

Nintendo

GAME BOY color

CGB-B4PE-USA



Sabrina

The Animated Series™

Spooked



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



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.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998, 2001 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR AND GAME BOY® ADVANCE VIDEO GAME SYSTEMS.

Contents

Introduction	.2
Getting started	.3
Basic Controls	.4
Main Menu	.5
Password Screen	.6
Game Screen	.7
The Goal	.8
Help from Salem	.9
Spells	.10
Worlds	.11
Customer Support	.14
Limited Warranty	.15



Introduction



On a day like any other, Sabrina notices her aunts acting crazy. Hilda is washing dishes with soup instead of soap and Zelda is reading a pizza like a newspaper. Before Sabrina can figure out what's happening, her zombie aunts sleepwalk through a magic portal. To get to the bottom of this, Sabrina and her cat, Salem, follow them. On the other side of the portal, Sabrina realizes she's stepped into a trap. The Spooky Man plans to steal the magical powers of Sabrina, Hilda, Zelda, and all the world's witches and wizards. It's up to you to make sure that never happens!

Getting Started

1. Make sure that the **POWER** switch on your Nintendo Game Boy Color is in the **OFF** position. Never insert or remove a Game Pak while the **POWER** switch is in the **ON** position.
2. Insert the **Sabrina, The Animated Series: Spooked!** Game Pak into the slot at the back of the Game Boy Color unit. Make sure the Game Pak is securely in place by pressing it firmly into the slot.
3. Turn the **POWER** switch to the **ON** position. You should see the Nintendo logo appear. (If you don't, begin again at step 1.)



Basic Controls

A Button - Jump Up: The longer you hold down the A Button, the higher the jump. Bop the enemies on their heads to knock them out!

B Button - Zap with Sabrina, Tail Whip kitty blocks with Salem.

Control Pad Left/Right - Move the character left or right. You can also make the character run by pressing Left or Right while holding the B Button.

Select - Switch between controlling Sabrina or Salem (once Salem's been found.)

Start - Pause/Resume Game

Advanced Controls - Sabrina

Control Pad Up - A Button - Sabrina turns into a bubble that floats upwards until it pops. The bubble can be steered by using the Control Pad.

Control Pad Down (While jumping) - Makes Sabrina crush through weakened floors.

Double Tap left or right - makes Sabrina whirl like a tornado to defeat enemies.

Main Menu

Press Up or Down on the Control Pad to choose between these two options:

New Game – Begin a new game

Password – Enter a password from a previous game

Once you've chosen one of these two options, press **START**.



Password Screen

When you complete a level, you will receive a password. It's a good idea to write down your password! If you enter it the next time you play, you can continue where you left off.

If you would like to enter your password, choose the **PASSWORD** option on the Main Menu screen and press **START**.

Use the Control Pad to fill in the blank spaces. Use the Up or Down Arrow to choose different symbols, and Left and Right Arrows to move the highlighted area to the place where the symbol will be inserted. When all four blank spaces have been filled in, press **START**. If the password was entered correctly, you will continue from that level. If you get an error, the password was not correctly entered! Make sure that the symbols are correct, and try again.

Game screen

Along the bottom of the screen you can see information that will help you complete each level.

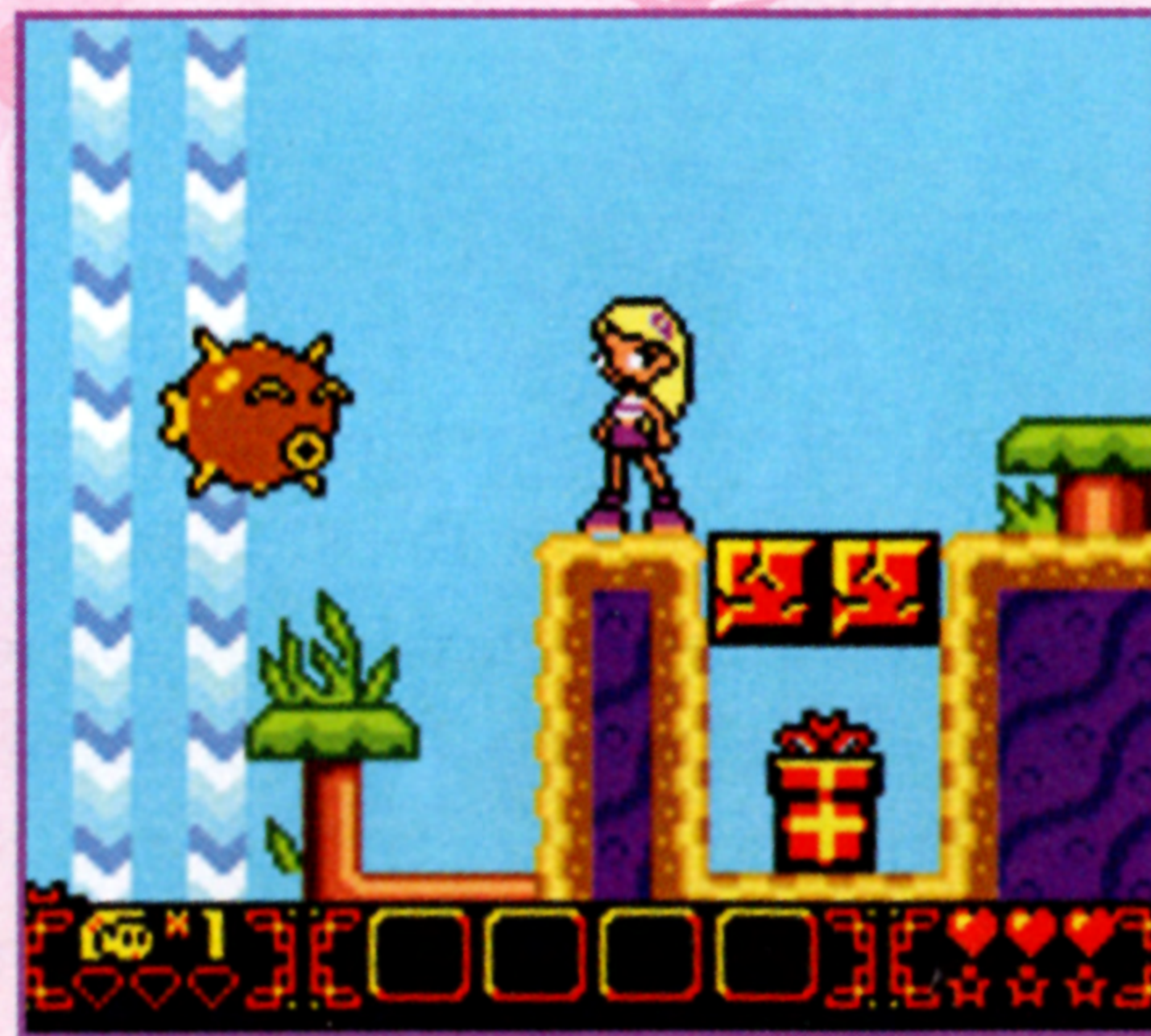
Crystals – Shows how many Crystals have been collected in the current level.

Spells – Shows which spells you currently have. Once you find a spell it will appear in this window.

Power Stars – Shows how many Power Stars have been collected.

Health Hearts – Shows how much punishment Sabrina and Salem can take before their turn is over. Salem and Sabrina share the same Hearts, so be careful!

Lives Remaining – Shows the number of turns left before the game is over.



The Goal

On each level, Sabrina must collect all three Crystals to activate the Exit Portal. Standing in the way will be dozens of enemies and obstacles that must be avoided or defeated in order to move on. Sabrina can give a magic blast or bop the enemy from above. She can also zap open presents to find Salem, power stars, Health Hearts, Spells and 1Ups (extra lives). The spells can be used over and over in the level until the player loses a life, restarting the level.

At the end of each world, Sabrina must survive one of Spooky's traps. Eventually the final fight is with Spooky himself. Only after defeating Spooky once and for all can Sabrina free her aunts and restore their magical powers.



Help from Salem

Sabrina will need all the help she can get, and that's where Salem comes in! Sabrina will have to look for him first, but once he's found, Salem will help join the search for the Crystals.



By pressing SELECT, you can swap between Sabrina and Salem. Although Salem can't defeat enemies, he runs much faster and fits into areas too small for Sabrina. He can also use his tail to whip away Kitty Blocks that block Sabrina's path. Be warned! Salem is too small to bounce off those nasty monsters, so steer clear of them.

Note: You can swap between Sabrina and Salem unlimited times during the level, but you must complete the level as Sabrina. When the next level begins, Salem must be found again.

Spells



Sabrina and Salem will find magic spells for use in their explorations. Each world will introduce a new spell, though Sabrina is the only one who can use them. Additionally, once a spell is found, it can be used for the rest of that level only. Here are the spells in the order they appear:

Bubble Spell – Press the A Button and Up on the Control Pad to travel upward in a bubble. Press and hold the Left and Right arrows to move the bubble slightly.

Crush Spell – Press Down on the Control Pad while jumping to smash the Cracked Blocks apart.

Whirlwind Spell – Double tap in either direction and Sabrina turns into a tornado, blasting through enemies and Whirlwind Blocks.

Tiny Spell – Step onto a Shrink Block to shrink Sabrina. She can't attack, but she can fit into very small spaces. To un-shrink, step on the Shrink Block again.

Worlds

Sabrina will explore four different worlds, each containing four sub-levels.

Candy Craze

A crazy land filled with everything for your sweet tooth. Sabrina moves through gum bubbles, cotton candy, lollypops, and bubbling chocolate pools. Watch out for the Cupcake Fairies and the Smackeroos who try to take a bite out of Sabrina!



Float Zone

A tropical land filled with underwater objects that float instead of swim. You'll find floating whales, rainbows to climb on, water pits to leap over, and waterfalls falling out of clouds. But don't get too close to those Pufferfish - if you think they look cute, you're in for a surprise!

Jewel Cave

This hazy underground grotto is filled with dripping dank dew, sluggish pits, slimy enemies, and plenty of hidden pathways to get lost in. Watch out for the Wizard Mole who can actually change Sabrina or Salem into a pig!



Nite Lite Land

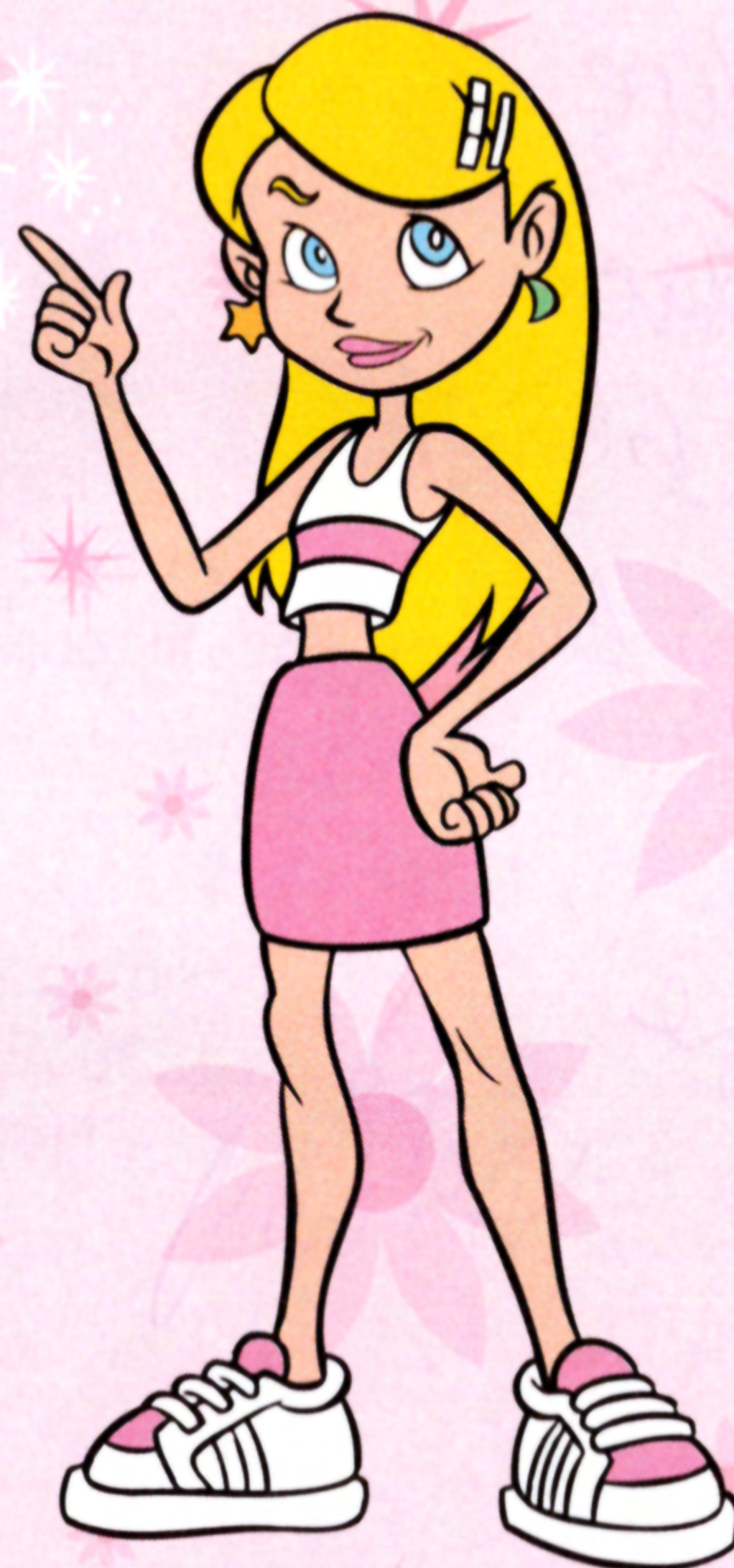
Nite Lite Land is tucked away high above the clouds, where one miss-step can spell disaster! Navigate the constellations in the sky, fluffy clouds, and planets. Beware! The Bubble Knights know the Bubble Spell too! You'd better not be afraid of the dark, because here, the fireflies make the world go dark!

Game Over

When Sabrina and Salem have lost all of their lives, the game is over. You may press Up/Down on the Control Pad to choose between the following options:

Continue: Press **START** to start over at the beginning of the current level

Quit: Ends the game



The background of the entire page is a light pink color with a repeating pattern of stylized pink flowers and stars. The flowers have multiple petals and a central circle, while the stars are simple five-pointed shapes. The pattern is scattered across the page, creating a decorative backdrop for the text.

To Contact Us:

Phone: (303) 739-4020

Fax: (303) 739-4513

On-line: www.ssinteractive.com

Email: support@ssi.teksupport.com

Mail:

Simon & Schuster Interactive
1230 Avenue of the Americas
New York, NY 10020

END USER LICENSE AGREEMENT

This software program, any printed materials or user documentation, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work of Simon & Schuster Interactive, Inc. ("SSI"). All use of the Program is governed by the terms of this End User License Agreement ("License Agreement").

This Program is solely for use by end users according to the terms of this License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of this License Agreement is expressly prohibited.

1. Limited Use License. SSI hereby grants you a limited, non-exclusive license and right to install and use one (1) copy of the Program for your personal use on either a Nintendo Game Boy Color and Nintendo Game Boy Advance systems.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by SSI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials and SSI's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

Subject to the grant of license hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior written consent of SSI.

The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you retain no copies of the Program, including copies stored on a computer. You may not exploit the Program or any of its parts for any commercial purpose including, but not limited to, renting, leasing or licensing the Program to others, or using the Program at a cyber café, computer gaming center or any other location-based site.

4. Limited Warranty. EXCEPT AS EXPRESSLY SET FORTH BELOW, TO THE MAXIMUM EXTENT PERMITTED BY LAW, SSI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM. THE PROGRAM IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT, regardless of whether SSI knows or had reason to know of your particular needs. No SSI employee, agent, dealer or distributor is authorized to modify this warranty, nor to make any additional warranties. The entire risk arising out of use or performance of the Program remains with you, however SSI warrants up to and including 90 days from the date of your purchase of the Program that the master disk on which the Program is furnished shall be free from defects in material and workmanship. In the event that the master disk proves to be defective during that time period, and upon presentation to SSI of proof of purchase of the defective Program, SSI will at its option correct any defect or provide you with a product of equal or lesser value.

5. Limitation of Liability.

TO THE MAXIMUM EXTENT PERMITTED BY LAW, IN NO EVENT SHALL EITHER SSI, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS BE LIABLE IN ANY WAY FOR ANY LOSS OR DAMAGES OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOST PROFITS, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, DATA LOSS, DATA CORRUPTION OR ANY AND ALL OTHER DAMAGES OR LOSSES.

Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. IN NO EVENT SHALL SSI'S CUMULATIVE LIABILITY IN CONNECTION WITH THIS AGREEMENT OR THE PROGRAM EXCEED THE AMOUNT PAID FOR THE PROGRAM BY YOU.

6. Confidentiality. The Program contains trade secrets and proprietary know-how that belong to SSI and it is being made available to you in strict confidence. ANY USE OR DISCLOSURE OF THE PROGRAM OR OF ITS ALGORITHMS, PROTOCOLS OR INTERFACES, OTHER THAN IN STRICT ACCORDANCE WITH THIS AGREEMENT, MAY BE ACTIONABLE AS A VIOLATION OF SSI'S TRADE SECRETS.

7. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any copies thereof. SSI may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any copies thereof.

8. Export Controls. The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders.

9. Miscellaneous.

In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

This License Agreement shall be deemed to have been made and executed in the State of New York and any dispute arising hereunder shall be resolved in accordance with the laws of the State of New York. Any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of New York, New York County, having subject matter jurisdiction with respect to the dispute between the parties.

This License Agreement may be amended, altered or modified only by a written instrument specifying such amendment, alteration or modification, which is executed by both parties.

In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect.

This License Agreement is the complete and exclusive agreement between the parties and supersedes all previous or contemporaneous agreements, proposals and communications with respect to this subject matter.





Simon & Schuster
1230 Avenue of the
Americas, New York,
NY 10020

™ Archie Comic Publications, Inc. ©2001 DIC Entertainment. All Rights Reserved. Software " 2001 Simon & Schuster, the publishing operation of Viacom, Inc. INTENDED SOLELY FOR PRIVATE USE. PUBLIC PERFORMANCE OR OTHER USE IS EXPRESSLY PROHIBITED.



PRINTED IN JAPAN