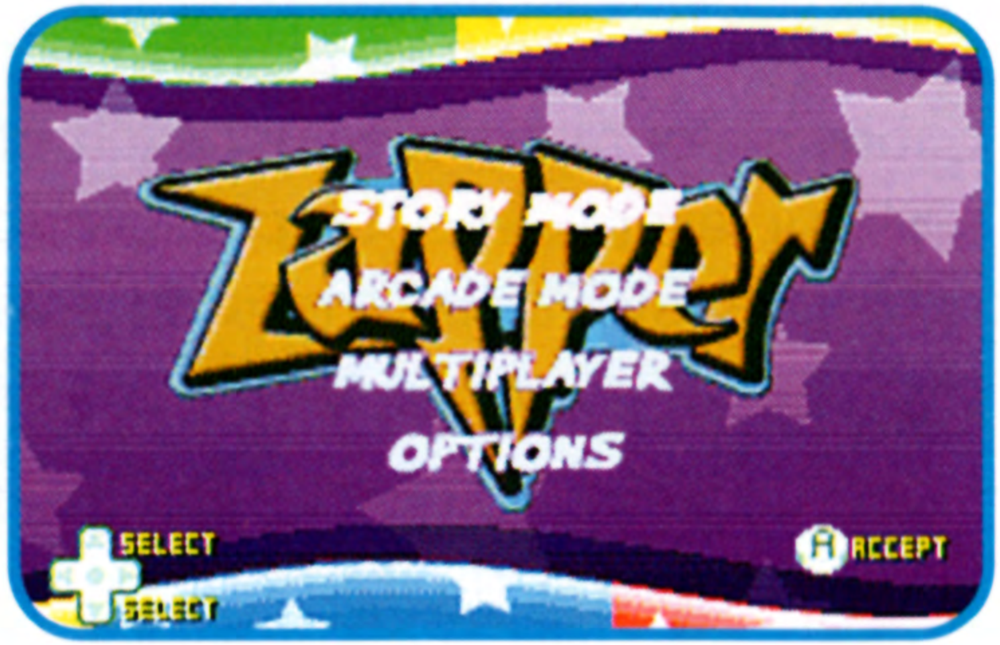
ZIPPER

Every little grub wants to be just like his older brother — play the same games, scarf the same snacks, watch the same shows — and Zipper is no different. It's Zipper's disappearance after a tussle over the TV that leads to Zapper's quest to rescue his little brother from the thieving magpie!

MAGGIE THE MAGPIE

This greedy thief is attracted to shiny objects, and she wants them all for her nest! Unfortunately, Zipper is one of them. To make matters worse, Maggie is depositing eggs throughout the land that will hatch and release baby magpies who will help her collect ALL of the shiny and blinking baubles in the world.

MAIN MENU



At the Main Menu screen, press the **+ Control Pad** to highlight the type of game you want to play and then press the **A Button** to select that option.

STORY MODE

This is the exciting single-player game featuring the adventures of Zapper in his quest to rescue Zipper and defeat Maggie. (See "Playing Story Mode" on page 18.)

Note: You must play through a level in Story Mode before you can access that level in Arcade Mode.

ARCADE MODE

Arcade Mode allows you to play any level you have unlocked in Story Mode, including any bonus levels. In Arcade Mode, you can practice levels, try to finish a level in record time, and more. (See "Playing Arcade Mode" on page 18.)

Note: Arcade Mode is not available when you first start the game. You must complete a level in Story Mode before you can play it in Arcade Mode.

MULTIPLAYER MODE

This allows up to four players connected via Game Boy® Advance Game Link® Cables to compete against each other using a single *Zapper* Game Pak. See "Playing a Multiplayer Game" on page 20 for more information about multiplayer game variations, and instructions on how to link multiple Game Boy Advance systems.

GAME OPTIONS

Select Options to change game settings. At the Options screen, use the **+ Control Pad** to highlight the option you want to change and then press the **A Button** to enter that option's sub-menu. When you have completed your adjustments, return to the previous menu by pressing the **B Button**.

Music Volume – Press the **+ Control Pad** left and right to adjust the volume of the music and press the **A Button** to confirm that setting.

SFX Volume – Press the **+ Control Pad** left and right to adjust the volume of the sound effects and press the **A Button** to confirm that setting.

Brightness – Press the **+ Control Pad** left and right to adjust the screen brightness and press the **A Button** to confirm that setting.

Reset High Scores – Highlight this option and press the **A Button**. Next, follow the on-screen instructions to reset all of the level high scores and best times.

View Credits – See the names of the talented people who helped create the game.

PAUSE MENU

You can press **START** while playing to pause the game and access the Pause Menu. Press up or down on the **+ Control Pad** to highlight an option in the Pause Menu, and press the **A Button** to confirm your selection. You can select from the following options:

Note: You may not pause during a bonus round in Story Mode, or during a multiplayer game.

Music Volume – Press the **+ Control Pad** left and right to adjust the volume of the music and press the **A Button** to confirm that setting.

SFX Volume – Press the **+ Control Pad** left and right to adjust the volume of the sound effects and press the **A Button** to confirm that setting.

Brightness – Press the **+ Control Pad** left and right to adjust the screen brightness and press the **A Button** to confirm that setting.

Quit Level – Takes you back to the Map screen. All progress on the current level will be lost.

Quit Game – Takes you back to the Main Menu.

Resume – Continue from where you left off before you paused the game.

MAIN GAME SCREEN

Survival as a heroic cricket is no small feat. Not only do you have to worry about alarming adversaries and terrifying terrain, you also have to keep track of eggs, orbs, lives, and more. Here's a breakdown of some of the information you can expect to see on screen.

ZAPPER'S ABILITIES

JUMP

Use the **+ Control Pad** to move Zapper one square in any direction or onto a platform that is one step up.

SUPER JUMP

When a regular jump is not enough, try a super jump. Press the **B Button** to jump twice the distance or twice the height of a regular jump.

LOCATE

Zapper has the innate ability to locate any eggs left behind by Maggie, even those hidden in boxes or otherwise concealed. Press and hold the **L Button** and **R Button** simultaneously to make Zapper's antennae point in the direction of the nearest egg.

BUZZ-FLY

Any creature can jump, but only a few can hover. Press and hold the **B Button** to make Zapper jump and then hover (or Buzz-Fly) for a few seconds.

ZAP

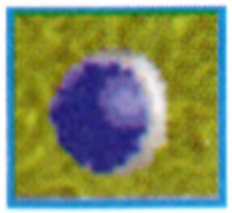
Sometimes you need to deliver a little jolt to remind everybody who's boss. Press the **A Button** to zap a creature or to open a box located in an adjacent square.

SUPER ZAP

Sometimes enemies and objects are too tough for Zapper's normal zap. This is a job for super zap! If you free enough fireflies by collecting power orbs, the friendly fireflies will swarm in a strategic place. When Zapper gets close enough to this swarm, they will charge him up, giving him a single, very powerful super zap. When Zapper is charged up, tap the **A Button** to use super zap.

POWER-UPS

There are a variety of power-ups scattered throughout the world that give Zapper temporary protection, speed, access to hidden areas, and more. Hop onto a power-up to activate it. All power-ups, except the helmet, work only for a short period of time. Below are a few of the power-ups you'll hop across in the game. Be on the lookout for more!



Power Orb – Collect these to unlock secrets and charge up your super zap powers.

Extra Life – Gives you an extra chance to attempt a risky maneuver.

Helmet – Allows Zapper to absorb one hit more than he normally could.

Quick Hop – Lets Zapper move extra fast!

REWARDS

If you collect every orb in a world, you unlock a special bonus level. But to collect every orb, you must complete a special Orb Challenge on each level. When you complete the challenge, you can enter previously hidden areas of that level and collect the remaining orbs.

PLAYING A SINGLE-PLAYER GAME

ENTER YOUR NAME

When you start a new game, you must enter a three-character name in the Name Entry screen. Use the **+ Control Pad** to choose a letter and then press the **A Button** to accept the letter and proceed to the next letter. Press the

B Button to erase the previous letter. Select SPACE to leave the letter slot blank. After you've entered three characters, press the **A Button** to exit the Name Entry screen and save the name you entered.

PLAYING STORY MODE

When you select Story Mode from the Main Menu, the Map screen is displayed. Here, you can scroll through all of the worlds and levels, and play any level you have previously unlocked (by finishing it in Story Mode). Use the **+ Control Pad** to scroll between unlocked levels, and hit the **A Button** to play the selected level.

Note: You can only complete a level after you have collected all of the eggs on it and made it to the exit. Some eggs are hidden, so keep a careful watch for hidden areas or containers where Maggie might hide an egg.

PLAYING ARCADE MODE

All levels are locked in Arcade Mode until you complete them first in Story Mode.

Select Arcade Mode, then use the **+ Control Pad** to highlight a level and press the **A Button**. Next, choose an arcade game variation (see page 19) by using the **+ Control Pad**, and pressing the **A Button** to start playing. Press the **B Button** to return to a previous menu.

ARCADE GAME VARIATIONS

Time Attack – Race against the timer and get to the finish line in the quickest time. When you beat the target time for a level, it will open that level up for play in Orb Challenge.

Orb Challenge – Race against the timer to collect all of the orbs and get to the finish line in the quickest time. You must collect all 100 orbs and finish faster than the target time to complete the level. When you set a record time, you will unlock that level in Ghost Race.

Ghost Race – Complete the level and beat the ghost to win! The ultimate challenge — are you up to it?

END OF LEVEL

When you complete a Single-Player level, a Summary screen will display your stats, including the time you took to complete the level and how many items you collected.

If you have achieved a best time in Arcade Mode, you'll also be asked to enter your name at the Name Entry screen (see page 17).

PLAYING A MULTIPLAYER GAME

Zapper allows up to four players to compete on a single *Zapper* Game Pak using up to three Game Boy® Advance Game Link® Cables for four-player battles.

HOW TO CONNECT MULTIPLE GAME BOY ADVANCE SYSTEMS

Before you connect Game Link cables, make sure that all Game Boy Advance systems are turned OFF. After you connect all the Game Link cables, Player 1 must insert the *Zapper* Game Pak and then all players can turn their systems ON.

Note: Other players must either have no Game Pak in their system, or they must simultaneously hold down **START** and **SELECT** while turning ON their system to trigger one Game Pak multiplayer mode (see the Game Boy Advance manual for more information).

STARTING A MULTIPLAYER GAME

Player 1 can now select Multiplayer from the Main Menu. A new screen will appear showing the status of all of the linked Game Boy Advance systems. Each player will be represented by one of three status modes: Not Connected, Checking, or Connected.

Once all players are shown as being Connected, Player 1 can press **START** to begin the multiplayer game. Data will now be transferred to all connected systems.

Note: The game data in this mode will be erased when you turn OFF the Game Boy Advance systems.

MULTIPLAYER MENUS

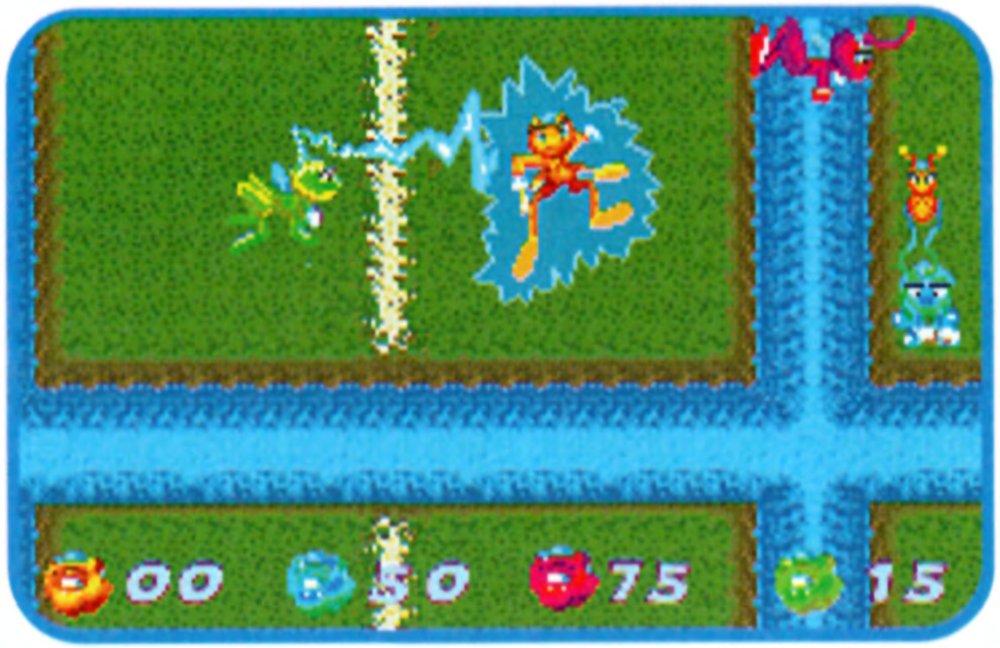
After the game data is successfully loaded into each system, Player 1 will be presented with a menu to choose options for the game.

There are three choices to make before starting a Multiplayer game. Press up and down on the **+ Control Pad** to select the option you wish to change and then press left or right on the **+ Control Pad** to change that setting. As Player 1 changes these options, these settings will be displayed on the other players' screens.

MULTIPLAYER GAME VARIATIONS

First, select a Multiplayer game variation:

Zipper Ball – Zippers appear one at a time in the center of the level. Pick a Zipper up by colliding with it and throw it into one of the goals by pressing the **A Button**. Zap ball-carrying players to make them drop the ball. The player who scores the most goals wins!



Mega Zipper Ball – Same as Zipper Ball except that Zippers will pop up all over the place! Grab them and score as fast as you can!

Death Match – Zap your opponents out of the arena to score before they throw you out!

Last Man Standing – You have one life each in this frantic variation on Death Match! Battle to be the last player left in the arena.

Strangle Hold – Grab the single Zipper by colliding with it and hold on as long as you can! The player who manages to hold on the longest during the match wins! Zap a player to make him drop Zipper.

TIME LIMIT

Next, set the length of the match between 1 and 10 minutes.

LEVEL

Finally, Player 1 must choose the Multiplayer arena to play in. At the start of the game, only one level can be selected. Successfully completing the bonus levels in Story Mode will unlock new Multiplayer levels.

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www.ina-community.com

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http://www.ina-support.com

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address on the next page.

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Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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