



OPERATION: V.I.D.E.O.G.A.M.E.



CARTOON
NETWORK
INTERACTIVE

GS
GLOBAL STAR
SOFTWARE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. 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, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

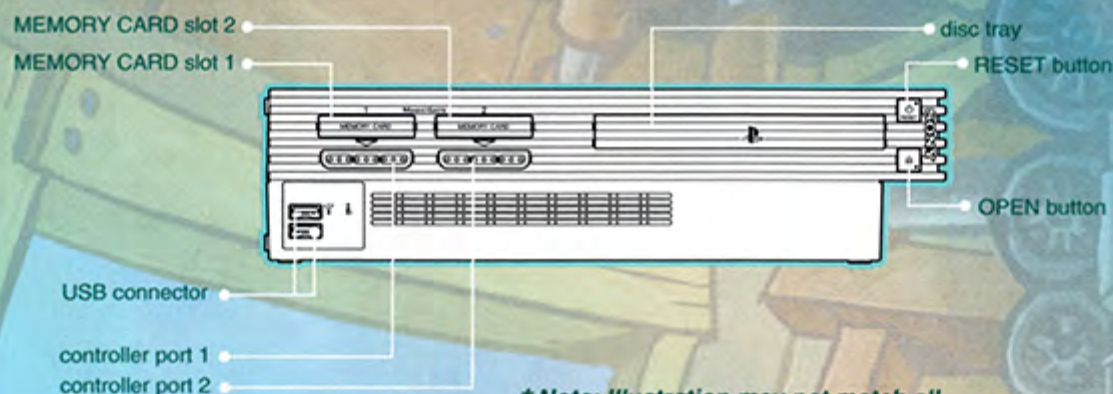
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTING THE GAME



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

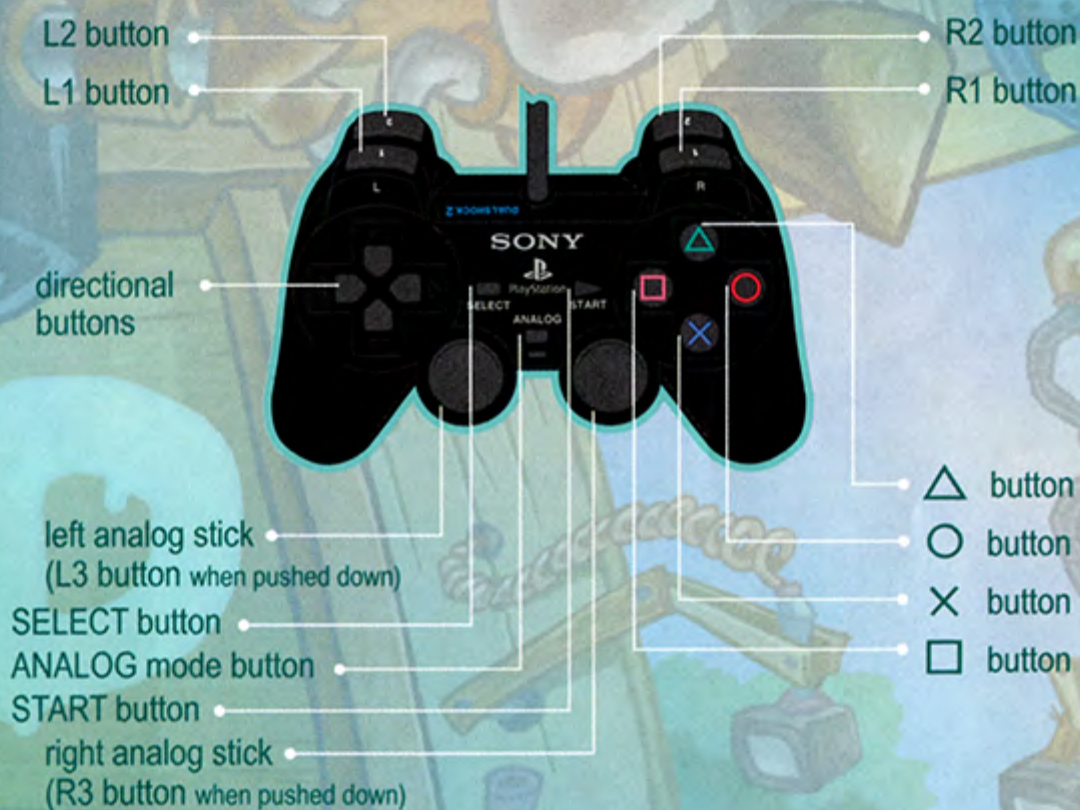
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the KND – OPERATION: V.I.D.E.O.G.A.M.E. disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER DIAGRAM

DUALSHOCK² Analog controller configurations



menu controls

START button

Start / Pause / Return to gameplay

**Directional buttons
or Left analog stick**

Highlight selection / Adjust volume

× button

Confirm selection / Accept

△ button

Cancel selection / Return to previous screen

INTRODUCTION

Welcome to the world. A world...ruled by adults. A world where kids are forced to take naps, allowed only limited time to play videogames and are marched off to schools to learn the grown ups' version of history. A world where every precious moment of our free time is replaced with homework and piano lessons! Where our dinner plates are piled high with horrible, shriveled, slimy green vegetables.

But there is a group of kids who have stood up to say, "NO!" A group committed to battling the forces of adulthood and restoring freedom to kids everywhere. Recruited from the best and brightest kids around the globe, all under the age of 13 and operating under the direction of our Global Command Center on the surface of the Moon...we are...
the Kids Next Door.





numbuh 1

Nigel Uno is the master tactician and leader of this cell of the KND. Armed with a broad variety of 2x4 weapons and gadgets, Numbuh 1 is the ranged combat master of the group. Armed with the M.U.S.K.E.T., G.U.M.Z.O.O.K.A., B.A.J.O.O.K.A. and S.C.A.M.P.P. he is a deadly force to be reckoned with.



numbuh 2

Hoagie P. Gilligan, Jr., ace pilot extraordinaire takes to the skies in the C.O.O.L.-B.U.S. and engages in furious dogfights. Upgrade the C.O.O.L.-B.U.S.'s weapon systems from a single cannon all the way to the homing F.I.R.E.F.R.I.E. missiles. Also use a shield to absorb enemy shots and power up the ingenious C.H.I.C.K.E.N.S.O.U.P.L.O.S.I.O.N. to blast everyone from the sky.



numbuh 3

Kuki Sanban is the compassionate heart of the group. Light hearted and loving, Kuki can become downright dangerous when armed with her F.R.A.P.P.E. and T.H.U.M.P.E.R. She has the ability to double jump and glide back to the ground using her over-sized sleeves as wings.



numbuh 4

Wallabee "Wally" Beatles is the tough guy of the group. Solving most problems with his fists, he can also be armed with the latest in 2x4 Technology, such as the S.P.L.A.N.K.E.R. and S.L.U.G.G.U.H. Wally can take as much punishment as he can dish out.



numbuh 5

Abigail "Abby" Lincoln is the covert operative and martial artist of the group. Easily the most level headed of the team, she's equally comfortable sneaking up on the bad guys or charging in head first and handing out some well deserved butt kicking. Upgrade her with 2x4 tech and use her nimble skills to take down the bad guys.

PLAYING THE GAME

MEMORY CARD (Recommended)

It is best to play Kids Next Door with a memory card in order to maximize the gaming experience. If you do not have a memory card in your PlayStation®2 when the power is turned on, you will be prompted to insert one. The game uses an autosave feature, so you can decline, but will be unable to save your progress or your unlocked content.

CREATE PROFILE

The game requires that you create or load a profile before you reach the Main Menu. Using the virtual keyboard, enter whatever name you'd like and select Enter to confirm. Use the Profile Manager from the Main Menu to create, select or delete other profiles.



MAIN MENU

A screen will now appear, with the KND Treehouse Headquarters on the left and a series of options on the right. Choose an option to get started.



Start Game: Start the adventure! Kids Next Door, Battle Stations!

Load Game: Load the last level played or any prior level.

Options: Tailor the game settings to suit your own tastes.

Top Secret: Access game cheats, unlockable images, and other cool stuff!

Manage Profiles: Create, Select or Delete Profiles.

Credits: View the credits (Hint: And in some cases play the credits by playing all the way through the game).

CONTROLS

Each KND operative has his or her own special talents and abilities. Some controller functions are universal for all the KND operatives, but others are customized for one or two agents. Please review the controller setup to become familiar with each operative's controls.

start button

START button pauses the game and allows you to change options and quit out of the current game and return to the Main Menu.

directional buttons

The Directional Buttons or Left Analog Stick can be used to navigate menus and switch weapons when available.

Left Analog stick

Push the Left Analog Stick to move forward and pull it back to move backwards. Pushing the Left Analog Stick to the left or right allows the operative to turn in that direction. Combine Left Analog Stick with the **L1** button for additional controls.

Right Analog stick

Rotate your view left or right by pushing the Right Analog Stick in that direction. Tilting the stick forwards and backwards will tilt your view up and down. When combined with the **L1** button, pushing the Right Analog Stick left or right will switch between available targets.



CHARACTER CONTROLS SUMMARY

specific controls

numbuh 1

- ⊗ button
- button
- button
- L1 button
- R1 button + ○ button
- Directional buttons

Jump
Grapple / Activate
Fire 2x4 Weapon
Lock-On
Powuh Attack (Powuh required)
Switch Weapons
(if available)



numbuh 2

- button
- △ button
- Left Analog Stick
- L1 button or R1 button

Fire C.O.O.L.-B.U.S. weapons
Fire C.H.I.C.K.E.N.S.O.U.P.L.O.S.I.O.N. blast.
Move C.O.O.L.-B.U.S.
Gumma Guard



numbuh 3

- ⊗ button
- ⊗ button + ⊗ button
- ⊗ button + hold ⊗ button
- ⊗ button + ○ button
- button
- button
- L1 button
- R1 button + ○ button
- Directional buttons

Jump
Double Jump
Glide
Jump Attack
Activate
Fire 2x4 weapon (after assembly)
Lock-On
Powuh Attack (weapon and Powuh required)
Switch Weapons (if available)



numbuh 4

- ⊗ button
- ⊗ button + ⊗ button
- button
- △ button
- L1 button
- R1 button + ○ button
- R1 button + △ button
- Directional buttons

- Jump
- Double Jump
- Activate / Carry / Punch / Throw
(fire S.P.L.A.N.K.E.R. with 2x4 upgrade)
- Kick / Throw
- Lock-On
- Powuh Punch Attack
- Powuh Kick Attack
- Switch Weapons
(if available)



numbuh 5

- ⊗ button
- ⊗ button + ⊗ button
- ⊗ button + □ button
- button
- button
- △ button
- L1 button
- R1 button + □ button
- Directional buttons
- R1 + △ button

- Jump
- Double Jump
- Jump Attack
- Activate / Carry
- Punch / Throw
- Kick / Throw
- Lock-On
- Powuh Punch Attack
- Switch Weapons (if available)
- Powuh Kick Attack:



T.R.E.E.H.E.M.O.T.H.

- ⊗ button
- ⊗ button + ⊗ button
- ⊗ button + hold ⊗ button
- ⊗ button + ○ button
- button
- △ button
- L1 button
- R1 button + ○ button
- R1 button + △ button

- Jump
- Double Jump
- Glide
- Jump Attack
- Fire Torpedoes
- Punch, Punch and Kick
- Lock-On
- F.I.R.E.F.R.I.E. Missiles
- Powuh Punch



HUD EXPLAINED

The view features several items of useful information intended to help during the mission. These are arranged in a Heads Up Display, or HUD.

HUD KEY

Check Point

Health

The operatives' health can be increased by picking up bags of candy.

Weapon Indicator

After obtaining a 2x4 Upgrade, this monitor will show the current weapon.

Powuh

This meter can be filled by collecting Powuh Ups or it can fill automatically. Use to power special attacks.

Boss Health Bar

This bar shows the boss's current health.

Rainbow Monkeys

Every level contains multiple unlockable items. Collect enough Monkeys to earn them all!

Spare Parts

Collect enough of these to unlock the 2x4 Upgrade for the level.



options menu

You can reach the Options Menu by selecting it from the Main Menu. Use the directional buttons or left analog stick to highlight your selection then press the **X** button to confirm. Use the **A** button to return the Main Menu.



Audio

Select the Audio option to adjust the volume of the game. The following options are available. When you are satisfied with your settings, Press the **X** button to confirm your changes or the **A** button to cancel and return to the Main Menu

Sound Effects (SFX) Volume Slider

Use the left and right functionality of the directional buttons or left analog stick to adjust the volume of the sound effects used in the game.

Music Volume Slider

Use the left and right functionality of the directional buttons or left analog stick to adjust the volume of the music that plays in the game.

Voice Volume Slider

Use the left and right functionality of the directional buttons or left analog stick to adjust the volume of the character's voices.

Cinema Volume Slider

Use the left and right functionality of the directional buttons or left analog stick to adjust the volume of the movies that play between levels.

Controller

Vibration Toggle

Use the left and right functionality of the directional buttons or left analog stick to select "ON" or "OFF." Press the $\times$ button to confirm the selection and return to the Main Menu. Press the $\triangle$ button to cancel and return to the main menu.

Controller Mappings

Use the left and right functionality of the directional buttons or left analog stick to select the different playable characters and view their controls. Press the $\triangle$ button to return to the Main Menu.

Top secret

You can reach the Top Secret Menu by selecting it from the Main Menu. Use the directional buttons or left analog stick to highlight your selection then press the $\times$ button to accept a selection. Use the $\triangle$ button to return you to either the Main Menu. Press the $\square$ button to access the secret code menu. Find exclusive cheat codes on KND action figures packages and at www.globalstarsoftware.com/knd.



The Top Secret Menu is where all of the Top Secret content can be unlocked and accessed. Top Secret content can be unlocked in multiple ways, such as by collecting Rainbow Monkeys in a level, performing certain double-sooper-secret challenges, by finishing levels, and by entering secret codes, which can be found on other Kids Next Door toys and products.

Use the up and down functionality of the directional buttons or left analog stick to access the unlockable content. A locked image on the right side indicates

that this content is not yet available. Look to the field below the locked image for a hint on what to do to unlock the content. Once the content has been unlocked, look to the same field for information on how to access the content. Certain content will have different options on how to use it.

Secret Code Menu

Press the **□** button to access the Secret Code menu. Use the up and down functionality of the directional buttons or left analog stick to swap the currently selected operative for another one. Use the left and right functionality to switch between the different icons to adjust them all. Once you've entered the code, press the **×** button to activate the code. You will be notified if the code was unsuccessfully entered. Press **△** to return to the Top Secret Menu.

Pause Menu

Press the **START** button to pause the game. From the Pause Menu, select Resume, Options, or Quit. Use the directional buttons or left analog stick to highlight your selection then press the **×** button to confirm. Press the **△** button to return to the game.



The Pause Menu also lists the items that you have collected in the level to this point. The Spare Part icon on the top represents how many pieces must be collected before the next 2x4 Tech upgrade will be available. The next icon down represents different level goals, such as the number of Fireflies that you have saved. The last icon represents the number of Rainbow Monkeys that have been collected in the level so far. Remember, collect Rainbow Monkeys to unlock Top Secret content.

Resume

You re-enter the gameplay right where you left off.

Options

The Options Menu contains all of the sound and vibration options that are available from the Front End. Press the **△** button to return to the Pause Menu.

Quit

This takes you back to the Main Menu.

MISSION CRITICAL INFORMATION



Health – Pick these up to restore your health. Health pick-ups look different for each operative.



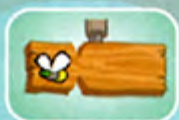
Powuh – Pick these up to increase your Powuh. Powuh gives you the ability to do special attacks and awesome damage.



2x4 Spare Parts – Gather enough of these in each level to unlock 2x4 Upgrades. In flying levels, the 2x4 spare parts upgrade weapons.



Rainbow Monkeys – Collect these in each level to unlock Top Secret content.



Fireflies (Kuki only) – Have these little critters follow you to achieve game goals.



Hamsters (Kuki only) – Roundup these fur balls to achieve game goals.



Kids (Nigel only) – Free these kids from an awful spanking.



Engine Parts (C.O.O.L.-B.U.S. only) – Collect enough of these parts to build 2x4 Tech.



Computer Codes (Nigel only) – Collect enough of these codes to unlock the Main Door.



Checkpoints – Triggering these determines where you'll respawn in the event something defeats you.

Lock-on

Lock-on is a very important combat feature. It allows you to target an enemy and keep him in your sights at all times. You can change targets by simply "bumping" over to a new enemy by pushing the right analog stick. While moving in lock-on mode, you will circle your target and when you jump, you will do cool flips to dodge.

enemies

• knightbrace



A dentist by day and the Dental Avenger by night; Knightbrace has hatched a plan to terrorize children worldwide. Concocting a super-secret Bug-Brite toothpaste, Knightbrace is preparing to unleash his creation upon the helpless world. It is up to the Kids Next Door to stop his army of Dentadrones and thwart his evil plans.

• stickybeard



Spotted off the coast of suburbia, Stickybeard in his pirate ship the Sweet Revenge has been seen stealing candy from every neighborhood. Ringed by Fructose Frigates and flying Crow's Nests, his ship is safe from even the most powerful foe. It is up to the Kids Next Door to sneak an operative on board and take him down.

• toiletnator



"But, but... I'm the most POWERFUL villain in the UNIVERSE...!" whines Toiletnator. Rejected by even the least powerful of the villains, Toiletnator hatches a plot to take down the Kids Next Door. Finally, he'll achieve the respect he craves. Now, if he can just find his plunger he'll be ready to go!

• count spankulot



Vowing to spank all of the naughty children in the world, Count Spankulot and his legion of spankers must first face the Kids Next Door. Infiltrating the Treehouse, Spankulot sets in motion a plan to turn all of the Kids Next Door into fellow VAMPIRES!!!

• gramma stuffum



Gramma Stuffum has taken over that most revered of institutions, the Sprinkle Puff Donut Shoppe! Dedicated to fattening children up with repulsive "healthy" food, Gramma is sucking the delicious jelly filling out of donuts and replacing it with liver, spinach and topping it all off with olives! This outrage cannot be allowed to continue, Kids Next Door – "Battle Stations!"

• common cold



"I'm sorry, your security system has CALLED IN SICK!!!" The Common Cold has invaded the Treehouse and sabotaged Numbuh 1's security system. Snot drips, puddles and oozes everywhere as Flu Bugs patrol the hallways. It's up to the Kids Next Door to defeat this phlegmy menace and retake their headquarters.

• DCFDTL



As always, the Delightful Children From Down the Lane have masterminded a sinister plot to destroy not only the Kids Next Door but their Global Command Center as well! Can the Kids Next Door discover the plot and save the world in time?

ITEMS



M.U.S.K.E.T.

Mustard Using Sidearm Kicks Enemy Tail



G.U.M.Z.O.O.K.A.

Gumball Utilizing Mechanism Zings Overabundance Of Kandy Around



S.M.E.L.L.M.E.T.

Shielded Mask Expels Lotsa Lousy Malodorous Emanations Totally (available only to Numbuh 5 with 2x4 upgrade)



S.P.L.A.N.K.E.R.

Solid Pine Loaded Artillery Nicely Kicks Enemy Rear



S.L.U.G.G.U.H.

Spring Loaded Upper-Cutting GLove Gives Unbelievable Headache



S.C.A.M.P.P.

Soup Can And Magnified Photon Phlazer



B.A.J.O.O.K.A.

Blasts Aloft Juicy Overfilled Orange Cartons Amazingly



T.H.U.M.P.E.R.

Teddy Hurling Ultra Microwave Powered Ejection Rifle



F.R.A.P.P.E.

Freeze Ray Always Paralyzes Potential Enemies



C.O.O.L.-B.U.S.

Carries Operatives' Overhead Luxuriously - Boasts Unbeatable Speed



S.C.A.M.P.E.R.

Shabby Camper Actually Makes Perfect Emergency Rescuemabob



E.L.I.M.O.N.A.T.E.R.

Exceptionally Luxurious Invincible Motorcar Offers Niiiiiice Arrival To Elegant Receptions

saving and loading

saving

Kid Next Door automatically saves data during a game with the use of a memory card (8MB) (for PlayStation®2). Insert a memory card into MEMORY CARD slot 1 of the PlayStation®2 computer entertainment system before starting a new game or loading a saved game. Kids Next Door's file uses 256KB of memory and has room for five saved games.

Loading

The Load Game Menu can be accessed from the Main Menu. Once here, use the up and down directional buttons to select the MEMORY CARD slot that holds the memory card where you saved your game. If there is no memory card containing a Kids Next Door file you will be prompted to provide one.



GAMEPLAY TIPS

- keep moving and you'll stand a better chance of avoiding enemy fire. Practice circling around enemies while locked-on.
- to better avoid enemy attacks, use lock-on and jump to dodge.
- once locked-on, use the camera control stick to change targets.
- some enemies are more vulnerable to POWUH attacks.
- spend the time to gather the 2x4 spare parts, the weapon upgrades can be significant.
- once 2x4 upgrades have been gained, switch between them with the activate button.
- use the shield in the flying levels to charge the Gumma Ray by absorbing enemy fire.

NOTES

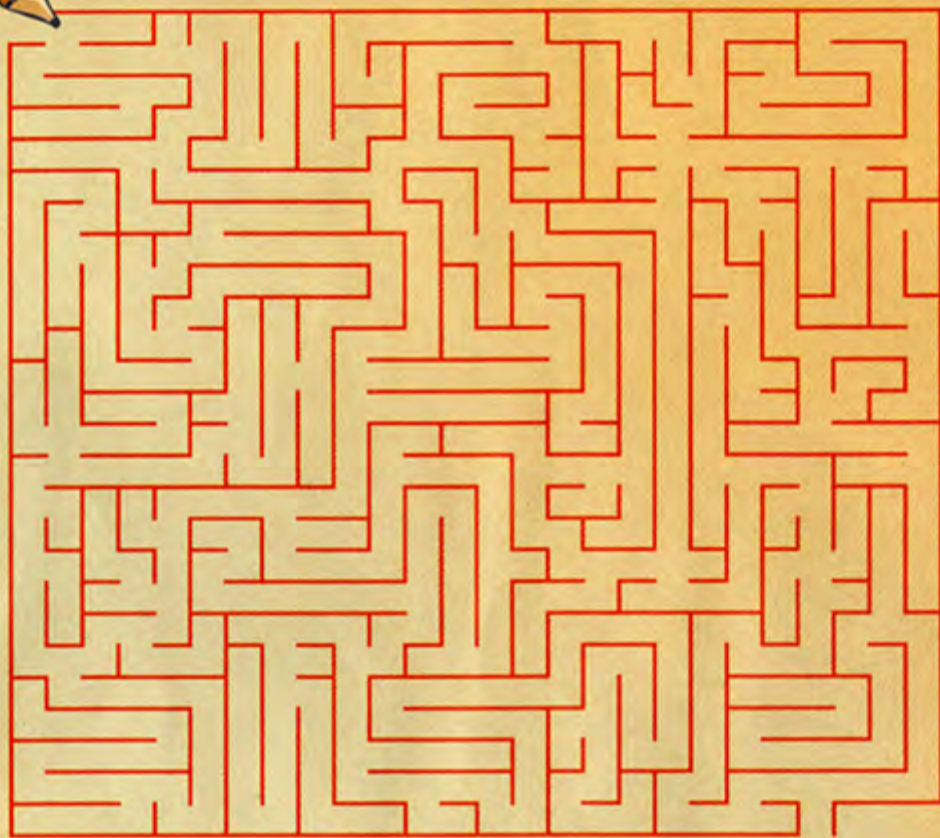
.....





OPERATION: M.A.Z.E.

YOUR MISSION: Find your way
to the coolest KND books!



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(S05)



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Kwite Obnoxiously Large Oversized Sooper Ship
Allows Landings In Nefarious Enemies Region

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- > 7 Action Packed Episodes
- > Top Secret codes for
Operation: U.I.D.E.O.G.A.M.E.

**Look for it
in stores!**



credits

KIDS NEXT DOOR CREATOR

Mr. Warburton

VOICE TALENT

Numbuh One, Numbuh
Two, & DCFDTL
Ben Diskin

Numbuh Three
Lauren Tom

Numbuh Four,
DCFDTL, & Toiletator
Dee Bradley Baker

Numbuh Five, Cree,
& DCFDTL
Cree Summer

Numbuh Eighty-Six
& Computer
Jennifer Hale

Stickybeard
Mark Hamill

Common Cold,
Knightbrace, & Skinny
Candy Pirate
Tom Kenny

Gramma Stuffum
Grey Delisle

Count Spankulot
Daran Norris

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and Justin

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Seth Meyer

Ben Hoyt

Matt Moreno

Mom and Dad Litchford

Ed and Carole Williams

Ruth Johnson

Lorena Morales

My lovely, wonderful
and awesome wife
Ginny!

Jasmin "Choobie Chu"
Barajas
Sheila Oh
Dave Dettelsen
Amanda Henry

Randy and Martha
Petersohn

Lisa, Mike, Nicole,
and Linda

Melissa Bayard

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Becky, and Carrie

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Geran Keith Caywood
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Sullivan

Kelly, Rina, Tammy
and Leslie

Joe, Brian, and Corey

Robin, Max, Marco,
Tamara, and Sigrid

Michelle Delgado

My Wife, Anissa Lynn,
and my Father

Bill and Karen
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Amy Coglianese

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Lapekas

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Producer
Heather Hazen

Assistant Producer
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Jay Rogers

Designer
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Blake Lemons

Character Artist
Darren Hunt

WARNER BROS. INTERACTIVE ENTERTAINMENT

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Associate Producer
Jeff Nachbaur

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Jonathan Eubanks

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Philippe Erwin, VP

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Marketing Coordinator
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**Director of Sales
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Jason Hal

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Kirsten Gavoni
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