GAME BOY ADVANCE

NTR-BJWE-USA



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 OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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)



LICENSED BY

Nintendo®

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

Table of Contents

Setup 2

Getting Started 3

Game Controls 4

Juju Challenge 101 6

Team Pupanunu 7

The Great Race 10

Mini Games 12

Tiki Puzzles 13

Animals 14

Enemies 15

Credits 16

Limited Warranty 19

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: The Great Juju Challenge 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).
4. When the title screen appears, press START to proceed to the Main Menu.

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.



Empty Slot ..... Select this option to start a new game.

Full Slot ..... Choose this option to continue a previously saved game.

Delete ..... This option allows you to remove previously saved games.



If you're starting a new game, you'll have the chance to select the difficulty level. Choose from one of three settings: Easy, Medium, or Hard.

Game Controls

Control Pad	Walk/Run
Control Pad Up	Look up
A Button	Jump
B Button	Attack Throw (while carrying object)
L Button	Separate or Link Characters
R Button	Switch lead character
Control Pad Opposite Direction	Skid and turn around (while running)
START	Pause Menu

Great Race

Control Pad Left/Right	Steer the catapult
A Button	Accelerate
B Button	Slow/Brake/Reverse
L Button	Fire the catapult
R Button	Use collected item
START	Pause Menu

Juju Challenge 101

In order to win The Great Juju Challenge, Tak and Lok will participate in various events while exploring new worlds and overcoming obstacles on a grand cross-continental journey.



World Map

The journey begins at the World Map. Each world has three levels and a Juju Boss. Use the Control Pad to move Tak and Lok around the map and press the A Button to select a level. Once you've beaten all three levels and defeated the boss, you'll qualify for the Great Race. You'll have to beat the race in order to advance to the next world.

Team Pupanuy

A word to the wise: there is no "I" in team. Tak and Lok must work together if they hope to succeed in the various challenges ahead of them. Each has his own unique abilities to bring to the table. To win The Great Juju Challenge, they'll have to take turns as the team leader. You can switch between Tak and Lok at any point during the game by pressing the R Button.

TAK'S POWERS

At the start of the game, Tak uses Juju magic to defend himself, but as the tournament continues, there are several magic power-ups that will help to upgrade his skills.

Tak also has the special ability to reveal any nearby hidden platforms. To use this power, select Lok as the lead character by tapping the R Button and then separate him from Tak by tapping the L Button. Once Tak is left behind, he will automatically perform his special ability.

Note: To link Tak and Lok together again, move the lead character to stand with the other character and tap the L Button.

LOK'S POWERS

Lok's magical abilities aren't as strong as Tak's, but what he lacks in Juju, he makes up for in strength – note the Juju mallet he uses to brain enemies.

Like Tak, Lok also has a special ability that he can perform when separated from his teammate. Lok has the power to drop and sit like a rock. Okay, so maybe it's not a special ability, but it's an ability nonetheless. To use this power select Tak as the lead character by tapping the R Button and then separate him from Lok by tapping the L Button. Once Lok is left behind, he'll automatically cop a squat.

COMBO MOVES

With Lok in the lead, Team Pupanunu can perform some pretty nifty maneuvers.

Juju Dash:

Press Forward, Forward while on the ground to use this special dash move.

Pupanunu Piggyback:

Press Up, Up while on the ground and Tak will use his Juju powers to shield Team Pupanunu from harm.

Super Smash:

While in the air press Down, Down to smash through walls below.

Super Jump:

Press Forward, Forward while in the air to super jump.

Slide:

Hold Down to slide down angles.



HEALTH AND JUJU METERS

Health: The top meter represents health. When the health meter runs out, you'll lose a turn in the Great Race and have to start over from either the last checkpoint, or the beginning of the current level.

Juju: The bottom meter represents Juju. When this meter runs out, you won't be able to use magic. Juju will automatically replenish over time, but you can also use Mana and Experience Potions to refill magic.

The Great Race

Once Team Pupanunu defeats the Juju Boss at the end of each world, they'll advance to the Great Race where they'll go head-to-head with the other contestants in The Great Juju Challenge. Tak and Lok must win the race if they hope to move on to the next level. Be sure to collect power-ups to help them take the lead.



Place: The top left corner of the screen shows your place in the race. You have to achieve first place to continue, so don't fall too far behind.

Time: The race timer is in the top right corner of the screen.

Item: Under the timer, the current item is displayed.

Lap: The bottom right corner shows the lap count.

Race Rank: Keep an eye on the competition using these boxes along the left side of the screen. They display the place order and status of the other drivers.

GREAT RACE POWER-UPS & ITEMS

There are two ways to get Great Race Power-Ups. The first is to defeat each world's Tiki Puzzle that you find hidden somewhere within the levels.

Defeat the Tiki Puzzle and you'll be given a power-up to start the next race with! The second way to get power-ups is simply to drive over them on the racetrack.



Complete your first Great Race Challenge to unlock access to the Mini-Games Map.

Mini-Game Sun & Moon Ranking

All mini-game times and scores are recorded. When you beat a mini-game, a sun symbol appears next to it. If you manage to beat the best time for that particular game, the sun symbol is replaced with a moon. The goal is to get moon symbols in all of the mini-games. The Moon Juju will be honored and pleased at such an achievement



Tiki Puzzles

The object of a Tiki Puzzle is to return the tiki to its altar before time runs out. Here are a few tips toward achieving that goal.

1. If you drop or throw a tiki, a timer will appear directly above the statue. If the timer reaches zero, the tiki will return to its starting point. Pick the statue back up quickly to avoid losing ground.

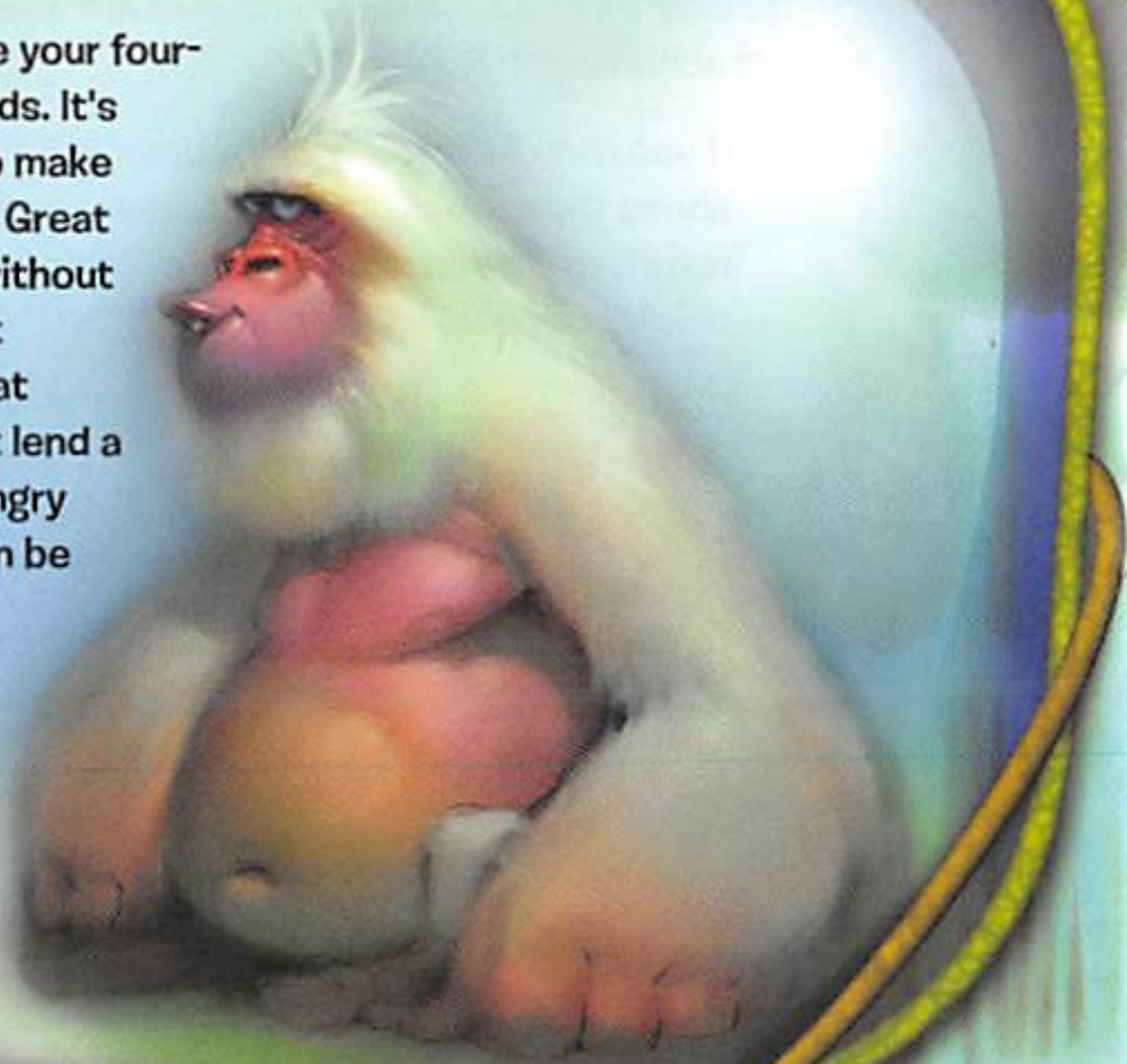
2. Colored blocks can only be moved by finding and hitting the switch of the same color.

3. Some colored blocks are turned back on by hitting the switch for a different color.

If you succeed in solving a Tiki Puzzle within the time limit, you will be rewarded with a power-up to start the next race with. One Tiki Puzzle is hidden within each world. When you find the Tiki Puzzle Orb, press Up on the Control Pad to enter the Tiki Puzzle.

Animals

Animals are your four-legged friends. It's impossible to make it through The Great Juju Challenge without them. They may not always like you, but that doesn't mean they won't lend a hand, er, hoof. Even an angry rhino on the rampage can be used to your advantage.



Enemies

Rokkers are stony creatures who'll go out of their way to thwart Team Pupanunu. They'll stomp, roll and rock right on over if you, if you're not careful. Woodies are no better. Some leap from trees to land in your path, while others use their mallets to hammer out a trail of destruction. Each of the world's enemy racer will also try to stop you, so be on your toes for their interference!



Credits

Developed by:
WayForward Technologies

Tyrannical Overlord:
Voldi Way

Executive Producer:
John Beck

WayForward Creative Director:
Matt Bozon

Designed & Directed:
Armando Soto

Producer:
Derek Dutilly

Lead Programmers:
Jimmy Huey

Additional Programming:
Voldi Way
Yaman Salahi

Race Programming:
Xheryl G. Durham
Ryan Pielow
Loquan She

Engine/Tool Programmer:
Michael Stragey

Character Animation:
Abigail Goldsmith
Kendra Boggs
Dan Schier

Backgrounds:
Pablo Ruvalcaba

StoryBoards:
Armand Villabvert

Level Design:
Mark Bozon
Aric McGhee

Test Lead:
James Palacios

Testing Crew:
Diego Paz
Sasha Palacio
Greg Weller

Sound & FX:
Shin'en Multimedia

GAX Soundengine:
Shin'en Multimedia

Special Thanks to:
The WayForward Staff
Armando & Madison Soto
Jennifer Dutilly
Sierra, Bubba & Tannen
Larry Holdaway
Rob, Matt & Marc

THQ

Project Manager
Kathleen Nicholls

Creative Director
Stephen Jarrett

Art Director
Thom Ang

Technical Director
Peter Andrew

Licensor Manager
Stephanie Wise

Director, Product Development
Mark Morris

Senior Vice President, Product Development
Philip Holt

Director, Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
Travis Tholen

Test Lead
Jonathan McMullen

Credits

Testers
Ritchie Pasiliao
Georgeina Schaller
Patrick O'Riley
Eric Peterson
Genaro Avila
Devon Chan
Yardan Cohen
Charles Chiappetta

First Party Supervisor
Evan Icenbice

First Party Specialists
Adam Affrunti
Joel Dagang
Scott Ritchie
Todd Thommes

QA Technicians
Richard Jones
David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Scott Frazier
Matt Elzie

Senior Vice President, Worldwide Marketing
Peter Dille

Director of Global Brand Management
John Ardell

Senior Global Brand Manager
Danielle Conte

Senior Product Manager
Trent Hershenson

Marketing Coordinator
Sam Guilloud

Global Senior Media Relations Manager
Kristina Kirk

Media Relations Manager
Kathy Bricaud

Media Relations Coordinator
Gretchen Armerding

Director of Creative Services
Howard Liebeskind

Associate Creative Services Manager
Melissa Roth

Instruction Manual
Erica David

Packaging Layout and Design
Origin Studios

Special Thanks
Amy Bernardino
Brandy Carrillo
Deborah Fingerman
Duncan Kershaw
Ed Lin
Ian Sedensky
Amy Small
Vanessa & Lola
Chris & Ben

Credits

Nickelodeon Interactive

SUP of Entertainment Products
Steve Youngwood

Senior Director of Interactive
Stacey Lane

Manager of Interactive
Stephanie Bond

Coordinator of Interactive
Dan Boldin

UP/Creative Director Licensing
Tim Blankley

Creative Director of Entertainment Products
Daniel Moreton

Senior Designer of Interactive
Rob Lemon

Junior Designer of Interactive
Jason Di Orio

Senior Manager, Copy/Content
Debra Krassner

Coordinator, Copy/Content
Kristen Yu

Nickelodeon would like to thank:
Leigh Anne Brodsky
Sergio Cuan
Russell Hicks
Linnette Pastori
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller
Jaime Dictenberg

© 2005 THQ Inc. Developed by WayForward Technologies. WayForward Technologies and its logo are trademarks of WayForward Technologies. © 2005 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Tak and all related titles, logos and characters are trademarks of Viacom International Inc. Exclusively published and licensed by THQ Inc. THQ and the THQ logo 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.

WayForward

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 32183. 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
29903 Agoura Road
Agoura 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 APLICABLE 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.



REGISTER YOUR GAMES ONLINE AT www.thq.com

THQ

MY THQ

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- Get the latest THQ newsletters
- Access the Career Zone, Forum and online games
- Download the latest demos and patches
- Easy to use site for all THQ gaming information
- Quick links to search by title or platform
- Be considered for beta testing and help shape the THQ games of the future

THQ Inc.
29903 Agoura Road
Agoura Hills, CA 91301

PRINTED IN USA

105933