GAME BOY ADVANCE

AGB-ABWE-USA

BUTT-UGLY MARTIANS

B.K.M. BATTLES



INSTRUCTION BOOKLET

VIVENDI UNIVERSAL games

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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Butt-Ugly Martians™ B.K.M. Battles

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Introduction

Emperor Bog has grown impatient with the delays in invading Earth, so at the suggestion of Doctor Damage, he plans to use an army of robots to hurry things along. The *Butt-Ugly Martians*™ realize that to save Earth from certain doom they must travel to distant worlds, battle the mechanical minions, and seek out each of the alien leaders for a showdown!



Because of the supreme importance of their mission, the Butt-Uglies transform themselves at the outset into Butt Kicking Mode to equip themselves for the challenge ahead.

Little do they know, however, that intrepid alien-hunter Stoat Muldoon is hot on their trail, relentlessly pursuing them in his ongoing mission to rid the universe of "alien scum."

Getting Started

1. Make sure that the POWER switch on your Nintendo Game Boy® Advance is in the *OFF* position. Never insert or remove a Game Pak while the POWER switch is in the *ON* position.
2. Insert the *B.K.M. Battles Game Pak* into the slot at the back of the Game Boy® Advance system. 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.)
4. When the *Butt-Ugly Martians*™ title screen appears, press START; this will take you to the Main Menu.



Basic Controls

L Button
Use the MEC (when acquired)

R Button
View the level map

Control Pad
Move around in the game or highlight an option

A Button
Fire your blaster



START
Access the Pause Menu while playing a game

SELECT
Switch between available characters

B Button
Switch directions or move back to the previous screen

Main Menu Options

New Game

Choose this option to start a new game from the beginning.

Resume Game

Choose this option to resume a game you've played previously. You must enter a password given at the end of the level you most recently completed in order to use this option.



Options

Choose this option to alter settings that affect your game.

High Scores

Choose this option to see the highest scores earned since your Game Boy® Advance was turned on.

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Setting Difficulty



When you start a new game, you'll be given the chance to set the difficulty. You can choose from three settings—Easy, Medium, and Hard.

- *Easy*: This setting is for the less experienced player. There are fewer baddies, and they fire fewer projectiles. Additionally, it will take fewer hits to destroy all enemies.
- *Medium*: This is a good setting if you don't want your game to be too hard or too easy. Baddies will be more numerous and will be more aggressive than on the Easy setting.
- *Hard*: This setting will prove challenging for the seasoned player. Baddies will be yet more accurate and more numerous. They will be even more aggressive and their projectiles will be very hard to dodge!

Password Screen

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



If you have earned a password and would like to enter it, choose the *Resume Game* option on the Main Menu screen and press the A Button.

Use the Control Pad to move around the grid to the various letters and numbers. Press the A Button to make a selection. If you want to erase the last chosen character, select the left arrow symbol. If you'd like to erase your entire collection of characters, select the red X symbol. When you've entered your password, select the checkmark symbol.

If the password was entered correctly, you will continue from that level. If you get an error sound, the current Password has not been entered correctly! Make sure you placed the letters correctly, and try again.

Game Screen

Score
This shows your score.

Restoration
This shows how many Restoration pickups you've found for fully restoring your powersuit's energy.

Keys
This shows which of the necessary keys in the level you've found.



Character
The active character is outlined in green. 'Drained,' unplayable characters are shown in a solid green color.

Power
This gauge shows how much energy is stored up in your powersuit. When the bar is empty, your suit is drained and your character becomes unplayable.

Firepower
This gauge reflects your firepower level, maximum 6.

Armor
This gauge reflects your armor level, maximum 6.

MEC
If this crystal is found, it can be used against Stoat Muldoon.

The Goal





Your mission as one of the Butt-Ugly Martians is to reach the end of each level and challenge the commanders who are working to carry out Bog's invasion plan. To do that, you'll need to find the colored keys that unlock the matching-colored force fields and grant access to areas throughout each level. Avoid taking fire from all enemies and installations within the levels, or return fire at them. Once all the keys in a level have been found, work your way to the teleporter to progress to the boss battles.

Keep your eyes open! Stoat Muldoon, alien hunter, will be on your trail, appearing occasionally in his never-ending quest to capture you. In each level, you'll need to find the Memory Erase Crystal (MEC)—a purplish pyramid pickup—to mindwipe Stoat and put him to sleep.

Switching Characters



As you play through the levels, you'll be able to switch between active characters. This can be useful if your current character has almost drained his powersuit or you want a certain character to obtain a specific pickup.

Another advantage of switching characters is that each character has a strength not possessed by the other two:

- Do-Wah (in red) has the most powerful blasting ability and can do the most damage.
- 2T (in blue) has the strongest armor and can take the most damage.
- B-Bop (in yellow) is the fastest and best able to dodge enemy fire.

Any Restoration pickups you've found will also be reflected on this screen. You can use them to restore any inactive character.

Pickups

Throughout the levels, you'll encounter a number of pickups that will help you in your mission.


Increases your firepower


Restores energy to your powersuit


Provides a temporary shield against damage


Provides a complete refill to a drained powersuit


Provides a temporary speed boost


Upgrades your defense when seven of these are collected


Increases the number and speed of your defense orbs


Restores less energy to your powersuit


Provides a temporary state of invisibility


Provides ability to "mindwipe" Stoat Muldoon


Upgrades your firepower when seven of these are collected


Increases your score

Worlds

Your mission will take you to seven different worlds, each with four sublevels.



Asteroid Base

Navigate through the rocky maze—watch out for ambushes.



Mechtropolis

Danger lurks everywhere in this steely industrial complex.



Aquatica

The cool blue water world has some nasty surprises in store!



Magma

Bog's minions have a warm reception waiting for you ...



Silicon City

Scores of hi-tech minions await you here.



Arborea

Don't let the lush surroundings fool you—it's a jungle out there!



Koo Foo Ship

The mysterious Koo Foo ship—the showdown takes place here.

Baddies

Assorted Mechanical Minions

As a *Butt-Ugly Martian*™, your main opposition is a variety of robots found on the various levels.



Installations

Additionally, throughout each level there are installations on the ground and on the ceiling that fire projectiles at the players.





HUMANGA – Asteroid Base

He hovers in midair, firing multiple projectiles and intermittently charging you. With each encounter he gets more aggressive, charging more often and firing more missiles.

KLAKTOA – Magma

He has laser weapons in his eyes and is ground-based. His movement is limited to forwards and backwards, and includes a charge.





JAX – Aquatica

For every level in which he appears, he has a new nose-mounted weapon that increases in size with each encounter. He moves up and down while trying to keep a distance from the player.

PENKHAN – Arborea



Penkhan's ship, the Scorpedian, moves forwards and backwards shooting from its claws and tail. Firepower, including both dumb and homing projectiles, increases with each level.



DESTRUCTOR – Silicon City

Similar to Scorpedian, Destructor has to stop moving to fire, but you can't disable his weapons.

INFI-KNIGHT – Mechtropolis



He attacks with four weapons and his only weakness is his habit of spinning around when hit. His upper right arm can fire at five different angles and his other weapons are homing.



The Karch Twins – Koo Foo

The Karsch twins use their "nose plasma" weapon in levels 1 and 2 and their handguns in levels 3 and 4.They appear together and circle each other, as well as charging and shooting at you.

Pause Screen

At any point during play, you can pause the game by pressing START. Pausing the game will bring up the Pause Screen, which provides a number of options.

- Options: Alter settings that affect your game.
- Select Player: View the strengths of the different characters in case you want to play as one.
- Help: Receive brief instructions on playing the game.
- Continue: Continue from the point at which you paused the game.
- Quit Game: Quit the current game and return to the Main Menu.
- Your most recently earned password can also be seen on this screen.



Secret Areas

Many of the levels you explore have secret areas that are invisible. You can access them by shooting at terrain that conceals a secret area.





When terrain that hides a secret passageway is hit repeatedly, it will give way, exposing a supply of several pickups—weapon, armor, and energy upgrades.

Nintendo GameCube™ Link

Five of the levels hide special gems which can be collected for use when connected to the *Butt-Ugly Martians™: Zoom or Doom!* game on the Nintendo GameCube™. You will need a Nintendo GameCube™ and a Nintendo GameCube™-Game Boy® Advance cable to play. Once you collect at least one of the gems, you get a new option in the in-game Pause Menu to link to the Nintendo GameCube™.



To activate the transfer:

- Connect the Game Boy® Advance to a spare Nintendo GameCube™ Controller port (either port 2, 3 or 4) using the Nintendo GameCube™-Game Boy® Advance cable.
- Turn on the Nintendo GameCube™ and progress to its Main Menu.
- Go to the Pause Menu in the Game Boy® Advance game. (To restore a previous game, you must find a gem first.)
- Select the Nintendo GameCube™ link from the Game Boy® Advance Pause

Menu. The transfer will be automatic. You will be informed of the progress of the transfer on the Game Boy® Advance screen. When the transfer is complete, the Nintendo GameCube™ game will tell you what has been unlocked. If there is a problem with the transfer, the message "Connection Failed" will be displayed on the Game Boy® Advance. If this happens, check the connections of the Nintendo GameCube™-Game Boy® Advance cable and that *Butt-Ugly Martians™: Zoom or Doom!* is loaded in your Nintendo GameCube™ and the Main Menu screen is displayed.

The gems and what they unlock:



Unlocks Jax in the Nintendo GameCube™ game



Unlocks Gorgon in the Nintendo GameCube™ game



Unlocks two of the Stage 2 tracks in the Nintendo GameCube™ game



Unlocks two of the Stage 3 tracks in the Nintendo GameCube™ game



Unlocks a Mega Pickup enhancing character abilities in the Nintendo GameCube™ game

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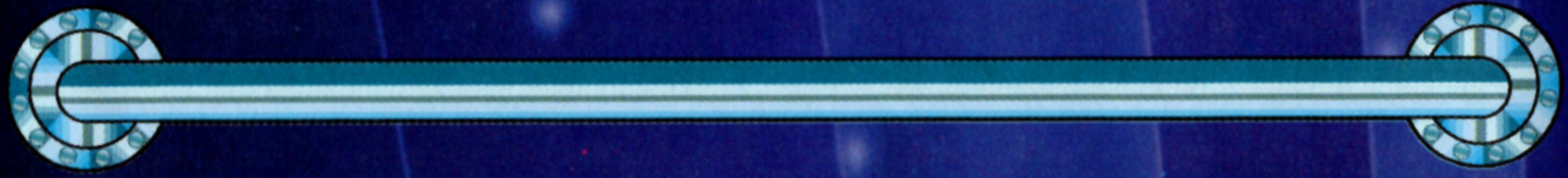
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