GAME BOY ADVANCE

AGB-BGZE-USA

DREAMWORKS

MADAGASCAR™

INSTRUCTION BOOKLET

ACTIVISION®

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.

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EVERYONE
Mild Cartoon Violence

LICENSED BY

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Getting Started

- Make sure the power switch is OFF.
- Insert the *Madagascar*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press START.

NOTE: The Madagascar *Game Pak is for the Game Boy® Advance system only.*

Menu Controls

+Control Pad: Highlight Menu Selection

A Button: Confirm Selection

B Button: Return to Previous Menu

Game Boy® Advance Controls



L Button

+Control Pad
Highlight Menu
Selection

START
Pause/
Return to Game

SELECT

R Button

A Button–
Confirm
Selection

B Button
Return to Previous
Menu or Cancel



Welcome to Madagascar

Marty the zebra is celebrating his tenth birthday, but life in the zoo isn't all it's cracked up to be. Tired of performing in the same show every day, Marty craves the excitement and freedom of living in the wild. When some crafty penguins help Marty escape from the zoo, his best friends Alex the lion, Melman the giraffe and Gloria the hippo set off to find him in what turns out to be a bigger adventure than any of them expected.

Get ready for an unforgettable journey across the ocean, from the streets of New York City to the island of Madagascar. To survive in the wild, the four friends have to discover their true animal natures and master their instincts. Fortunately, the locals—a band of partying Lemurs—are ready and willing to help (when they're not too busy hosting a rave). However, the Lemurs may be the ones who need assistance when Madagascar's most dangerous creatures, the Foosa, strike.

Menu Options

Starting a Game

Select **Start Game** to begin a new adventure or continue an existing one. The *Madagascar* Game Pak can store up to three separate adventures.



New Game

To begin a game, choose a slot that says **New Game**. Select three letters to name your game using the **+Control Pad** to highlight letters and the **A** Button to select or the **B** Button to backspace. Select **OK** when you're finished.



To load a previously saved game, select one from the list and press the **A** Button.

NOTE: Saved games show the percentage of the game that's complete.

Erasing a Saved Game

If you wish to erase a saved game, select Erase and confirm your selection.

Note: Once data is erased, it is unrecoverable.

Saving the Game

Saving occurs automatically at the end of each level sequence. The saved game includes coins collected, current health, lives and objectives completed.

View Credits

Select **View Credits** to see all the people who made this game! Press the **A** Button to scroll through the credits faster and press **START** to return to the Main Menu.

Pause Menu

Resume—Press the **A** Button when Resume is selected to go back to your game.

Quit Level—Choose this option to exit out of the game and return to the level select screen.



Sleep—Pause gameplay and go into sleep mode. Entering sleep mode allows you to conserve battery power without losing your current progress. To enter sleep mode, highlight the **Sleep** option and press the **A** Button. To wake your Game Boy® Advance, press **SELECT** + the **L** and **R** Buttons simultaneously.

Sound—Here you can adjust the sound volume of your game.

Characters

Four Friends

Alex the lion loves his life in the zoo and doesn't understand why anyone would want to leave. He lives a pampered life as the King of New York and enjoys eating juicy porterhouse steaks.

Alex's Abilities

Jump	A Button
Double-Jump	A, A Button
Roar	B Button
Claw Climb	Jump at a wall, then use the +Control Pad to move up or down.



Marty the zebra believes there has to be more to life than the zoo. He dreams of one day escaping into the wild.



Marty's Abilities

Jump	A Button
Kick	B Button
Sneak	Hold ↓ on the +Control Pad while moving left or right.
Hide	Press ↑ on the +Control Pad

Melman the giraffe is a lovable hypochondriac. He's terrified of almost everything, but is very loyal to his friends.



Melman's Abilities

Jump	A Button
Double-Jump	A, A Button
Sneeze Attack	B Button
Hide	Hold ↓ on the +Control Pad.

Gloria the hippopotamus doesn't take nonsense from anyone. Smart and independent, Gloria is a take-charge type who keeps the bunch together.



Gloria's Abilities

Jump	A Button
Stomp	B Button
Swim	Use the +Control Pad to move ← or → while in the water.
Dive	Press ↓ on the +Control Pad while in the water.

The Penguins

Skipper, Kowalski, Private and Rico
These penguins have been trying to escape the zoo for years in their quest to get to Antarctica. They're organized, disciplined and, according to Alex, a little psychotic.

Penguin Abilities

Jump	A Button
Sneak	Press ↓ + ← or → on the +Control Pad.
Karate Chop	B Button



Basic Controls/Abilities

Basic Controls

Run/Turn	+Control Pad
Switch Character	L and R Buttons
Use/Talk	B Button
Continue Dialog	A Button
Pause	Start Button





Abilities



Penguin Trainers—Marty, Alex, Melman and Gloria are powerful animals—they just don't know it yet! Having spent their entire lives in the zoo, they have to learn about their true animal natures to succeed in the wild. Throughout the game, you'll get the opportunity to learn new abilities by talking to the Penguins. The Penguins also give hints on how to complete challenges, so remember to talk to all the Penguins you see!

Switching Characters—In many of the levels, you'll need to select another character to make it through the area successfully. Use the **L** and **R** Buttons to switch characters.



Hiding—Sometimes you'll need to hide from enemies. Press ↑ on the **+Control Pad** when standing in front of a crate to hide inside it. Every time you're spotted, your alert meter goes up. Run away as soon as they spot you! If the meter gets filled, you've attracted too much attention and the mission is over. The squares turn from yellow, to orange and then red every time an enemy spots you.



Map Screen

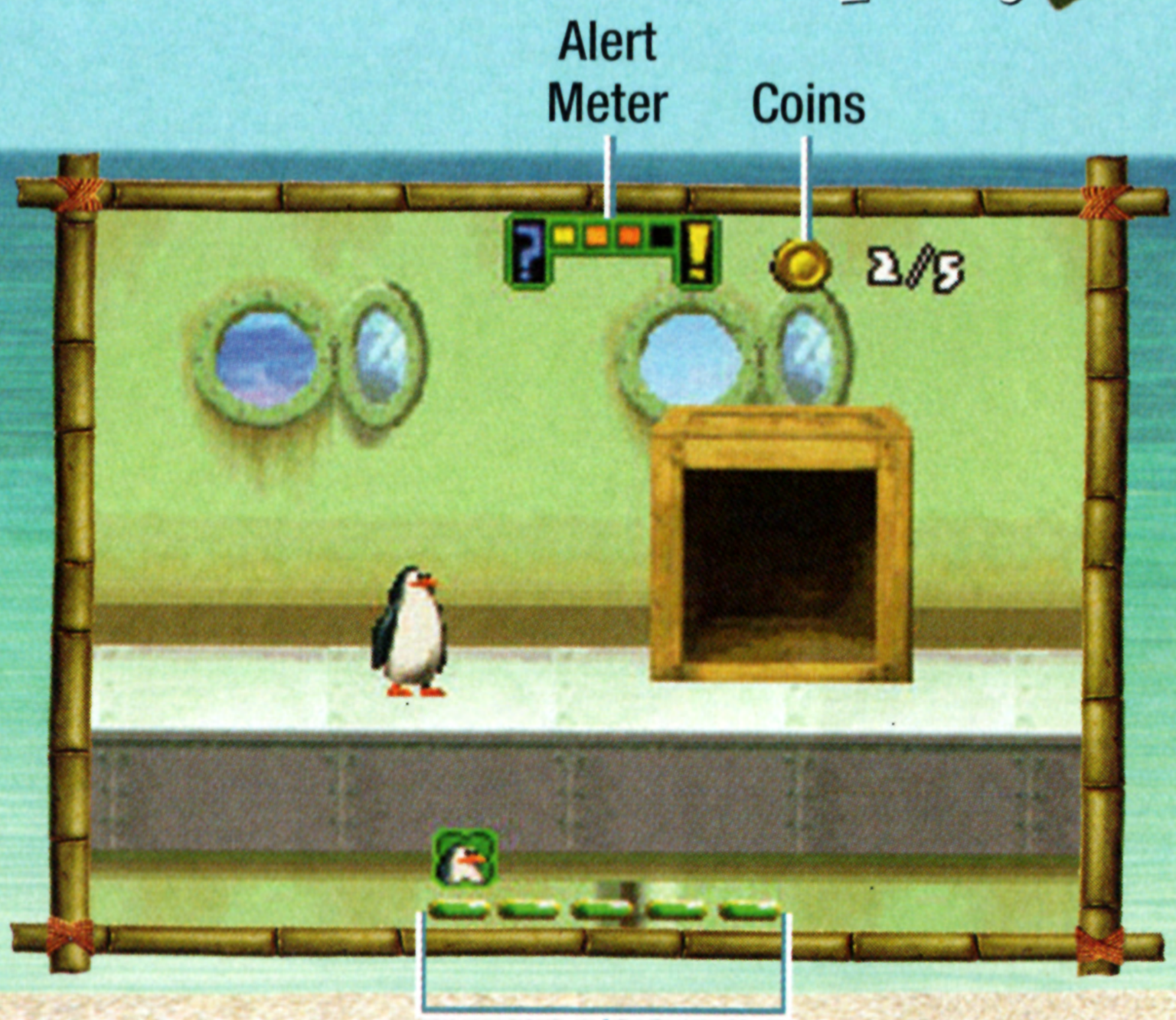
The map guides you to each level in the game. Once you've played through each level, you can go back and replay levels by selecting a level on the map using the **+Control Pad**.

Bonus Levels

Unlock special bonus levels by collecting coins in the game. Once you've opened a bonus level, you can access it at any time from the Main Menu.

Bonus levels are a true test of skill. Beat your best time if you can!

On-Screen Display



Collectibles



Health

Life flowers give you a boost of health. Every time you collect one, you fill up one of the five slots on your health meter.



Health Meter

The number of filled squares on your health bar indicates how much life you have left.



Alert Meter

In several missions, you must sneak past guards to reach your goal. This meter indicates how much attention you're attracting.



Coins

You'll find coins scattered around in each level. The total amount in the level is displayed at the upper right hand corner of the screen. To collect a coin, simply touch it. Collecting coins unlocks bonus levels!

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Notes

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