GAME BOY ADVANCE

MAJESCO'S SPORTS PACK

3 GAMES IN ONE

INSTRUCTION BOOKLET

MAJESCO ENTERTAINMENT

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.

Official Nintendo Seal

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 AND NINTENDO DS VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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.

Contents

Intro 5
Getting Started 5

BIG ALLEY BOWLING

Intro 7
Controls 8
Main Menu 9
How to Play 11
Pause Menu 12

DODGEBALL: DODGE THIS!

Intro 13
Controls 14
Main Menu 15
How to Play 15
Player Selection 16
Pause Menu 16

PAINTBALL SPLAT!

Intro 17
Controls 18
Main Menu 19
How to Play 21
Pause Menu 22
Credits 23
Warranty Info 26

Intro

Get ready for the ultimate sporting experience on the Game Boy® Advance! Hit the lanes with your favorite ball in BIG ALLEY BOWLING, lead your team to victory in DODGEBALL: DODGE THIS!, and use your stealth and accuracy to defeat the opposition in PAINTBALL: SPLAT!. Link up with three of your friends to enjoy the action or compete in single player mode to win it all!

Getting Started

1. Making sure your Game Boy® Advance System power switch is set to OFF; insert the Majesco's 3-in1 Sports Game Pak into the Game Boy® Advance System.
2. Turn on the Game Boy® Advance System. In a few moments, the Title Screen should appear.
3. Press START to display Main Menu.

***NOTE:**
If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)



Intro

Once the 3-in-1 Sports Pack main menu appears, you must choose one of the following three games: BIG ALLEY BOWLING, DODGEBALL: DODGE THIS! and PAINTBALL: SPLAT!. Press LEFT or RIGHT on the CONTROL PAD until the game you wish to play is highlighted. Once highlighted, press START to enter the game.

Big Alley Bowling

INTRO

Lace up your bowling shoes and grab your favorite ball because it's time to hit the lanes in Big Alley Bowling. Think you're ready for the circuit? Qualify for a tournament and compete with seven others in four different venues for the chance to become the Big Alley Bowling champ!

Want a more relaxed bowling atmosphere? Play against 3 others in arcade mode to sharpen your skills, or play blacklight bowling, where the white lights are dimmed, black lights are on, and funky music blasts as you aim at different colored pins to earn special bonuses. Whether you're looking for Tournament play or a night of bowling with your friends, Big Alley Bowling has it all!

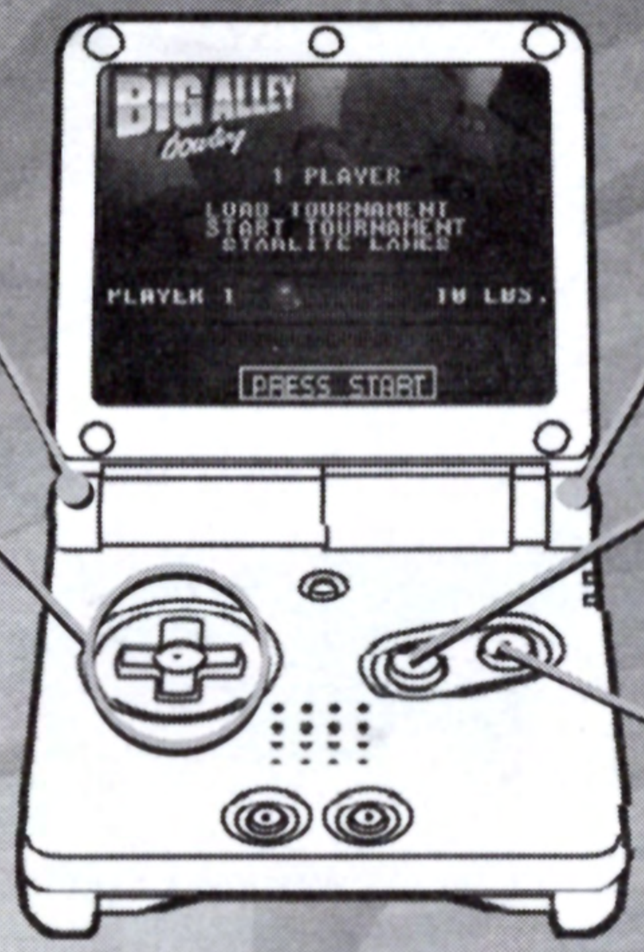


L Button

Change Ball Weight
(at the title screen)

Control Pad
(Left, Right)

Set hand position



R Button

Change Skill Level
(for computer players 2, 3 and 4 at the title screen)

A Button

- **Begins 3-click meter**
- **Stops 3-click meter**
  (at Power and Accuracy points)
- **Changes color of your ball**
  (at the title screen)

B Button

Exits Game
(at the title screen)

Main Menu



Choose from the following options:

PLAYERS **Choose between 1-4 players for match play**

LOAD TOURNAMENT **If you have a password saved from a previous tournament, enter it here to continue.**

START TOURNAMENT **Begins a new tournament**

LANE SELECTION Choose from 5 different lanes: **Skyworks Lanes, Future Lanes, Dude Lanes, Starlight Lanes, and Blacklight Bowling.**

There are two gameplay modes to choose from:

MATCH PLAY **Play a match against computer players or compete in a multiplayer game via Game Link® cable with up to 3 friends!**

TOURNAMENT **Take your skills to the test, as you challenge rivals in Big Alley Bowling's Tournament. To qualify for the tournament and move onto the first round, you must bowl 2 games and have an average of 100 or higher.**

***NOTE:**

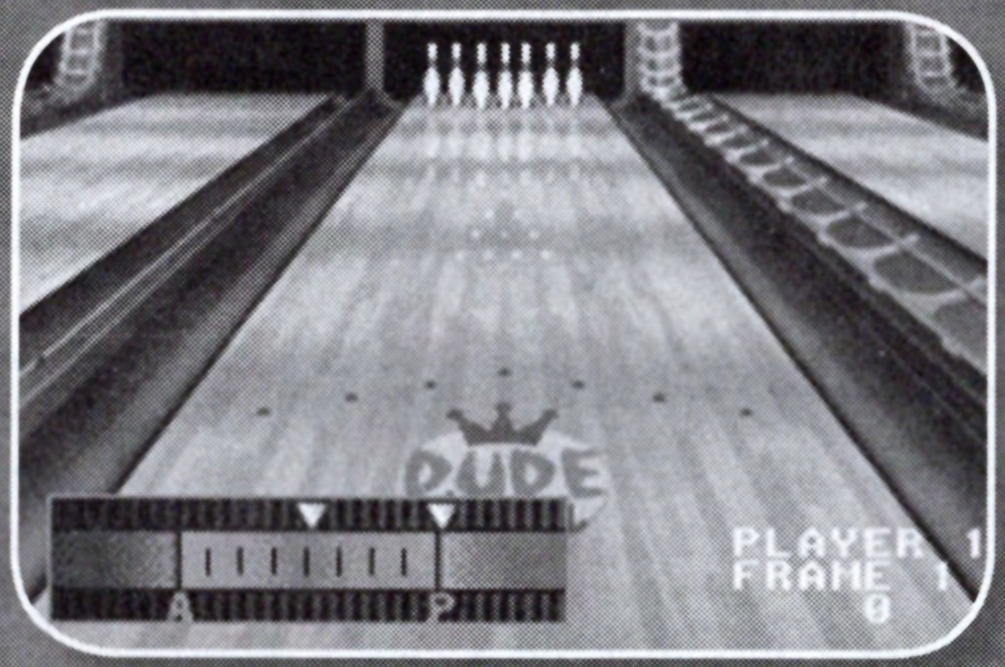
If you are playing Tournament Mode, you do not have the option of choosing the number of players or lane in which you will play at.

Once you choose the number of players and the lane, press the DOWN on the CONTROL PAD until you highlight Player 1. Here, you have the option of changing the weight and color of your ball, and the skill level of your computer opponents. To do so, highlight the specific player you would like to change. Press the L BUTTON to change the weight of the ball from 6, 8, 10, 12, 14 and 16lbs, and press the A BUTTON to change the bowling ball color to black, red, green, or blue.

If you are playing against computer opponents, highlight player 2, player 3, or player 4, and use the R BUTTON to change their skill level to easy, fair, hard, or pro.

*NOTE: You can change the weight and color of your bowling ball in Tournament Mode, but you must do so BEFORE you start the tournament.

How to Play



Using LEFT and RIGHT on the CONTROL PAD, position your hand where you want to aim your ball. Once set, hit the A BUTTON to activate the 3-click meter. The 3-click meter is a unique instrument that allows you to control the power and accuracy of your throw.

The left side of the 3-click meter is for accuracy (A), the right side is for power (P). Once you activate the meter, a small white arrow begins to move from left to right on the top of the meter. To throw the most accurate ball possible, press the A BUTTON to stop the white arrow as close to the "P" line as you can. Once you do so, the white arrow will return to the left side of the meter, at which point you should press the A BUTTON to stop the white arrow as close to the "A" line as possible. After you press the A BUTTON for accuracy the ball will be released towards the pins.

If you'd like to throw your ball with more power, you can do so by letting the white arrow go past the "P" line on the 3-click meter.

***NOTE:** You must still hit the **A BUTTON** for the white arrow to return to the "A" line. If you forget to hit the **A BUTTON** you will throw a gutter ball.

Throwing your ball with more power does tend to knock down more pins; however, it does come with a risk. If you don't line up the white arrow with the "A" line, there is a strong chance you will release the ball wildly which could result in you throwing a gutter ball, ruining your perfect game!

If for any reason you do release a ball wildly, you can use LEFT and RIGHT on the CONTROL PAD to steer the ball in a direction where you want it to go. You must do this soon after releasing the ball for it to work effectively.

Pause Menu

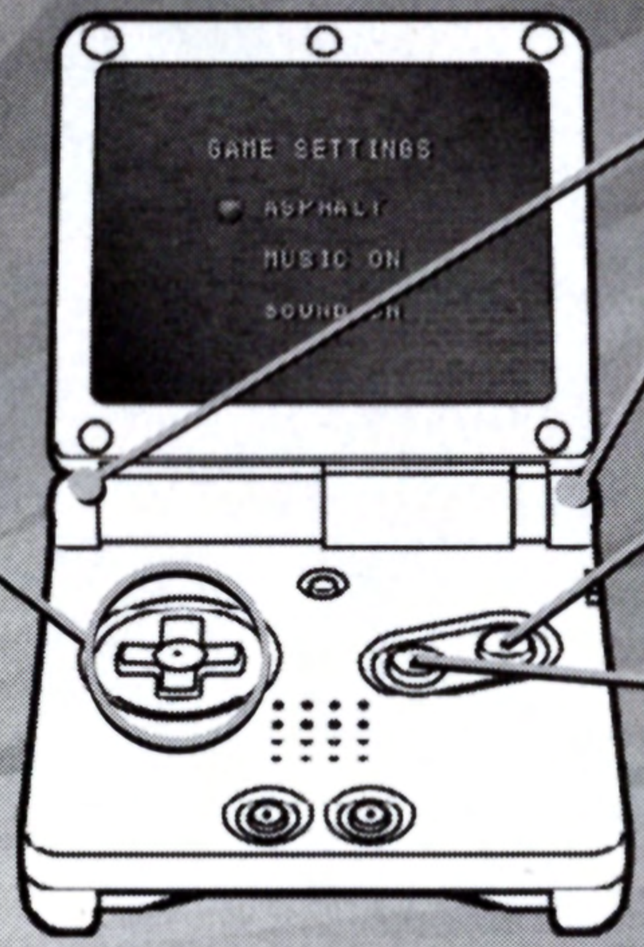
CONTINUE -- Continues current game
MUSIC -- Choose to turn music on or off
SOUND -- Choose to turn sound effects on or off
RESTART -- Restart current game
QUIT -- Go back to main menu.

Dodgeball: Dodge This!

INTRO

Get ready for some nonstop three on three Dodgeball action in Dodgeball: Dodge This!. Pick your team of three from seven custom players, each of whom has their own unique throwing motion, dodging technique, and movement. Compete in the confines of a gymnasium or take the game outdoors to the asphalt in the schoolyard! What are you waiting for? Pick your teammates and get on the court to prove your Dodgeball skills are legit!





Control Pad
(Left, Right, Up, Down)
Run
(in the direction pressed)

L and R Buttons
Switch Player
(to control a different player on your team)

B Button
Dodge
(Defense)
Exits Game
(at the title screen)

A Button
Throw
(Offense)
Catch
(Defense)

Main Menu



PLAYING SURFACE – Choose to play on outdoors on asphalt or in the gymnasium
MUSIC – Turn music on or off
SOUND – Turn sound on or off

Before you step onto the court, you must choose 3 players to be on your team and 3 players to be on the opposing computer team. Press **UP** or **DOWN** on the **CONTROL PAD** to cycle through players. Once you reach a player you want, press **LEFT** on the **CONTROL PAD** to designate that player to your team. Press **RIGHT** on the **CONTROL PAD** to place that player on the opposing team.

How to Play

On offense, the longer you hold down the **A BUTTON**, the more powerful your throw will be. On defense, pressing the **A BUTTON** puts your player in catch mode and pressing the **B BUTTON** makes your player dodge any oncoming balls. Each player is allowed 5 "outs" before he or she must leave the game.



An "out" happens when you throw the ball and make contact with an opponent without them catching it, or if you catch a thrown ball from an opponent. Once you knock out all of the players on the opposing team (or vice-versa) the game is over.

Player Selection

Before you step onto the court, you must choose 3 players to be on your team and 3 players to be on the opposing computer team. Press UP or Down on the CONTROL PAD to cycle through players. Once you reach a player you want, press LEFT on the CONTROL PAD to designate that player to your team. Press RIGHT on the CONTROL PAD to place that player on the opposing team.

Pause Menu

CONTINUE -- Continues current game

MUSIC -- Choose to turn music on or off

SOUND -- Choose to turn sound effects on or off

RESTART -- Restart current game

QUIT -- Go back to main menu.

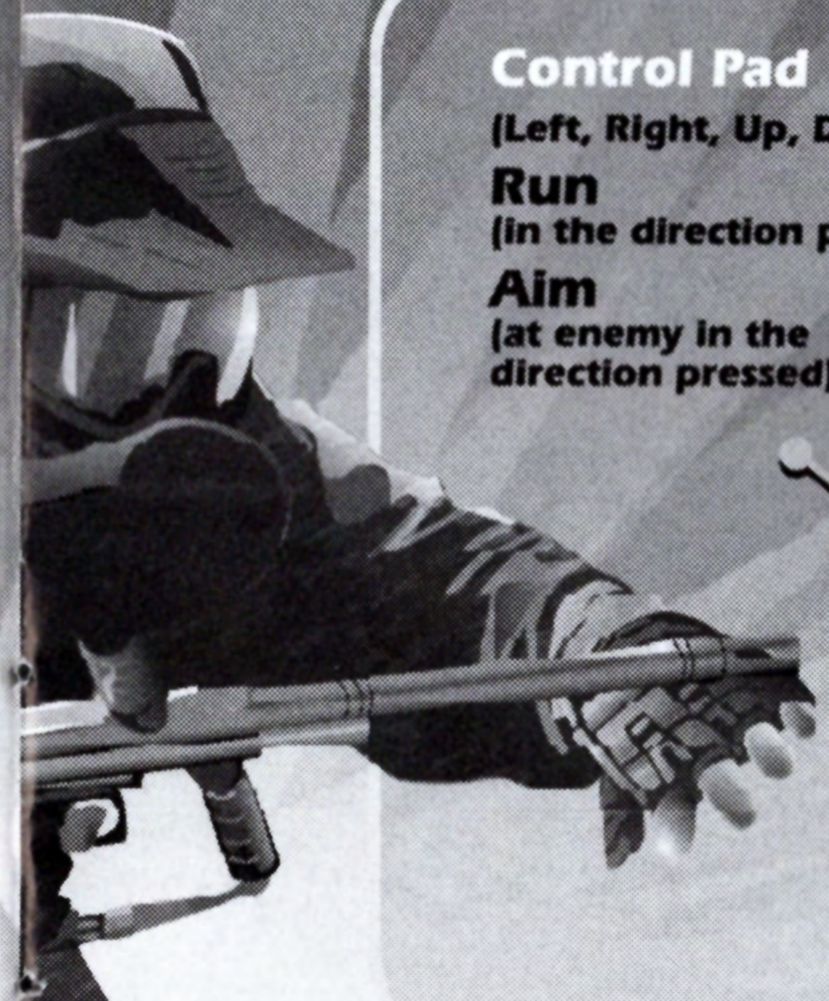
Paintball Splat!

INTRO

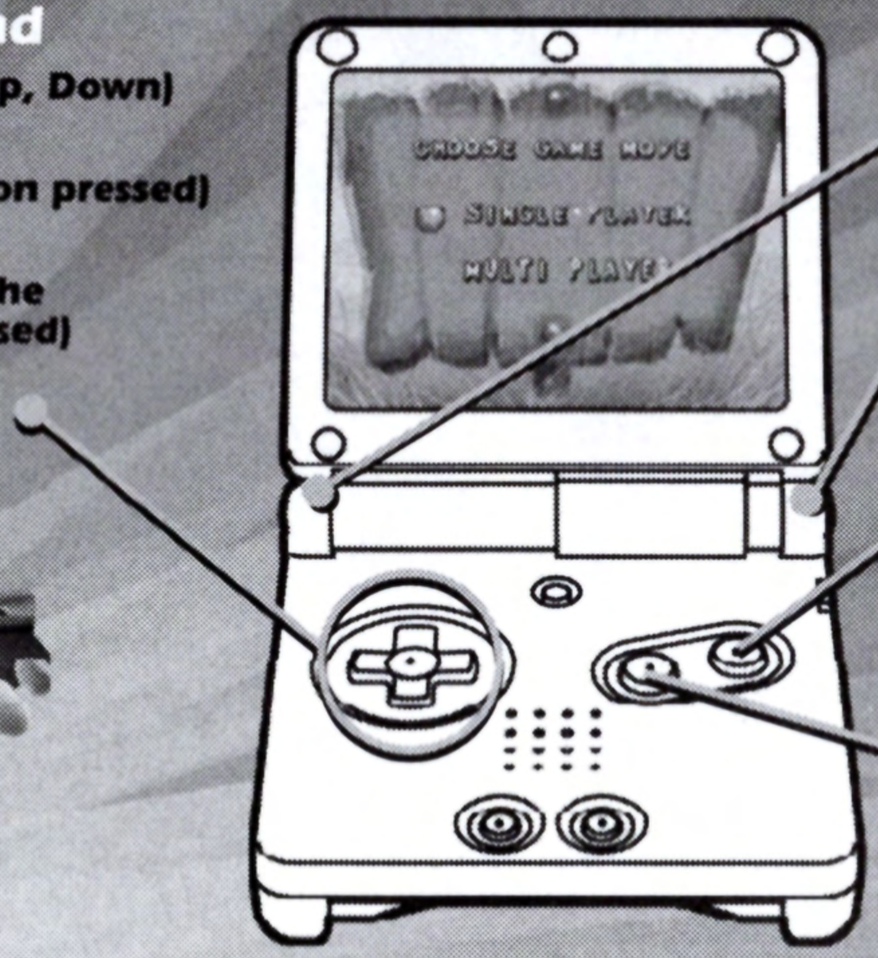
Experience the heart-pounding action of today's most popular recreational sport with Paintball: Splat! Compete in a wide open atmosphere where stealth and aggression are essential for victory in Search and Eliminate. Or join a team and infiltrate your opponent's base to grab the flag in the paintball classic Capture the Flag.

Enjoy the action in both modes as a single player, or link up with three of your friends and go at each other for bragging rights. Either way, you'll have to duck, dodge and shoot your way to victory in Paintball: Splat!





Control Pad
(Left, Right, Up, Down)
Run
(in the direction pressed)
Aim
(at enemy in the direction pressed)



L and R Buttons
Switch Player
(to control a different player on your team)

B Button
Duck
(when standing still)
Sprint
(when pressed with a Control Pad direction)
Exits Game
(at the title screen)

A Button
Shoot

Main Menu



The main menu screen allows you to choose from two options:

NEW GAME **Start a new single player or multiplayer game.**

OPTIONS **Turn the music and sound effects on or off.**

If you choose the New Game option, there are a variety of options you must pick from before you hit the playing field:

SINGLE PLAYER **Test your skills against computer players.**

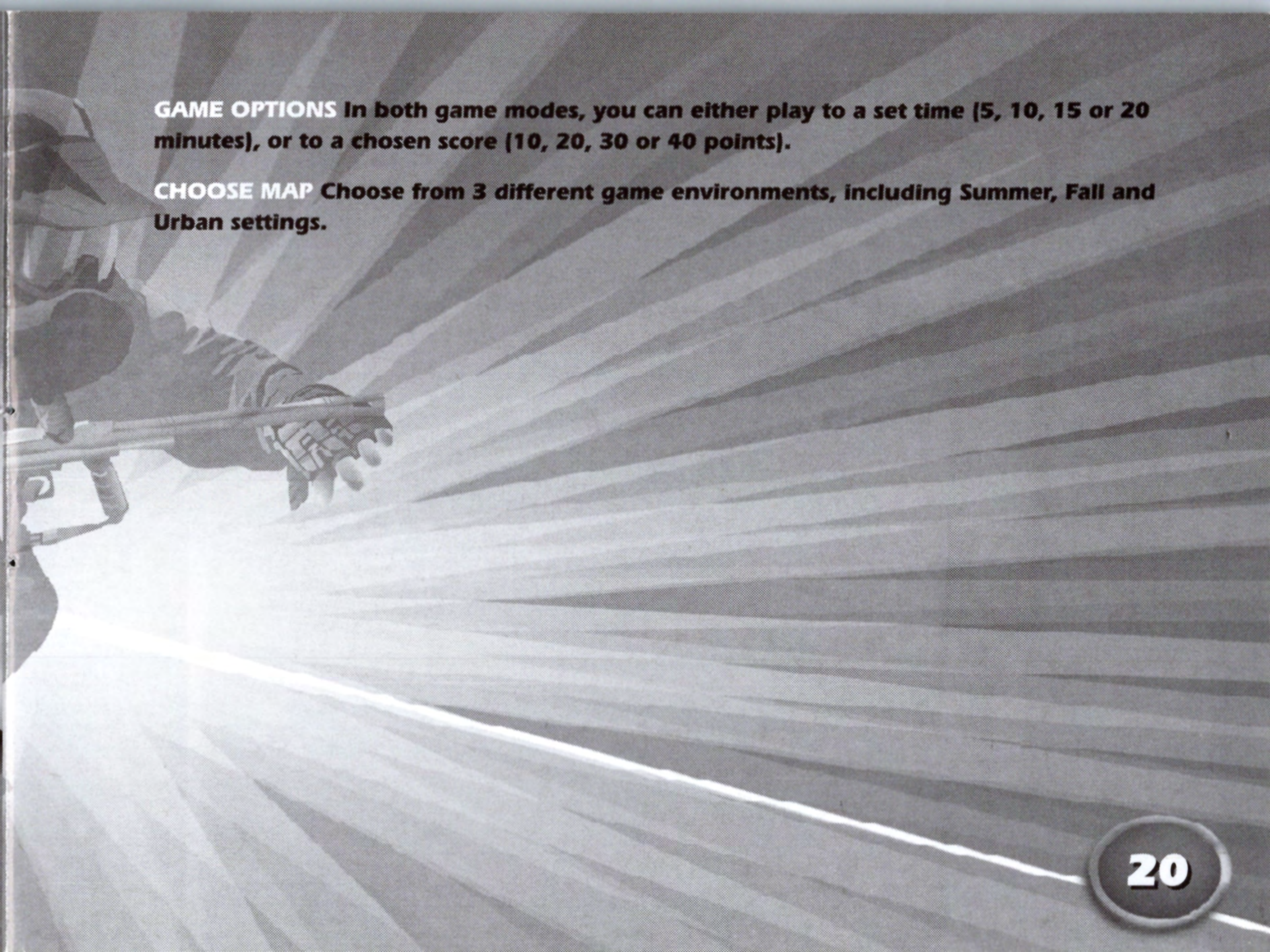
MULTIPLAYER **Insert the Game Boy® Advance Game Link® cable and turn the power on the other Game Boy® Advance to get the action started!**

TEAM COLOR **Choose between red, blue, yellow or green.**

PLAYER SELECT **Choose from 4 characters.**

CHOOSE GAME STYLE **Choose between Capture the Flag and Search and Eliminate.**

***NOTE:** Both modes are explained in the "How to Play" section.



GAME OPTIONS In both game modes, you can either play to a set time (5, 10, 15 or 20 minutes), or to a chosen score (10, 20, 30 or 40 points).

CHOOSE MAP Choose from 3 different game environments, including Summer, Fall and Urban settings.

How to Play



CAPTURE THE FLAG: The object of this game is to infiltrate your opponent's base camp, steal their flag, and successfully bring it back to your camp without being hit. Every time this is done your score will increase by 1. If you lose all of your health while carrying your opponent's flag, you must drop the flag and return to your base, leaving the flag up for grabs.

If you begin to run low on ammo, simply enter your home base. Your ammo will reload automatically.

The game ends when your set time expires, or the chosen score is reached, whichever you chose in Game Options.

SEARCH AND ELIMINATE: This is a no hold barred shootout. The object is to take out as many of the opposition as possible while avoiding oncoming enemy fire. The playing area is wide-open with a few hiding places to duck behind for cover but don't be fooled:
THIS IS A RUN 'EM, GUN 'EM GAME.

Be sure to avoid enemy fire because if you are hit four times during the game, you must start over at your base. This wastes valuable time and allows the opposition to get into better position against your squad.

If you begin to run low on ammo, simply enter your home base. Your ammo will reload automatically.

The game ends when your set time expires, or the chosen score is reached, whichever you chose in Game Options.

Pause Menu

CONTINUE Continues current game
MUSIC Choose to turn music on or off
SOUND Choose to turn sound effects on or off
RESTART Restart current game
QUIT Go back to main menu.

CREDITS

SKYWORKS

GAME DESIGN
Alessandro De Lucia
Rich Terranova

SENIOR PROGRAMMER
Rich Terranova

EXECUTIVE PRODUCER
Garry Kitchen

CREATIVE DIRECTOR
Bill Wentworth

SENIOR PRODUCER
Alessandro De Lucia

SENIOR ART DIRECTOR
Tony Zuzulo

PROJECT MANAGER
Roger Booth

SOUND DESIGN
Chris Kelly

VO RECORDING STUDIO
Bill Corkery Productions

VOICE CASTING / DIRECTING
AudioGodz

VOICE TALENT
Emily Corkery
Liam Corkery
Lani Minella

QA SUPERVISOR
Silas Law

QA ENGINEERS
Robert Prescott
Sean Barstow
Lohan-Roberto Jorge

CREDITS

MAJESCO

MAJESCO PRODUCT DEVELOPMENT

EVP, CREATIVE DIRECTOR
Joseph Sutton

VP DEVELOPMENT
Dan Kitchen

PRODUCER
Brian Regan

QA MANAGER
Joe McHale

QA PROJECT LEAD
Andrew Bado

TESTERS
Gina Giacobbe
Jorge Cosme
Joseph Goldstein
Joshua Hexner
Kerwin David
Nicolas Garaffa
Onix Alicea
Pete Rosky
Richard Wogan
Robert Raychel

PD MANAGER
Catherine Biebelberg

IT GURU
Paul Campanga

MAJESCO MARKETING

VP MARKETING
Ken Gold

MARKETING COORDINATOR
Matt Ciccone

CREATIVE SERVICES DIRECTOR
Leslie Mills DeMarco

PACKAGING AND MANUAL DESIGN
Andy Cummings
John Glasavich

MAJESCOENTERTAINMENT.COM
Keith Patrick
Vic Merritt

SPECIAL THANKS:
Morris Sutton
Jesse Sutton
Adam Sutton

NOTES

MAJESCO ENTERTAINMENT COMPANY LIMITED WARRANTY

Majesco Entertainment Company warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Majesco Entertainment Company is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Majesco Entertainment Company agrees to repair or replace the product at its option free of charge.This warranty shall not be applicable and shall be void if the defect in the product is a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Majesco Entertainment Company. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Majesco Entertainment Company be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this Majesco Entertainment Company software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and your name, address and phone number to: Majesco Entertainment Company, 160 Raritan Center Parkway, Edison, NJ 08837. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. Majesco Entertainment Company is not responsible for products not in its possession.

MAJESCO ENTERTAINMENT COMPANY CUSTOMER WARRANTY NOTICE

Majesco Entertainment Company reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Majesco Entertainment Company.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us toll-free at (800) 826-0015 Monday through Friday between 9:00 A.M. and 5:00 P.M. Eastern Standard Time. No hints or codes are available from this line. For hints and codes call us at (900) 285-TIPS Eastern Standard Time. Be advised that there is a $1.99 per minute charge.

HOW TO REACH US ONLINE:

For technical and game support visit us at
http://www.majescoentertainment.com and click on the "Support" link.

NEED A HINT?

1-900-285-TIPS

1-900-285-8477

($1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.



EVERYONE 10+
MILD FANTASY VIOLENCE
ESRB CONTENT RATING www.esrb.org

GAME BOY ADVANCE

www.TeenTitansVideoGame.com

160 RARITAN CENTER PARKWAY. EDISON, NJ 08837

PRINTED IN USA

MAJESCO ENTERTAINMENT

DC LOGO, TEEN TITANS and all related characters and elements are trademarks of and © DC Comics.
WBIE LOGO: TM & © Warner Bros. Entertainment Inc.
(s05)
TEEN TITANS Software © 2005 Majesco Entertainment Company. All Rights Reserved. Developed by Artificial Mind & Movement (A2M). All Rights Reserved. The ratings icon is a trademark of the Entertainment Software Association. ™, ® Game Boy Advance are trademarks of Nintendo © 2001 Nintendo.