GAME BOY ADVANCE

AGB-BJNE-USA

THE ADVENTURES OF

JIMMY NEUTRON BOY GENIUS

NICKELODEON

JET FUSION



INSTRUCTION BOOKLET

THQ

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:

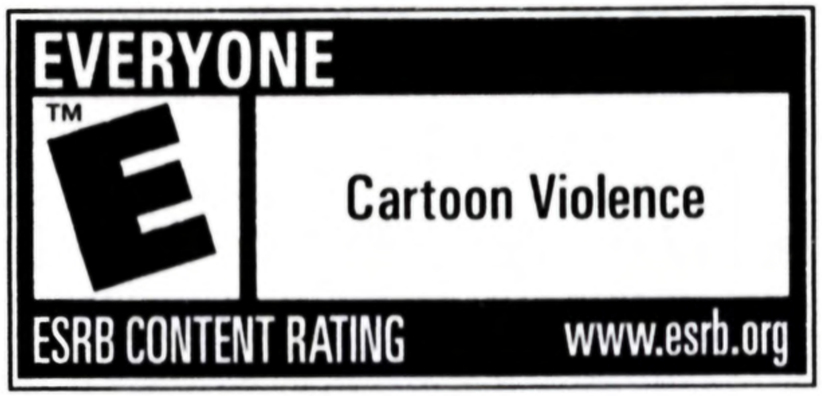
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see 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.



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

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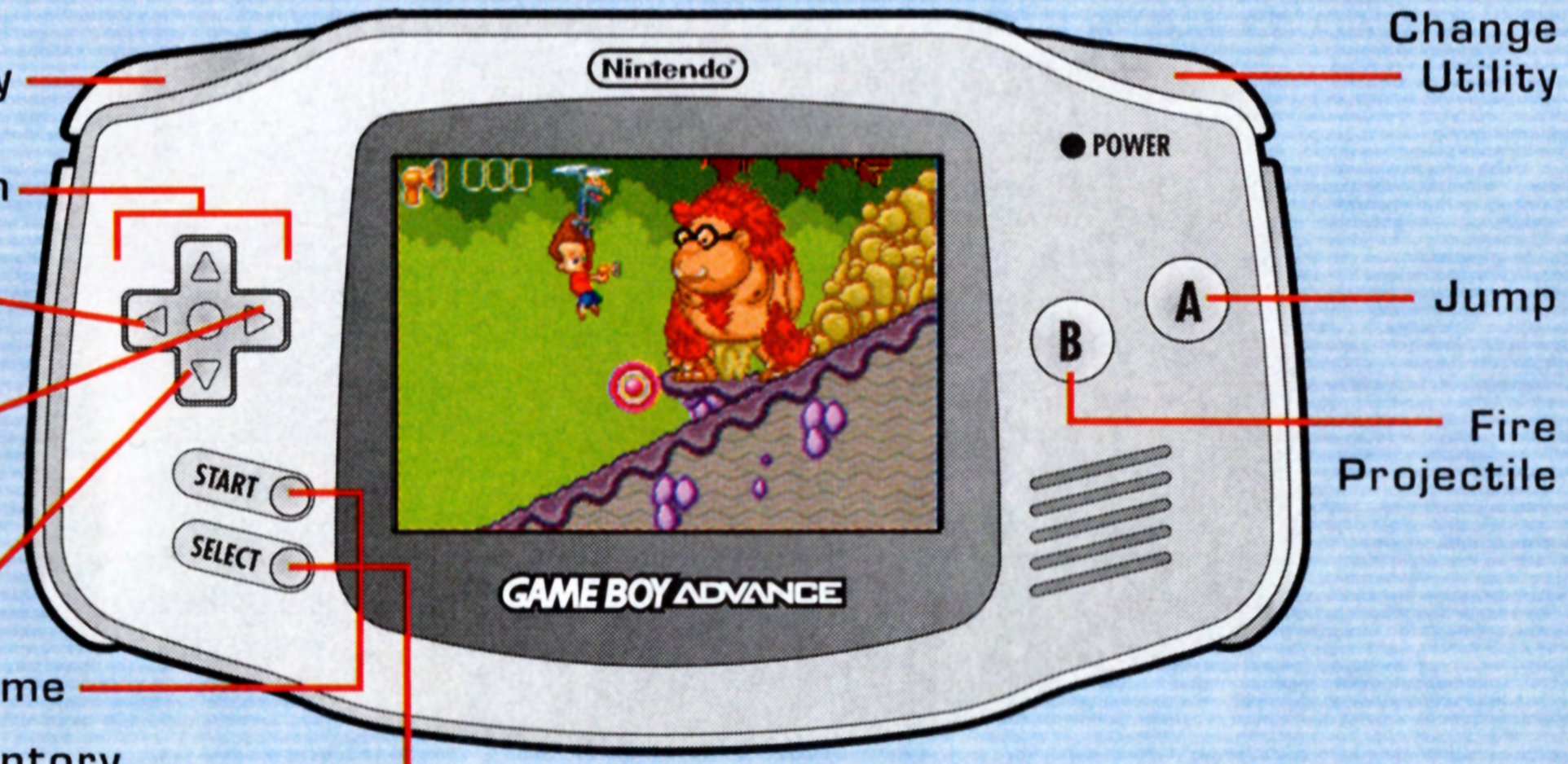


GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* 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. Press START to get to the Main Menu.



CONTROLS



At certain points in his adventure, Jimmy's faithful robot hound Goddard learns how to transform into the Goddard Copter and the Goddard Aqua Mobile.

GODDARD COPTER

Action	Button Command
Activate Copter	Double Tap Up on the Control Pad
Jump	A Button
Fire projectile	B Button
Hover left or right	Control Pad Left or Right
Change utility	R Button
Pause game	START
View inventory and maps	SELECT



GODDARD AQUA MOBILE

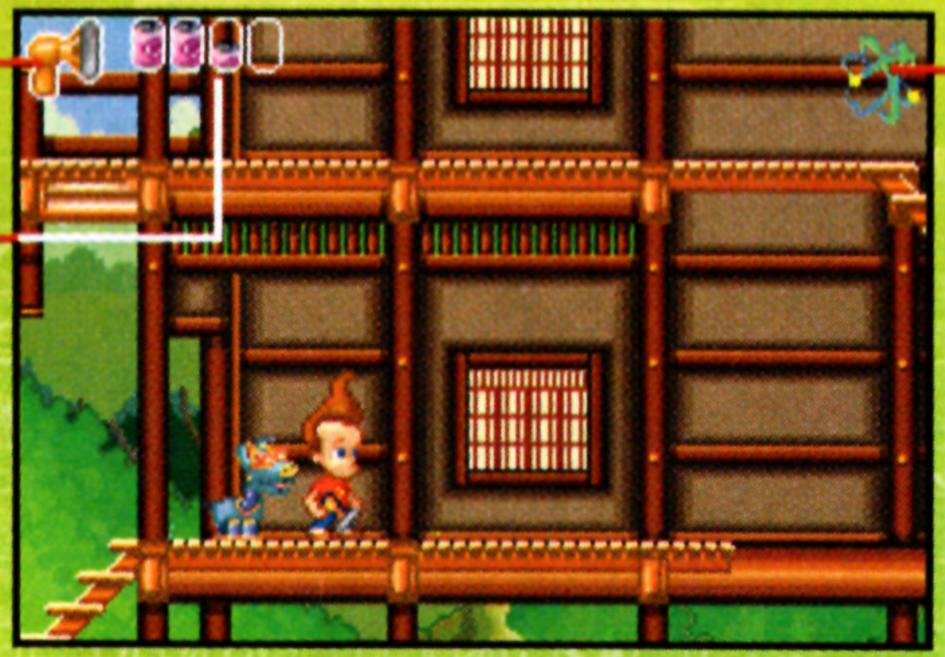
Action	Button Command
Activate Aqua Mobile	Double Tap Down on the Control Pad
Jump	A Button
Fire projectile	B Button
Move left, right, up, or down	Control Pad Left, Right, Up, or Down
Change utility	R Button
Pause game	START
View inventory and maps	SELECT



THE STORY

Jet Fusion, the world's favorite action hero, needs Jimmy's help! When Jimmy's latest invention goes wrong, the town of Retroville will never be the same. Now Jimmy Neutron and his robot dog Goddard must help Jet Fusion stop the evil Professor Calamitous from taking over the world.

GAME SCREEN



HEALTH BAR

The Health Bar represents Jimmy's health. Every time an enemy attacks Jimmy, he loses a little bit of his Health Bar. Keep the Health Bar full by finding cans of Purple Flurp, because if Jimmy loses all of his health, it's Game Over (see "Game Over" on page 15 for more information).

UTILITY

This icon shows which utility Jimmy is currently using. Jimmy starts out with only the Sonic Resonator, but he can find other utilities during his adventure (like the H2O Inhibitor, Gum Ball Blaster, and Micro Discharger).

NOTE: The Micro Discharger, H2O Inhibitor and Gum Ball Blaster have a limited number of projectiles that they can fire. A counter below the utility icon shows you how many projectiles the utility has left.



H2O Inhibitor



Gum Ball Blaster



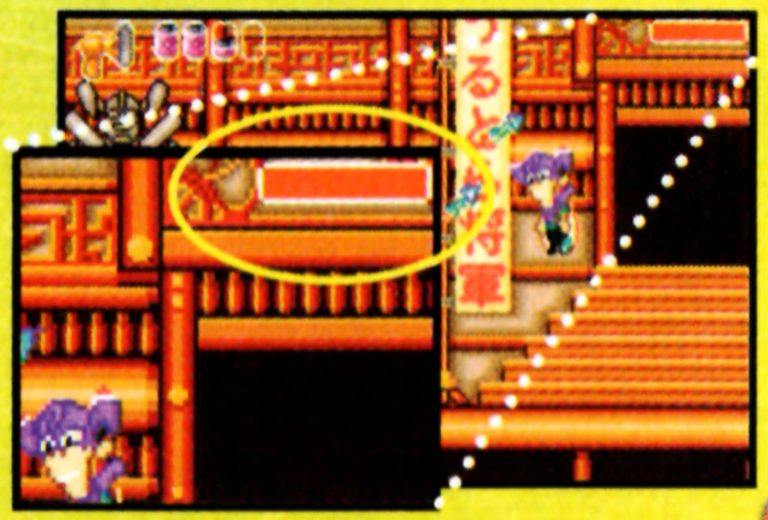
Micro Discharger

INVENTION PARTS LOGO

In each of the four worlds that he explores, Jimmy must find three Invention Parts to play a special Mini Game. Once you find all three Invention Parts, this logo appears in the upper right corner of the screen.

BOSS HEALTH

At the end of each of the four worlds, Jimmy must defeat a boss character. During these boss stages, the Boss Health bar appears in the upper right corner of the screen to tell you how much health energy the boss has left. To defeat the boss, reduce its health energy to zero!



MAIN MENU



With *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* Game Pak inserted in your Game Boy® Advance, turn the power ON and press START at the title screen to reach the Main Menu.

There are three options on the Main Menu. Use the Control Pad to highlight one of them and press the A Button to select:

NEW GAME

Choosing New Game from the Main Menu starts a new *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* game from the very beginning.

PASSWORD

To continue a game from where you left off, choose Password from the Main Menu, and then enter the eight-character password at the Password Screen. For more information on passwords, see "Checkpoints & Passwords" on page 14.



OPTIONS

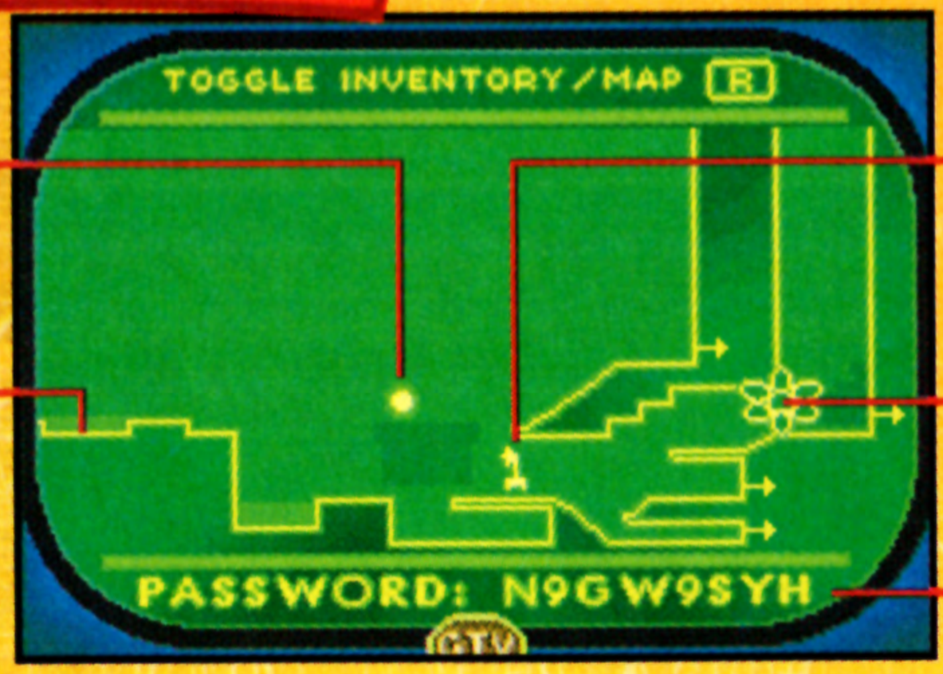
Choose Options from the Main Menu to adjust the following game options:

Music Volume: Press the Control Pad Right/Left to increase or decrease the volume of the game's background music.

Effects Volume: Press the Control Pad Right/Left to turn the volume of the sound effects up or down.



MAP SCREEN



Player Position

World Layout

Checkpoints

Mini Game Location

Password

Press START during the game to bring up the Map Screen, which shows Jimmy's position in the current world, as well as some other points of interest.

PLAYER POSITION

The animated dot shows you Jimmy's location in the world. You can use it to see if he's close to other important areas, like Checkpoints or the Mini Game Location.

WORLD LAYOUT

The World Layout gives you an idea of the overall shape of the world and how to get from one point to another.

CHECKPOINTS

Whenever Jimmy passes by a Checkpoint, he gets a new password that allows him to restart his game from that Checkpoint. For more information on Checkpoints, see "Checkpoints & Passwords" on page 14.

MINI GAME LOCATION

Once Jimmy has found all three Invention Parts in the world, he can go to the Mini Game Location to play that world's Mini Game.

Pachinko Machine Mini Game

Action	Button Command
Launch Ball	A Button
Shake Machine	L and R Buttons
Increase or Decrease Power	Control Pad

Submarine Mini Game

Action	Button Command
Steer Sub Left/Right	Control Pad

Island Mini Game

Action	Button Command
Plays a Note	Control Pad Left, Right, Up or Down

Space Mini Game

Action	Button Command
Rotate the Jet Pack	Control Pad Left or Right
Throttle	A Button

PASSWORD

Whenever you pass by a new Checkpoint, Jet Fusion will give you a new Password. This Password can also be seen on the map screen. By entering this eight-character Password at the Password screen, you can continue your game from the last Checkpoint you passed. For more information on Passwords, see "Checkpoints & Passwords" on page 14.

INVENTORY SUBMENU



Sonic Resonator Strength

Utility

Goddard's Upgrades

Invention Parts

While you're on the Map Screen, press the R Button to go to the Inventory Submenu, which shows you a whole bunch of information about your game progress.

SONIC RESONATOR STRENGTH

Jimmy collects Sonic Resonator Upgrades during his adventure, which power up his Sonic Resonator (see "Upgrades" on page 15). You can see how many Sonic Resonator Upgrades you've found by looking at this part of the Inventory Submenu.

UTILITY

This area of the Inventory Submenu shows which Utilities Jimmy has found in his adventure. Use the R Button during the game to switch between the different Utilities (see "Utilities" on page 16).

GODDARD'S UPGRADES

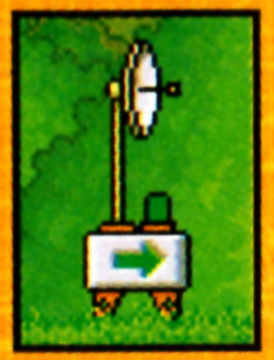
When Jimmy achieves one of Goddard's Upgrades, the robot pooch gains a new ability. This part of the Inventory Submenu tells you which of Goddard's Upgrades you've gotten so far (see "Upgrades" on page 15).

INVENTION PARTS

Jimmy needs to find three different Invention Parts in each world to assemble an Invention that allows him to enter the world's Mini Game and progress to

the Boss Stage at the end of the world. This section of the Inventory Submenu shows you how many Invention Parts you've found so far (see "Invention Parts" on page 18).

CHECKPOINTS & PASSWORDS



Checkpoints look like satellite boxes, and you'll find them scattered throughout the worlds of Jimmy's adventure. When Jimmy runs in front of one, the Checkpoint activates, and your Password is updated. Press START to enter the Map Screen and see your new Password. Write down your Password before you decide to stop playing the game, because you can continue from the last Checkpoint you passed by entering that Password at the Main Menu's Password Screen.

NOTE: If Jimmy loses all of his health and you see the Game Over screen, you can choose to continue from the last Checkpoint you activated.

GAME OVER

If Jimmy loses all of his health during the game, you'll see the Game Over screen, which asks you if you want to try again. If you say YES, you continue from the last Checkpoint you activated. If you say NO, the game returns you to the title screen.



ITEMS

There are five different types of items that Jimmy can pick up during the game: Upgrades, Utilities, Projectiles, Power Ups and Invention Parts.

UPGRADES

Upgrades are hidden in the worlds that Jimmy explores during his adventure. Finding Upgrades either gives Jimmy or Goddard a new ability or permanently improves an existing ability.



Sonic Resonator Upgrade: There are 12 Sonic Resonator Upgrades hidden in the various worlds of the game. Each one you find makes Jimmy's Sonic Resonator more powerful.



Goddard Copter Upgrade: This upgrade is achieved after you have collected the first two inventions in World 1 - Sage Village and it gives Goddard the ability to transform into the Goddard Copter.



Goddard Aqua Mobile Upgrade: You'll achieve this upgrade after you have found the first two invention parts in World 3 - High Seas; it lets Goddard transform into the Goddard Aqua Mobile.

UTILITIES

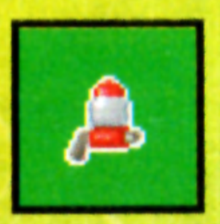
Utilities are gadgets that Jimmy can use to solve puzzles and defeat enemies. You'll find most of them by exploring the worlds that you play through. Switch between different Utilities with the R Button.



Sonic Resonator: This is Jimmy's first Utility, and he begins the game with it. You can fire the Sonic Resonator at enemies to defeat them, and every Sonic Resonator Upgrade you find increases the power of the Sonic Resonator.



H2O Inhibitor: Jimmy is given the H2O Inhibitor at the end of Stage 1 of World 2. It can be used to cool down hot lava balls so that Jimmy can walk across them safely, and it can also be used against certain types of enemies to defeat them. It requires Water Container Projectiles.



Gum Ball Blaster: Hold down the A Button to launch a continuous stream of gum balls at enemies. You can also use it to climb a surface by creating a gummy platform. The Gum Ball Blaster is given to Jimmy at the end of Stage 1 of World 4, and it uses Gum Ball Projectiles.



Micro Discharger: Jimmy finds Micro Dischargers throughout the game. He can throw the Micro Discharger over walls or into areas that he can't reach. It emits virtual static when it lands. Hold the B Button to throw them farther.

PROJECTILES

Some of Jimmy's Utilities need to be filled with Projectiles before he can use them. If a Utility is all out of Projectiles, it can't be used until Jimmy finds more Projectiles.



Water Container:
The Water Container refills the H2O Inhibitor.



Gum Balls:
Gum Balls refill the Gum Ball Blaster.

POWER UPS

Power Ups help Jimmy during his adventure by refilling his Health Bar or adding more points to the Health Bar.



Small Purple Flurp Can: A small can of Jimmy's favorite beverage refills one half of a point in Jimmy's Health Bar.



Large Purple Flurp Can: This Large Purple Flurp Can refills one full point of Jimmy's Health Bar.



Health Container: A Health Container permanently adds another point to Jimmy's Health Bar, allowing him to stand up to tougher enemies without risking a Game Over.

NOTE: If Jimmy's Health Bar is already full, you cannot pick up additional Large or Small Purple Flurp Cans.

INVENTION PARTS

Jimmy must find three Invention Parts in each of the four worlds that he explores. Finding all three Invention Parts allows Jimmy to create an Invention that opens up the world's Mini Game. Completing the Mini Game takes Jimmy to the Boss Stage, and defeating the Boss completes that world.

World 1 (Sage Village) Invention Parts



Chrome Cat



Karaoke Machine



Bicycle Pump

World 2 (Island of Oblivion) Invention Parts



Garden Hose



Coconut



Torch

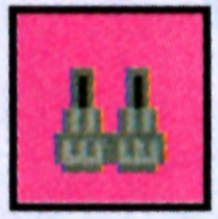
World 3 (High Seas) Invention Parts



Oxygen Tank



Radio



Scuba Flippers

World 4 (Space Station) Invention Parts



Broken Robot



Jet Pack



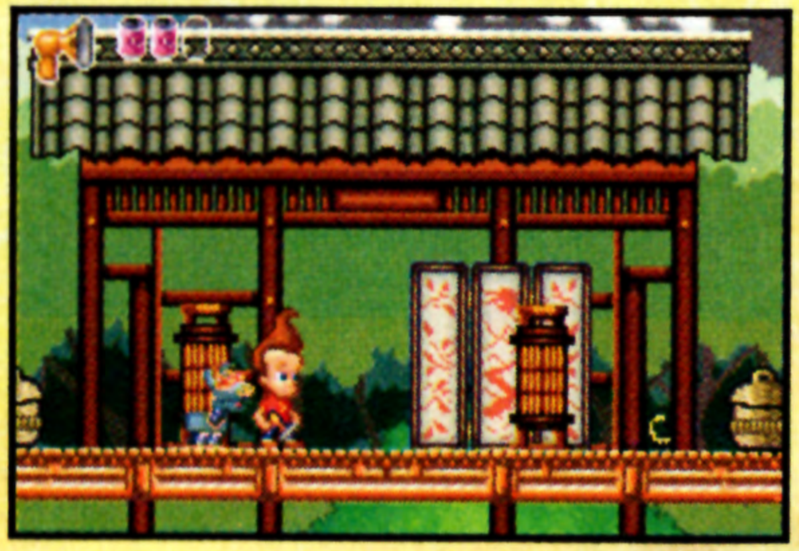
Computer



WORLD DESCRIPTIONS

Each of the four worlds that Jimmy explores is divided up into several stages. Each world includes a Mini Game, which Jimmy can only enter after finding the three Invention Parts in Stages 1 and 2. The final stage is always a Boss Stage, where Jimmy has to defeat an especially tough enemy. Most stages have primary (required) goals and secondary (optional) goals.

WORLD 1: SAGE VILLAGE



Jimmy activates his latest invention, the Virtual World Reproduction Machine, which accidentally changes school grounds into a Japanese village. Whoops! All of Jimmy's friends and classmates seem to have disappeared, and to make matters worse, Professor Calamitous is on the loose and trying to take over the world! Jimmy and Goddard meet up with Jet Fusion, an action movie hero and real-life super spy, who asks for their help in finding Calamitous and stopping his evil plans.

Stage 1: Sage Gardens and Sage South Village

Primary Goals:

- Find the Chrome Cat Invention Part
- Find the Bicycle Pump Invention Part
- Get the Goddard Copter Upgrade

Secondary Goal:

- Find two Sonic Resonator Upgrades

Stage 2: Cloud Monastery

Primary Goal:

- Find the Karaoke Machine Invention Part

Secondary Goals:

- Find one Sonic Resonator Upgrade
- Find one Health Container

Stage 3: Pachinko Machine Mini Game

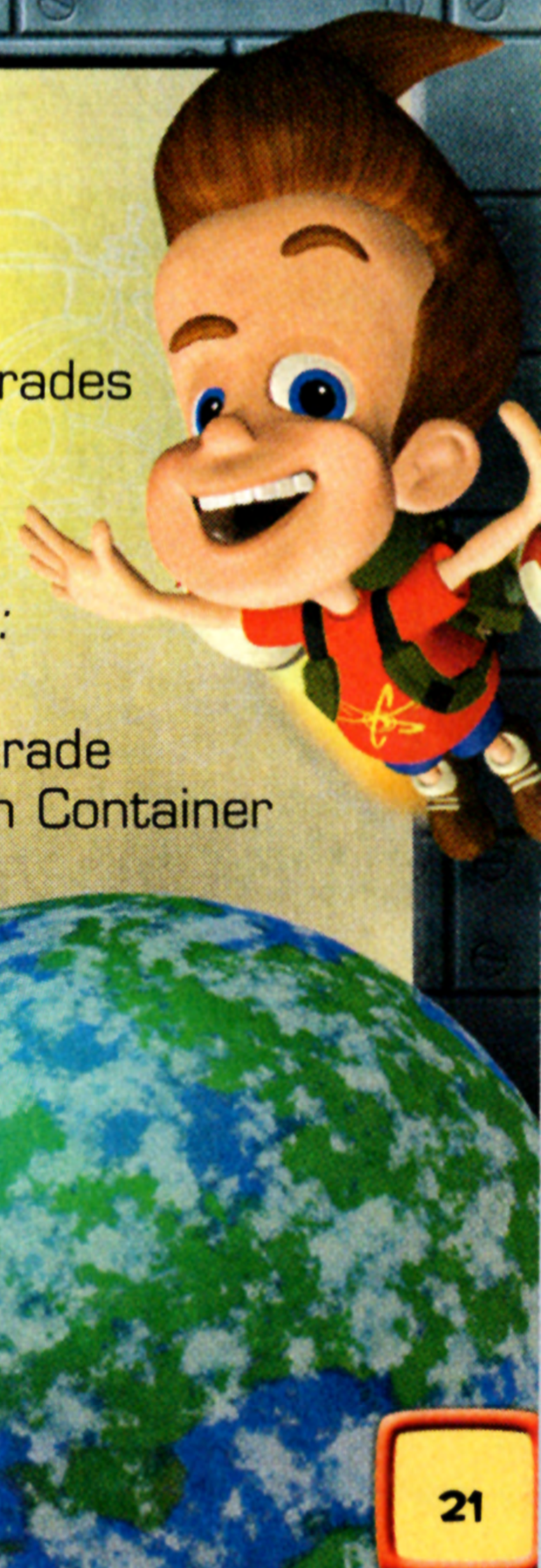
Primary Goal:

- Win the game by getting the required number of points

Stage 4: Ultra Ninja Lord (Boss Stage)

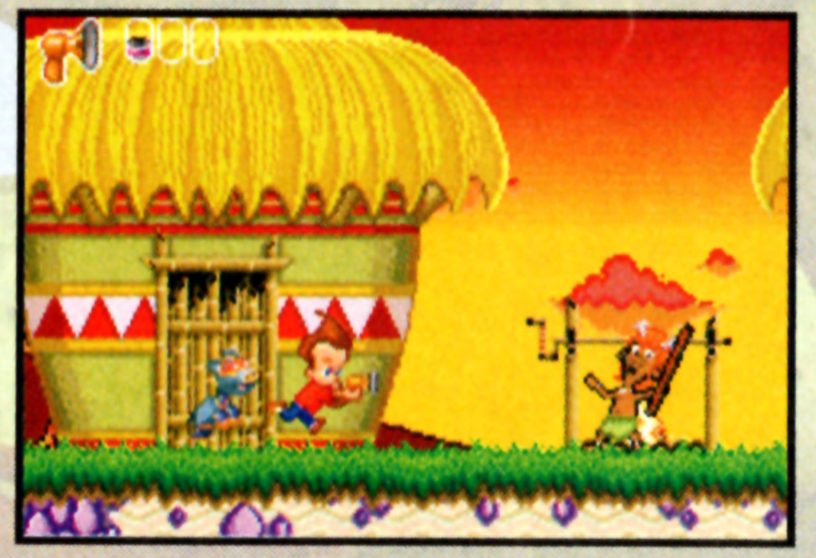
Primary Goal:

- Defeat Ultra Ninja Lord



WORLD 2: ISLAND OF OBLIVION

Jimmy appears on the Island of Oblivion, which is inhabited by angry natives. He must find three Invention Parts to create the Air Compressor, and he must also find and learn to use the H2O Inhibitor to safely cross pools of hot lava.



Stage 1: Natives' Village and Island Forest

Primary Goals:

- Find the Coconut Invention Part
- Find the Garden Hose Invention Part
- Get the H2O Inhibitor

Secondary Goal:

- Find two Sonic Resonator Upgrades

Stage 2: Lava Mountain

Primary Goal:

- Find the Torch Invention Part

Secondary Goals:

- Find the Sonic Resonator Upgrade
- Find the Health Container

Stage 3: Island Mini Game

Primary Goal:

- Defeat the Island Organ



Stage 4: Yeti Mountain Carl (Boss Stage)

Primary Goal:

- Defeat Yeti Mountain Carl

WORLD 3: HIGH SEAS

Jimmy finds himself on the Retroville Docks, which are teeming with pirates! Jimmy needs to find the three Invention Parts that form the Remote Control Submarine and give Goddard the Aqua Mobile ability.



Stage 1: High Seas Pier and Cargo Docks

Primary Goals:

- Find the Oxygen Tank Invention Part
- Find the Radio Invention Part
- Get the Goddard Aqua Mobile Ability

Secondary Goal:

- Find two Sonic Resonator Upgrades

Stage 2: Sea Lab

Primary Goal:

- Find the Scuba Flippers Invention Part

Secondary Goals:

- Find the Sonic Resonator Upgrade
- Find the Health Container

Stage 3: Submarine Mini Game

Primary Goal:

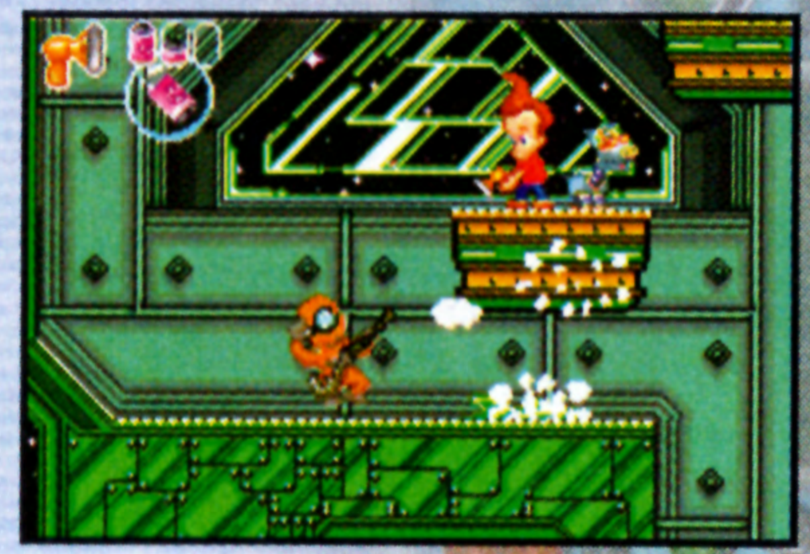
- Win the game by guiding the Remote Control Submarine through a series of tunnels and destroy the control panel at the end of the tunnels

Stage 4: Sea Serpent Cindy (Boss Stage)

Primary Goal:

- Defeat Sea Serpent Cindy

WORLD 4: SPACE STATION



The final world of the game is Professor Calamitous' Space Station. Jimmy must find the Gum Ball Blaster, as well as the three Invention Parts that form the Jimmy Bot. At the end of the world, Jimmy must defeat Professor Calamitous' dreaded robot servant, Calamibot. If Jimmy is successful, he saves Retroville (and the rest of the world) from Professor Calamitous' evil schemes!

Stage 1: Ship Bay, Lower Deck

Primary Goals:

- Find the Broken Robot Invention Part
- Find the Jet Pack Invention Part
- Get the Gum Ball Blaster

Secondary Goal:

- Find two Sonic Resonator Upgrades

Stage 2: Upper Deck

Primary Goal:

- Find the Computer Invention Part

Secondary Goals:

- Find the Sonic Resonator Upgrade
- Find the Health Container

Stage 3: Space Mini Game

Primary Goal:

- Toggle the control switch and open the steel door

Stage 4: Calamibot (Boss Stage)

Primary Goal:

- Defeat Calamibot



CHARACTERS

JIMMY NEUTRON

Jimmy is Retroville's resident boy genius, and his inventions are always getting him (and his friends) in trouble. He's always managed to make it out of the sticky situations he gets himself into, but this time, he might be in over his head!



GODDARD

Jimmy's ever-helpful robot dog is always at his side during his adventures. During the game, Goddard learns how to transform into the Goddard Copter and Goddard Aqua Mobile, which is absolutely necessary if Jimmy wants to rescue Jet Fusion.



JET FUSION

Jet Fusion is the world's favorite action hero, and he's been in more scrapes that he cares to remember! This time though, it's the bad guys who have the upper hand, and Jet needs the help of Jimmy Neutron, Boy Genius to stop Professor Calamitous!



PROFESSOR CALAMITOUS

Jimmy Neutron's inventions always seem to upstage Professor Calamitous, who's become so enraged that he can no longer finish anything, including his own sentences. This time, however, the sinister professor is determined to defeat Jimmy Neutron and Jet Fusion once and for all!



BOSS ENEMIES

ULTRA NINJA LORD

Despite the fact that Sheen is one of Jimmy's best friends, Jimmy's in for quite a battle when he comes across Ultra Ninja Lord at the end of World 1! If Jimmy can defeat Ultra Ninja Lord, he can change him back to his normal form.



YETI MOUNTAIN CARL

Carl is another one of Jimmy's best friends who has been transformed by the Virtual World Reproduction Machine.



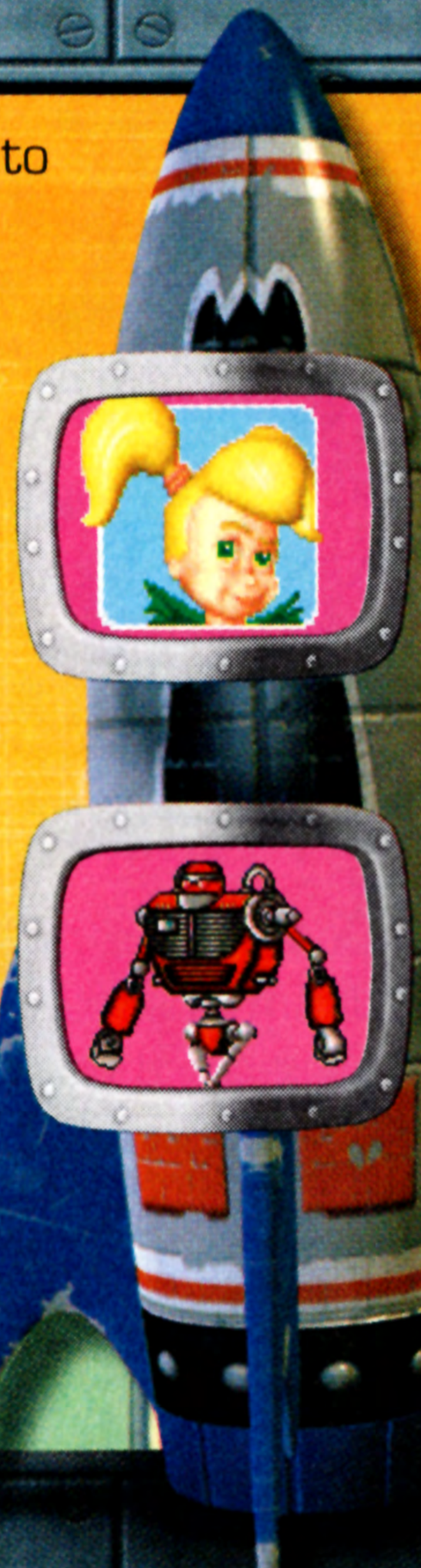
Jimmy must defeat Yeti Mountain Carl at the end of World 2 to change his buddy back to normal.

SEA SERPENT CINDY

Unlike Sheen and Carl, Cindy has never been one of Jimmy's closest friends. She was the smartest kid in school until Jimmy showed up, and being transformed into Sea Serpent Cindy has only made her more determined to get Jimmy once and for all! Defeat Sea Serpent Cindy at the end of World 3 to change her back to normal.

CALAMIBOT

Calamibot is Professor Calamitous' most dangerous invention yet, and Jimmy faces him at the end of the game. If Jimmy can defeat Calamibot, then Professor Calamitous' plans are foiled and the world is saved. If not, well... let's not think about that!



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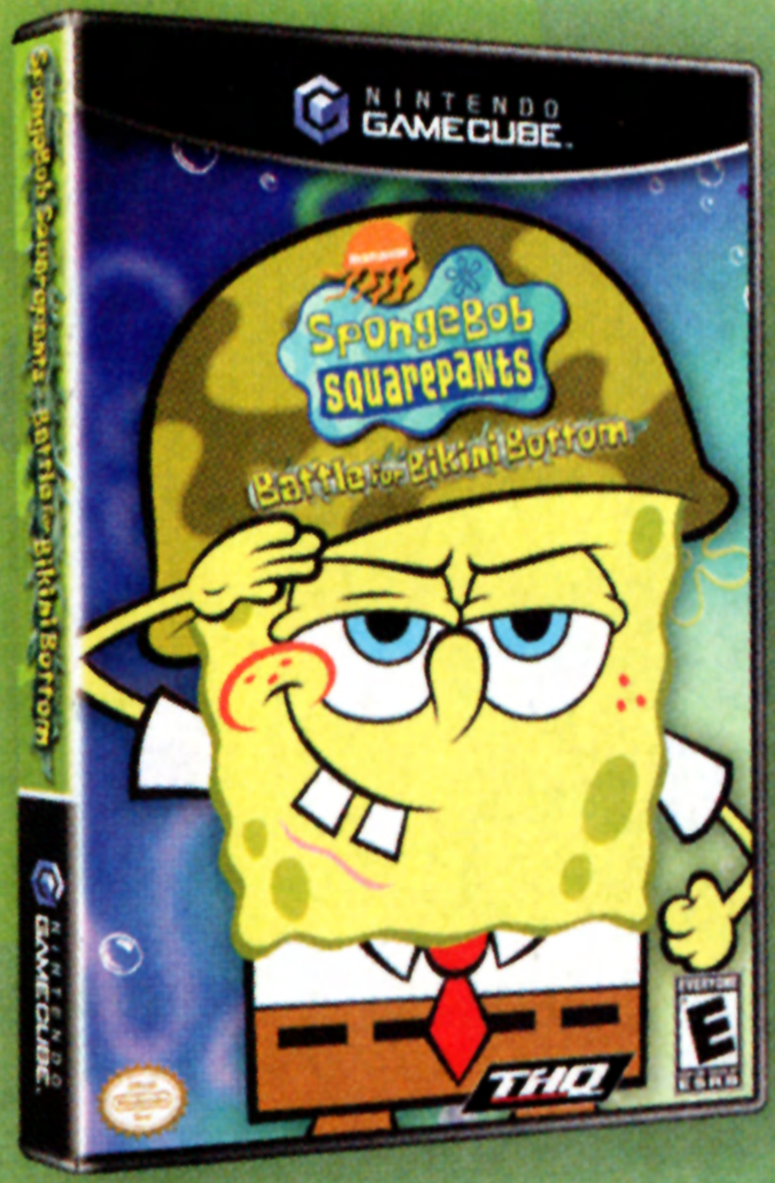
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Comic Mischief
Mild Cartoon Violence

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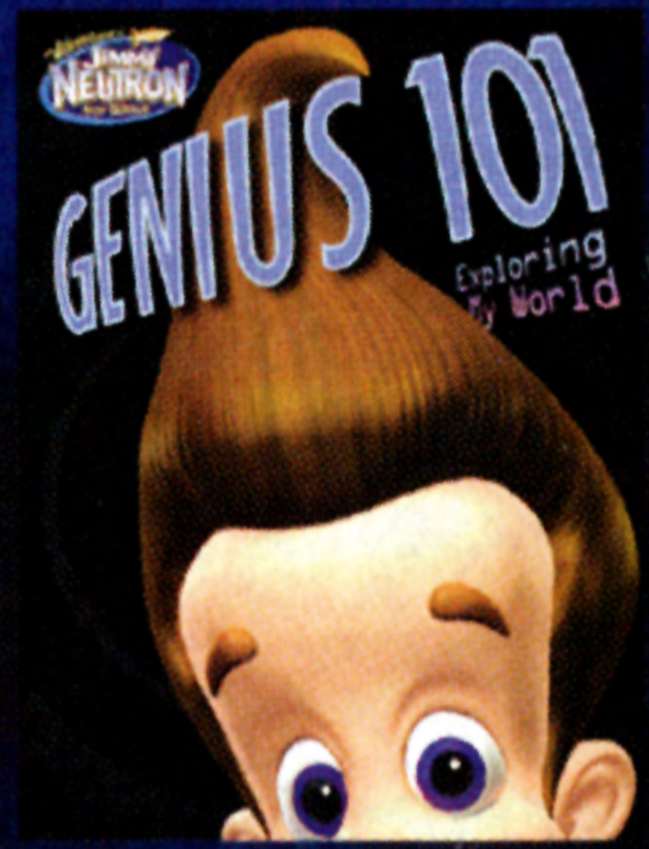
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