GAME BOY ADVANCE®

AGB-BNDE-USA

CODENAME: KIDS NEXT DOOR™

OPERATION: S.O.D.A.



INSTRUCTION BOOKLET

GLOBAL STAR SOFTWARE

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 VIDEO GAME SYSTEM.



LICENSED BY

Nintendo®

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)

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

CODENAME: KIDS NEXT DOOR™

OPERATION: S.O.D.A.

The Story	2
Starting Your Game	4
Playing the Game	9
Pickups and Collectibles	10
Rainbow Monkeys	12
Enemies and Hazards	13
Missions	14
The Kids Next Door	
Numbuh One	20
Numbuh Two	22
Numbuh Three	24
Numbuh Four	26
Numbuh Five	28
S.T.R.A.T.O.T.A.N.K.A.H.	30
Credits	31

The Story

It is a dark time for kids worldwide! With the recent passing of the Soda Control Act, the drinking age of soda has been raised to 13 years and older! The Kids Next Door have refused to recognize this dastardly attempt at prohibiting children from drinking their favorite beverage, and have taken it upon themselves to run a secret operation... Operation S.O.D.A. (Smuggling Outlawed Drink Activists)





Numbuh One

...providing soda to
any kid in the world
who wants it...
no questions asked.



r. Fizz



Numbuh Five



SCB Henchman

Starting Your Game



Press **START** or the **A Button** to proceed to Main Menu.

NEW GAME

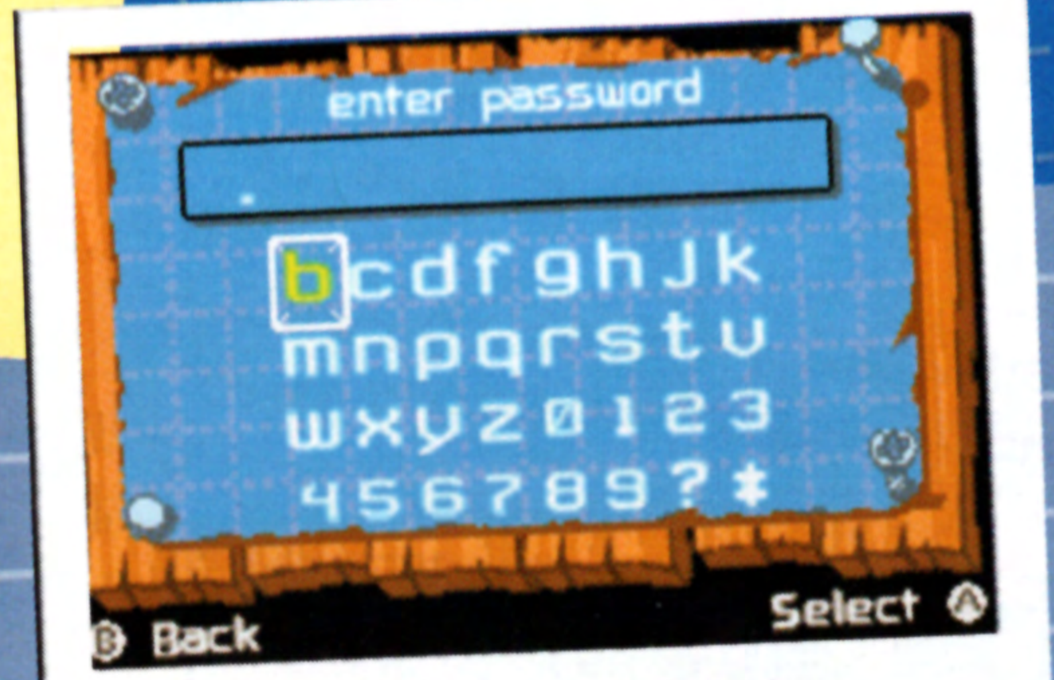
Select this option to start a new game in Story Mode.

Be sure to write down your passwords. You can use them to start where you left off.



Continue

Use a password here to start where you left off.



Use the + Control Pad to scroll through the options and press the A Button to select one.

Use the + Control Pad to move through the alphabet and select letters or numbers by pressing the A Button.

If you get the password wrong, you will hear a buzzing sound. Press the B Button to erase letters and try again.

Agent & Mission Select Screen

In the KND Agent Select screen, use the + Control Pad to choose a KND operative to start playing. Or, go to the Past Missions icon to replay your favorite missions.



Past Mission Icon



Past Missions Area (Activity Mode)

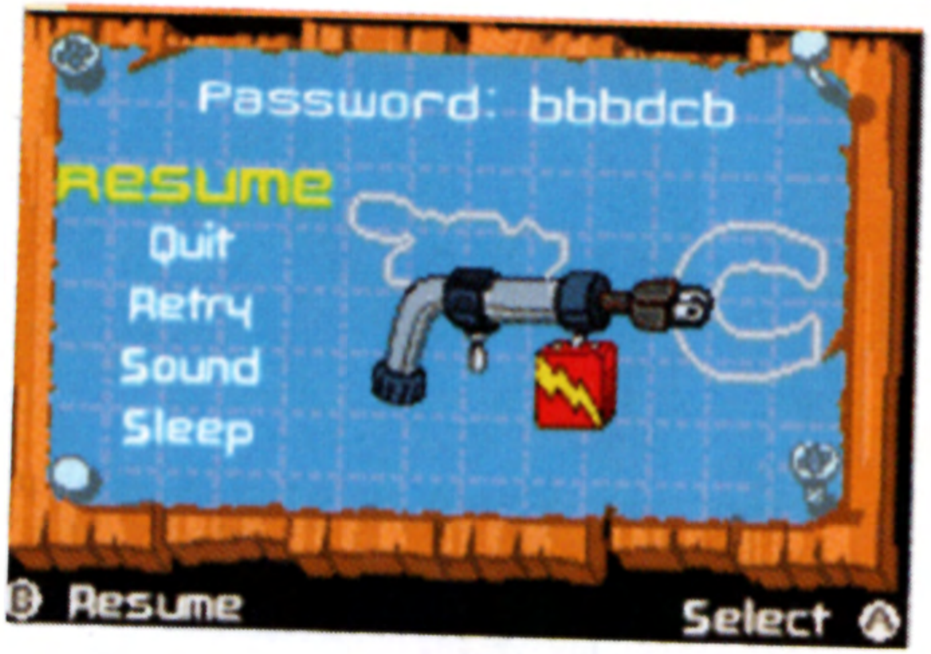
In the Past Missions area use the + Control Pad ▲/▼ to scroll through the missions and press the A Button to select one.

Pause Menu

During gameplay press START to pause the game. The Pause Menu has helpful information.

Your current password is displayed here. Be sure to write it down so you can use it to continue later on. Your KND operative's 2x4 Technology is displayed here too. You can see your weapon and any upgrades you have added.

Use + Control Pad ▲/▼ to scroll through these options. Press the A Button to select one.



Resume – Return to your game.

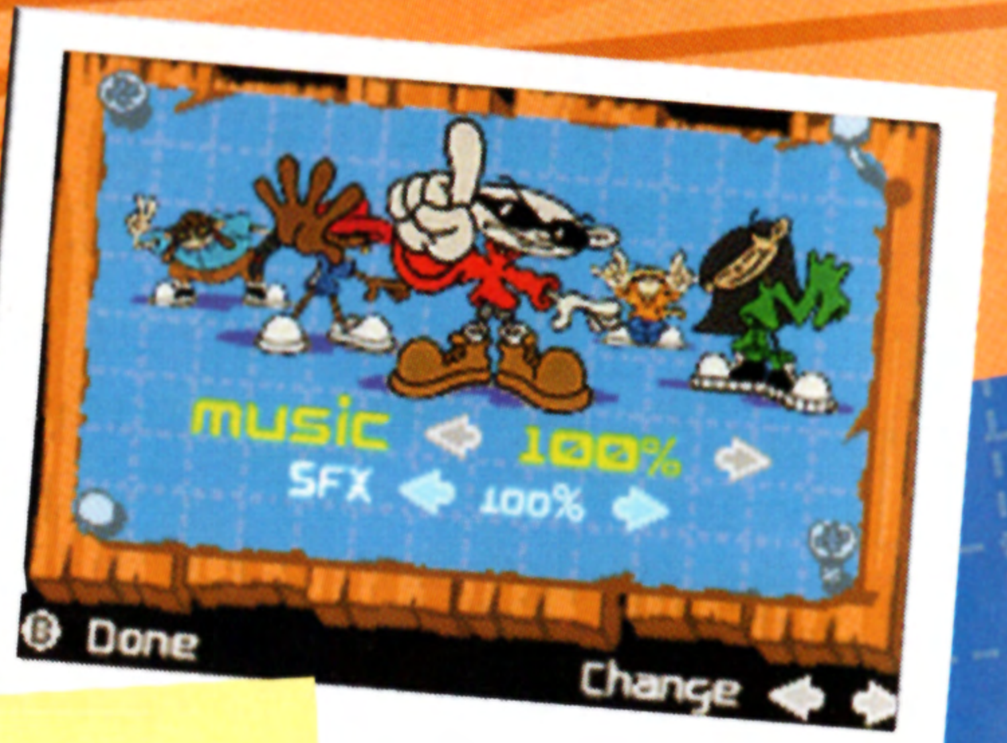
Retry – Restart the game from the last Rainbow Monkey.

Sound – Adjust sound volumes.

Sleep – Activate Sleep mode to save your battery.

Quit – Quit the current level and return to the Agent Selection screen.





Sound

Select this option to change the settings for music and sound effects. Press the + Control Pad ◀ to lower each sound setting, and press it ▶ to raise it. Press ▲/▼ to switch between Music and Sound FX. Press the B Button to confirm your settings and return to the Pause Menu.

Playing the Game

As you start each mission, other KND operatives will provide helpful hints and tips.

Displays

Keep track of your health, number of tries and the number of bottle caps you've collected with the following displays on your screen.

"Tries" Indicator

Keep track of how many "tries" you have left by looking at the number next to the picture of your KND operative. You start with three, and can gain extras by collecting special pickups.

Health / Damage Meter

You can tell what your current health condition is by the number of light bulbs on your meter. When all your lights go out, you'll need to try again!



Bottle Cap Indicator

Keep track of all the valuable bottle caps you've collected here.

Pickups and Collectibles

Candies help make kids healthy, at least in this game! Each candy restores a different amount of health.

Candy	Health points returned
 Bubblegum	
 Lollipop	
 Chocolate bar	
 Sooper Sour Candy	Temporary Invincibility

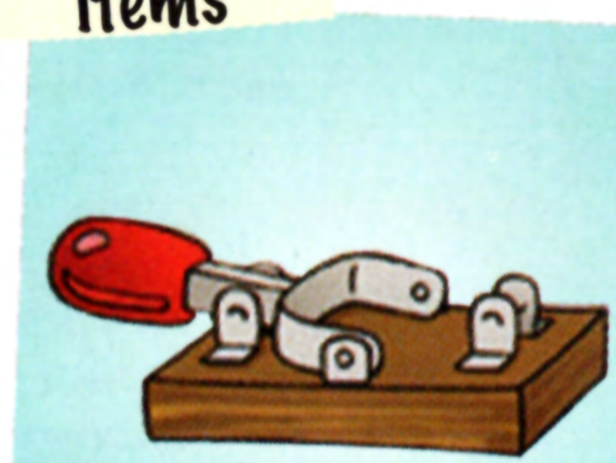
Pickups and Collectibles

Bottle Caps



Be sure to collect as many bottle caps as you can. If you collect 50 of them, you'll get an extra "try"!
If you get every bottle cap in the game, you will get a sooper special surprise!

2x4 "Junk" Items



As you move through the locations you'll find cool things that someone has thrown away. The Kids Next Door are experts at converting this "junk" into their powerful 2x4 Technology, so don't be surprised if the next place you see one of these items is attached to your weapon, as its latest upgrade!

Extra "Try" Pickups



Keep an eye out for very special pickups. The one's that look like your KND operative will give you an extra try.

Rainbow Monkeys are your friends!

There are three different Rainbow Monkeys in the game, each a different color based on what they do:



Purple Monkey (password): After you successfully complete a section, your password will be updated. The purple Rainbow Monkey will tell you your new password when you enter the next section.



Pink Monkey (checkpoint): Pink Rainbow Monkeys are placed in the middle of level sections and serve as checkpoints. Walk over them to save your current position. If you are defeated, you will restart from the point where you passed the pink Rainbow Monkey, instead of all the way at the beginning.



Blue Monkey (ranking): When you near the end of a section or a mission, the blue monkey will tell your ranking, based on how many bottle caps you have collected. A bronze trophy means you have collected some bottle caps, a silver indicates you found most of the bottlecaps, and a gold trophy means you collected them all! You can then decide to turn back to collect more by hitting Pause and then Retry, or just continue onward!

BRIEFING

Enemies and Hazards

The Kids Next Door are always on an exciting new mission. Between bubbling molten soda pits, barbed wire, soda-seeking 'bots and battalions of soda-shooting Soda Control Board henchmen, you will have to punch, fight, shoot, jump and blast your way to victory! Just keep an eye on your Health Meter while you do!



Missions



Operation: S.K.A.T.E.R.S.

(Skateboarding Kids Are Totally Excellently Requiring Soda)

Awesome skaters require awesome grape soda to power their ollies and grinds. Numbuh Four is on the way, and anyone who tries to stop him will get a punch or a kick!

HINT: A well-timed flying kick will take out even flying enemies!



Operation: S.L.U.M.B.U.H.

(Soda-Lugging Undercover Mission Brings Unbelievable Heroics)

Slumber parties aren't for sleeping – that's why these kids need caffeinated cola, and fast! Numbuh Five will use cover of darkness to transport this precious liquid and ensure a sleepless night!

HINT: Don't forget that your sleep darts only knock out the SCB henchmen for a little while!

Operation: B.L.A.C.K.O.U.T.

(Blitz Location And Cleverly Knock Out Ultrapower Turbines)

Numbuhs Two and Four have been taken captive! Shut down the security systems to help your kidnapped comrades!

HINT: Use the color of the battery on your D.U.B.B.A.Z.A.P. to know which energy color you're currently ready to fire!





Operation: S.A.N.D.C.A.S.T.L.E.

(Swiftly Attack Nautical Defense Contingent And Sun Tan Legs Evenly)

Blast those silly old ground troops so Numbuhs Two and Four can escape!

HINT: After a Sooper jump, hold down the A Button to float downward to your landing spot!



Operation: C.L.I.M.B.-I.T.

(Carefully Lurking Into Mountainous Building Is Tricky)

Climb and sneak your way into the jungle hideout to shut down the communications dish!

HINT: Watch out for quicksand in this level. It can drag you down quickly!

Operation: S.T.R.A.F.E.

(Simply Takeout Really Annoying Fortressed Enemies)

Escape from the volcano fortress, and make the bad guys pay while you do!

HINT: Your cheese weapon has a much better range now — hit those enemies before they can reach you!





Operation: J.A.I.L.B.R.A.K.E.

(Just About Instant Left Before Running And Kwickly Escaping)

Your fists and feet must carry you out of the underground fortress and its hordes of defenders!

HINT: Don't underestimate the importance of using your shield against SCB guards who are firing soda weapons at you!



Operation: C.L.E.A.R.-O.U.T.

(Castle-Like Embankments Are Really Obnoxiously Utterly Tough)

Prepare for the KND invasion by clearing out the enemy guard towers!

HINT: Drop cheese bombs on entrenched SCB drillers hiding in their holes!

Operation: B.R.E.A.K.-I.N.

(Brazenly Raid Entrance And Klimb Inside Noiselessly)

Sneak in and open a security hatch to open the way for the KND fortress attack!

HINT: If you push against a metal crate, you can move it. You'll have to, if you want to get through this mission!

Operation: S.M.A.C.K.D.O.W.N.

(Shield Must Absolutely Completely Krash Down or We're Nuked)

Disable the shield generator that protects those horrific kid-milking machines!

HINT: With double shooting power, you'll do twice the damage against your enemies. Watch out for spikes on the floor and ceilings, though!



Operation: P.U.M.P.A.M.A.T.I.C.

(Pull Up Main Pump And Massively Attack 'Til It Crashes)

Use your cute but oh-so-destructive hamsters to finally obliterate the milking machines!

HINT: In addition to destroying the milking machines, hamsters can also do devastating damage to unlucky bad guys!

Operation: M.E.S.S.E.N.G.E.R.

(Must Escape Soon So Enemy's Nefarious Gimmick Ends Rapidly)

You stumbled upon Mr. Fizz's insane master plan, now you must fight your way out to warn the rest of the KND!

HINT: Your extended punch will keep you safer from enemies, but you still need your shield to get through this one!





Operation: B.I.R.T.H.D.A.Y.

(Bring Important Rather Thirst-Halting Delivery Away Yonder)

Kids at a birthday party are in desperate need of orange soda! Numbuh One and his jetboots to the rescue, flying high above the neighborhood!

HINT: Bees are not your friends! Avoid them or face their stinging wrath!



Operation: C.A.M.P.O.U.T.

(Cruising Agent Must Put Out Unquenchable Thirst)

Local campers will not be happy until they get their root beer! Numbuh Two and his F.L.A.P.P.U.H. can get the goods there fast!

HINT: Your weapon has a longer range than your enemies'. So shoot them from as long a distance as you can!



Operation: P.I.C.N.I.C.

(Pop Is Clearly Needed In Countryside)

A picnic isn't a picnic without lemon-lime soda. Numbuh Three will skip her way to their rescue!

HINT: Numbuh Three is the only KND in the game who can shoot her weapon while jumping. Blast 'em!



Operation: F.I.Z.Z.L.E.

(Finish Insane Zealot's Zany Lost Enterprise)

The final confrontation with the totally insane Mr. Fizz ... it's time for SOOPER BATTLE STATIONS!

HINT: Mr. Fizz's giant drill is vulnerable when its chest flashes yellow! You need to get in close to hit him with your sonic blast attack!

Jump over him when he charges, but don't follow him to the other side. Make him come to you!



Special Cheats



There are sooper special cheats you can find only in the new Kids Next Door DVD; "Sooper Hugest Missions: File One".

- Code #1 = All projectiles become hamsters
- Code #2 = Super-high jumps for all walking characters, with float
- Code #3 = Rapid-fire

Numbuh One



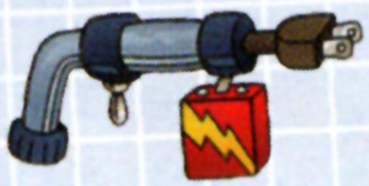
Nigel Uno, a.k.a. "Numbuh One", is the leader of the Kids Next Door and the embodiment of its principles. He is a master tactician who devises elaborate plans for world domination. Although usually super confident and in control during a crisis, Numbuh One still suffers occasional breakdowns due to the other Kids' ineptitude. Also, he speaks with a cool accent.

Movement:

+ Control Pad ◀/▶: Flies Numbuh One Left/Right
+ Control Pad ▲/▼: Boosts Numbuh One Up/Down

2x4 Technology:

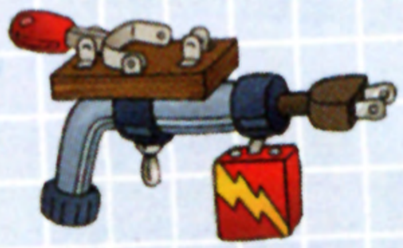
1



Z.A.P.P.U.H.
(Zillion Amperage Pistol Paralyzes Unfriendly Hordes)

B Button: Fire energy bolt (single shot)

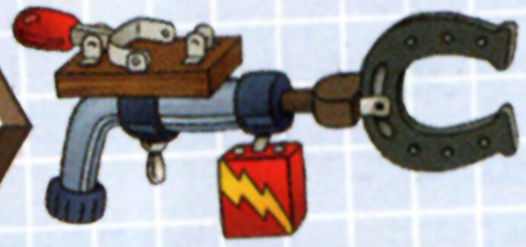
2



D.U.B.B.A.Z.A.P.
(Dual Upgrade Beam Blows Away ZAPPUH As Previous)

A Button: Fire energy bolt (single shot)
B Button: Switch between red and blue energy

3



Q.U.A.D.R.A.Z.A.P. (Quantum Upgrade Allows Doubly Raised Amperage Zapification and POW!)

A Button: Fire energy bolt (double shot)
B Button: Switch between red and blue energy

Numbuh Two



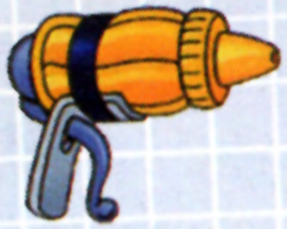
Hoagie P. Gilligan Jr., a.k.a. "Numbuh Two", is passionate about airplanes and flying and spends much of his time building all kinds of cool flying machines. He may be a mechanical genius, but common sense appears to be missing from his tool box. He is prone to falling, especially down stairs, and oftens gets so excited that he doesn't get enough oxygen and passes out.

Movement:

+ Control Pad ◀/▶: Flies Numbuh Two Left/Right
+ Control Pad ▲/▼: Flies Numbuh Two Up/Down

2x4 Technology:

1



G.L.O.P.G.U.N.
(Goo-Launching Oversized Peashooter Gums Up Nasties)

A Button: Fire sticky mustard

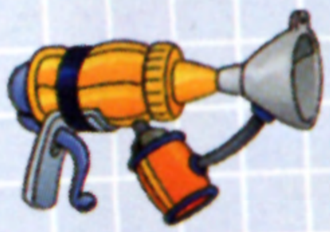
2



G.L.O.P.Z.U.K.K.U.H. (Goo-Launching Oversized Peashooter Zesty Upgrade Kompletely Klobbers Unfriendly Hordes)

A Button: Fire spray can cheese blast

3



G.L.O.P.P.A.C.A.N.N.O.N. (Gorgonzola-Launching Overly Power-Packed Artillery Chucks Alotta Non-pasteurized Nukes Onto Nasties)

A Button: Fire spray can cheese blast
B Button: Drop cheese bomb

Numbuh Three



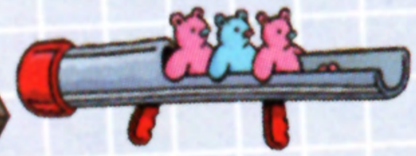
Kuki Sanban, a.k.a. "Numbuh Three", is short on attention but long on charm. She always seems to be "in her own little world", usually in a state of perpetual bliss. This cute, happy-go-lucky girl is willing to do anything to help the Kids' cause. . . if she can just remember what that thing is.

Movement:

+ Control Pad ◀/▶: Walks Numbuh Three Left/Right
A Button: Jump

2x4 Technology:

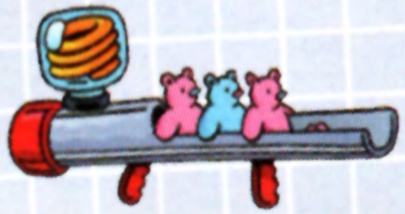
1



T.H.U.M.P.E.R.
(Teddy Hurling Ultra Microwave Powered Ejection Rifle)

B Button: Fire teddy bear

2



T.H.U.M.P.A.J.U.M.P.P.U.H. (Teddy Hurling Upgraded Mega-Pazooka And Jumper Upper Mightily Propels People Up High)

B Button: Fire teddy bear
Hold + Control Pad ▼ to charge, then
press A Button: Sooper jump

3



T.H.U.M.P.A.J.U.M.P.P.U.H.A.M.S.T.U.H. (Teddy Hurling Upgraded Mega-Pazooka And Jumper-Upper Mightily Propels People Up High AND Moreover Shoots Tiny Unstoppable Hamsters)

B Button: Fire teddy bear
Hold + Control Pad ▼ to charge, then
press A Button: Sooper jump
R Button: Fire hamsters

Numbuh Four



Wallabee Beatles, a.k.a. "Numbuh Four", is brash, impulsive and a specialist in hand-to-hand combat who hopes to one day become a professional wrestler. He is the first to rush into things. Unfortunately, this usually means he's the first to ruin whatever those things are. Even though his blind enthusiasm usually wreaks havoc with their plans, the other Kids see Numbuh Four as an unstoppable enforcer.

Movement:

+ Control Pad ◀/▶: Walks Numbuh Four Left/Right
A Button: Jump

2x4 Technology:

1



S.L.U.G.L.O.V.E.
(Salami-Loaded Ultra-powered Glove Lays Out Villains Excellently)

B Button: Punch
B Button: while jumping: Sooper kick

2



S.L.U.G.L.O.V.E.-D.E.E. (Strainer Layer Upgrade Gives Lumps Or Very Effectively Deflects Enemy Electrobeams)

B Button: Punch
B Button: while jumping: Sooper kick
+ Control Pad ▼: Block

3



S.L.U.G.G.U.H.-D.E.E.L.U.X.E. (Spring-Loaded Uppercutting Glove's Greatest Upgrade Handily Decks Evil Enemies Largely Using Xtra Extension)

B Button: Punch
B Button: while jumping: Sooper kick
+ Control Pad ▼: Block

Numbuh Five



Abigail "Abby" Lincoln, a.k.a. "Numbuh Five", is the team spy whose specialty is doing super sneaky work in a stealth-like, undetectable fashion. Aside from Numbuh One, Numbuh Five may be the only KND member with any common sense, which sometimes causes a little tension between the two.

Movement:

+ Control Pad ◀/▶: Walks Numbuh Five Left/Right
A Button: Jump

2x4 Technology:

1



S.N.E.E.D.L.E.S.
(Sneaky Naptime Enacting Electro-Darts Let Enemies Sleep)

B Button: Fire sleep dart

2



S.P.L.U.N.G.U.H.S. (Sooper Plunger Loaded Upgrade Nicely Grabs Unclimbably High Surfaces)

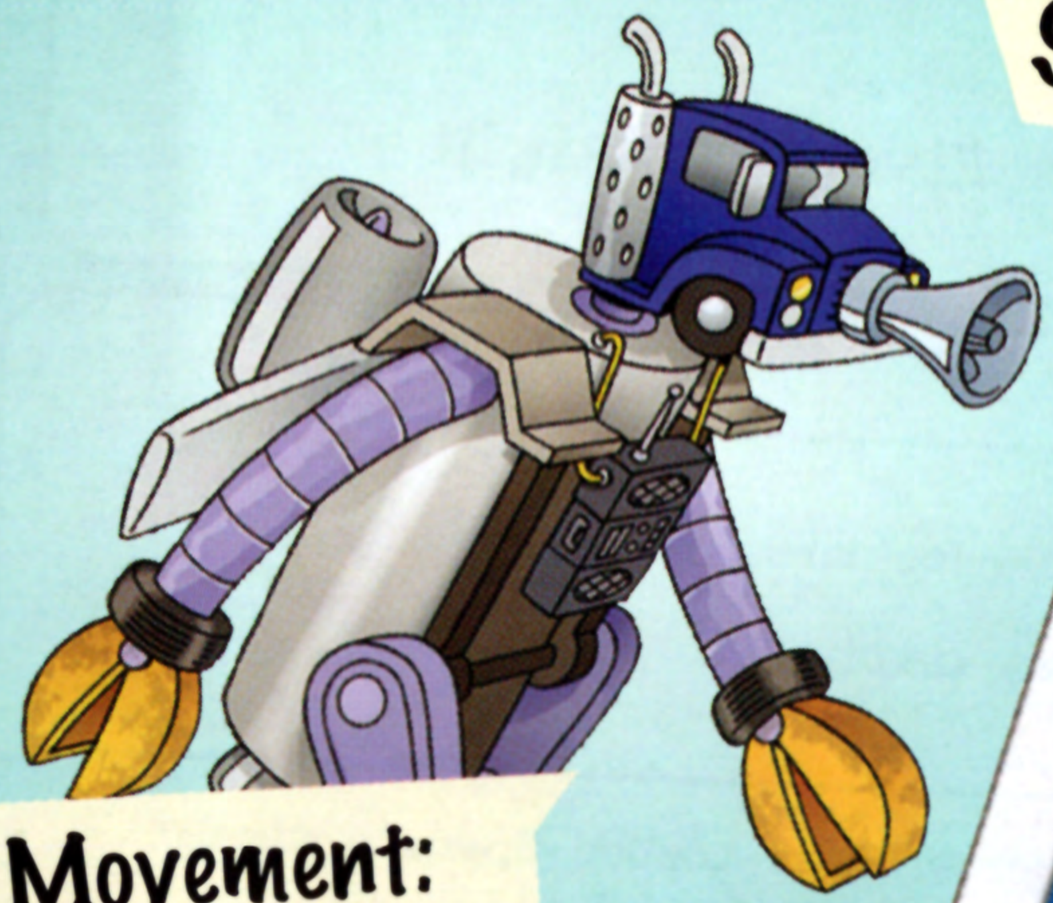
B Button: Fire sleep dart
+ Control Pad ▲ near smooth wall: Climb

3



S.P.L.A.G.N.E.T.S. (Special Plunjahmagnet Largely Allows Greater Nonexhausting Ease Transferring Stuff)

B Button: Fire sleep dart
+ Control Pad ▲ near smooth wall: Climb
+ Control Pad ◀/▶ near metallic crate: Push



S.T.R.A.T.O.T.A.N.K.A.H.

With the fate of the world's soda supply at stake, the KND must convert their S.T.A.N.K.A.H. (Soda Transport Also Nicely Kruises At Hyperspeed) into the S.T.R.A.T.O.T.A.N.K.A.H. (Sooper Tanker Robot Able To Outrageously Transform And Nicely Kranks Aural Hullabaloo), a hundred foot-tall super-mech, in order to do battle with Mr. Fizz and his Giant Injection Drill!

Movement:

+ Control Pad ◄/►: Walks S.T.R.A.T.O.T.A.N.K.A.H. Left/Right
A Button: Jump

2x4 Technology:

B Button: Fire sonic blast of "The Rainbow Monkeys Sing"

Credits

Developed by
Vicarious Visions

CEO / Chief Creative Officer
Karthik Bala

VP Product Development
Tobi Saulnier

Project Manager
Evan Skolnick

Lead Designer
Robert Gallerani

Programmers
Bob Koon
Robert Trevellyan

Artists
Eric DeSantis
Robyn Poirier
Jason Harlow
Chongguang Zhang

Animators
Robert Gallerani
Edward Lee Bowman II
Steve Nelson
Chris Sinclair

Audio
Shin'en Multimedia

Additional Design
Jonathan Mintz

"2 x 4 Technology" Design
Robert Kopecky

Story Concept
Mr. Warburton

Playtesters
Jacob Barrett
Jennifer Berish
Katelyn Coffey
Courtney Denue
Reagan Derrick
Alex Phillips
Jocelyn Seeley
Jacob Skolnick
Max Tessitore
Trevor Wagner
Katie Wainwright
Conor White
Emma White

Special Thanks:
Luis Barriga
Andrew D. Bond
Di Davies
Craig Derrick
Steve Derrick
Jesse Raymond
Brian Sox
Ida Thornburg

Credits

Published by Global Star™
A Division of Take2 Interactive

Producer
Ryan Kaminaga

PD Coordinator
Adeline Petros

Quality Assurance
Lead Tester
Emerson Dibley

Quality Assurance Team
Alex "Tank" Becerra
Paul Diaz
Nam H. Kim
Landbert Lan
Ray Ploesser
Ben Sayless

Production Team
Terry Donovan
Jamie King
Christoph Hartmann
Susan Lewis
Bill Gross
Lorena Billig
Brian Christian
Tamara Johnston
Ray Woods
David Saperstein
Suzanne Cantey
Andy Babb
Mick Fagre
Adam Birstock
Jenefer Gross
Gary J. Foreman
Jennifer Kolbe
Jeff Castaneda
Hosi Simon
Daniel Einzig
Richard Kruger
Eric Duncan
Matt Schlosberg
Jason Bergman
David Artuso

Cartoon Network Show creator
Codename: Kids Next Door
Mr. Tom Warburton

CARTOON NETWORK INTERACTIVE

Senior Manager
Chelsea Reeves

Producer
Lara Kiang

Associate Producer
Heather Hazen

Senior Designer
Jay Rogers

Designer
Dan Dickson

Pencils
Stephanie Gladden-Miller

Director of Character artists
Ed Murrieta

Special Thanks
John Friend
Mr. Robert Kopecky

WARNER BROS. INTERACTIVE ENTERTAINMENT

Producer
Heidi Behrendt

VP, Production
Philippe Erwin

Marketing Manager
Susannah Scott

Marketing Coordinator
David S. Cohen

Director, Sales & Marketing
Scott Johnson

Special Thanks
Jason Hall
Jeff Nachbaur
David Abrams
Jason Ades

Debra Baker
Wendy Bozzi
Steve Chalk
Chris Chen
Scott Cuthbertson
Marti Esteva
Albert Fernandez
Steve Fogelson
Marielle Henault
Jeff Junge
Denise Maratas
Louise McTighe
Leo Olebe
Gary Sheinwald
Angel Sisson
Remi Sklar
Brett Skogen
Michael Steuerwald
Nick Torchia
Travis Williams
Geraldine Wong
Joe Ybarra

WARRANTY AND SERVICE INFORMATION

GLOBAL STAR SOFTWARE, INC., A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE, INC., WARRANTS TO THE PURCHASER ONLY THAT THE GAME PAK PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE. ONLY THAT THE DISC PROVIDED WITH THIS MANUAL AND THE SOFTWARE PROGRAM CODED ON IT WILL PERFORM IN ACCORDANCE WITH THE DESCRIPTION IN THIS MANUAL WHEN USED WITH THE SPECIFIED EQUIPMENT, FOR A PERIOD OF 90 DAYS FROM THE DATE OF PURCHASE.

IF THIS PROGRAM IS FOUND TO BE DEFECTIVE WITHIN 90 DAYS OF PURCHASE, IT WILL BE REPLACED. SIMPLY RETURN THE DISC TO GLOBAL STAR SOFTWARE, INC. OR ITS AUTHORIZED DEALER ALONG WITH A DATED PROOF OF PURCHASE. REPLACEMENT OF THE DISC, FREE OF CHARGE TO THE ORIGINAL PURCHASER (EXCEPT FOR THE COST OF RETURNING THE DISC) IS THE FULL EXTENT OF OUR LIABILITY.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

GLOBAL STAR SOFTWARE, INC. SHALL NOT BE LIABLE FOR INCIDENTAL AND/OR CONSEQUENTIAL DAMAGES FOR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY THE LAW, DAMAGES FO PERSONAL INJURY, EVEN IF GLOBAL STAR SOFTWARE, INC. HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXLUSION OR LIMITATION OF ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU.

THIS WARRANTY SHALL NOT BE APPLICABLE TO THE EXTENT THAT ANY PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PREEMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH MAY VARY FROM STATE TO STATE.

YOU MAY NOT REPRODUCE, PREPARE DERIVATIVE WORKS BASED ON, DISTRIBUTE COPIES OF, OFFER FOR SALE, SELL, TRANSFER OWNERSHIP OF, RENT, LEASE, OR LEND TO OTHERS THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION; PROVIDED, HOWEVER, THAT

YOU MAY TRANSFER THE ENTIRE PROGRAM AND ACCOMPANYING DOCUMENTATION ON A PERMANENT BASIS AS LONG AS YOU RETAIN NO COPIES (INCLUDING ARCHIVAL OR BACKUP COPIES) OF THE PROGRAM, ACCOMPANYING DOCUMENTATION, OR ANY PORTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, AND THE RECIPIENT AGREES TO THE TERMS OF THE AGREEMENT. FURTHER, YOU MAY NOT MODIFY, REVERSE ENGINEER, DISASSEMBLE, DECOMPILE OR TRANSLATE THE PROGRAM OR ACCOMPANYING DOCUMENTATION, OR ANY PROTION OR COMPONENT OF THE PROGRAM OR ACCOMPANYING DOCUMENTATION, NOR MAY YOU MAKE ANY COPIES OF THE PROGRAM MODULES FOR USE WITH OTHER PROGRAMS. THIS PROGRAM IS INTENDED FOR PRIVATE USE ONLY.

For technical support, please contact our Technical Support Email: tech@globalstarsoftware.com Phone: 410-933-9191

GLOBAL STAR SOFTWARE, INC.
622 BROADWAY
NEW YORK, NY 10012

ESRB RATING

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATINGS 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.

COPYRIGHT

CODENAME: KIDS NEXT DOOR OPERATION S.O.D.A. Software © 2004 Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Global Star Software, the Global Star Software logo, Take-Two Interactive Software and the A Take2 Company logo are trademarks of Take-Two Interactive Software, Inc. Developed by Vicarious Visions, Inc. Vicarious Visions is a registered trademark of Vicarious Visions, Inc., Troy, New York, in the United States. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the official seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association.

CARTOON NETWORK, the logo, CODENAME: KIDS NEXT DOOR and all related characters and elements are trademarks of and © Cartoon Network.
WBIE LOGO, WB SHIELD: TM & © Warner Bros. Entertainment Inc.
(s04)

The Kids Next Door want to thank you for helping them on their latest mission with UNICEF



MISSION ACCOMPLISHED!

By purchasing this specially-marked Game Boy® Advance game, 10 cents (up to $10,000) has been donated to the U.S. Fund for UNICEF, helping provide children around the world with life-saving medicine, better nutrition, clean water, quality basic education and emergency relief!

U.S. Fund for UNICEF:
333 East 38th St.
New York, NY. 10016

Pick up the Kids Next Door DVD, and 20 cents (up to $40,000) will be donated to UNICEF as well!

unicef

T6791-90-IN2

Visit: www.unicefusa.org for more information or call 1-800-4UNICEF.

Promotion valid 10/26/04 – 12/31/04

GS™ GLOBAL STAR SOFTWARE

Global Star Software, Inc
622 Broadway
New York, NY 10012
A Take2 Company

CARTOON NETWORK™ INTERACTIVE

PRINTED IN USA