GAME BOY ADVANCE

AGB-AMIE-USA



MIB

MEN IN BLACK™

THE SERIES

INSTRUCTION BOOKLET

CRAVE ENTERTAINMENT

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.



EVERYONE
Mild Animated Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING 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, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

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



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Precautions

- Always turn the power off before inserting or removing Game Pak from Game Boy® Advance.
- Do not take apart, crush, bend, or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry and store the Game Pak in the case when not in use.
- Take a break and stretch after playing for long periods of time.

What Kind of Game Boy Do You Have?

This Game Pak will only work on a Game Boy Advance and NOT on the Game Boy, Game Boy Pocket, or Game Boy Color.

How to Start the Game

1. Turn off the Game Boy Advance.
2. Insert the Men in Black: The Series Game Pak.
3. Turn on the Game Boy Advance.
4. Press Start to get to the Main Menu.

The Game

Switching between Agent J and Agent K, you act as an agent of MIB, protecting the Earth from evil aliens. Zed will send you through six different missions, each with a unique set of objectives. Fight aliens, robots, and defeat alien plans for colonization, with only your wits and the MIB arsenal at your disposal.

The Main Menu

Start Game

Choose this option by pressing the A Button or START. Once you are in the Start Game menu, you will have the option to start a new game or continue an old one by entering a password. To start a new game, simply press START. To continue an old one, use the Control Pad to enter a password. After the password is completed, press the A Button to load the game.

Options

Sound Effects – Choose this option to turn the sound effects on or off

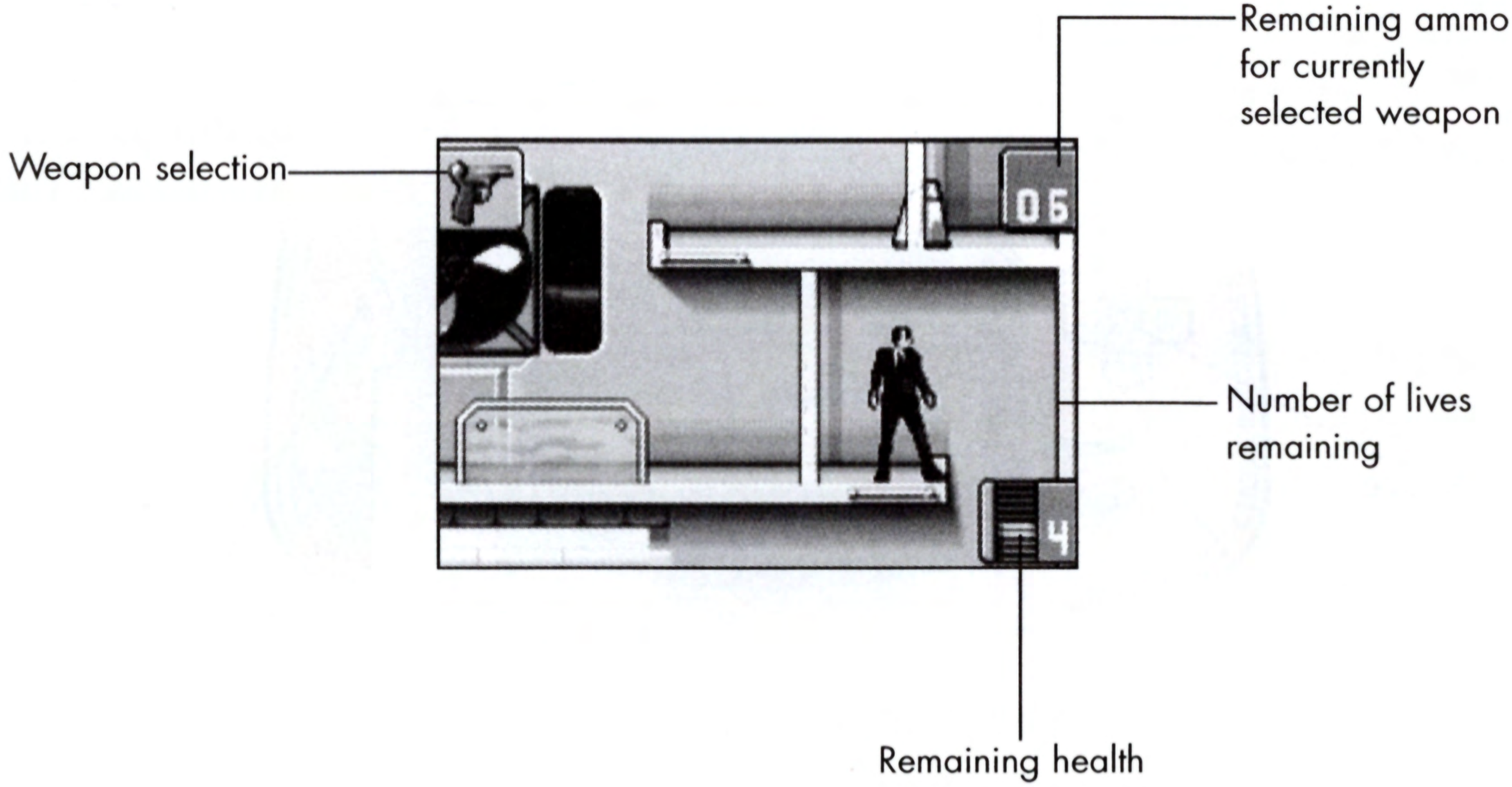
Music – This will turn the music on or off

Lives – Use this to set the number of lives that your agent has. It can be set to 2, 4, 6, or 8.

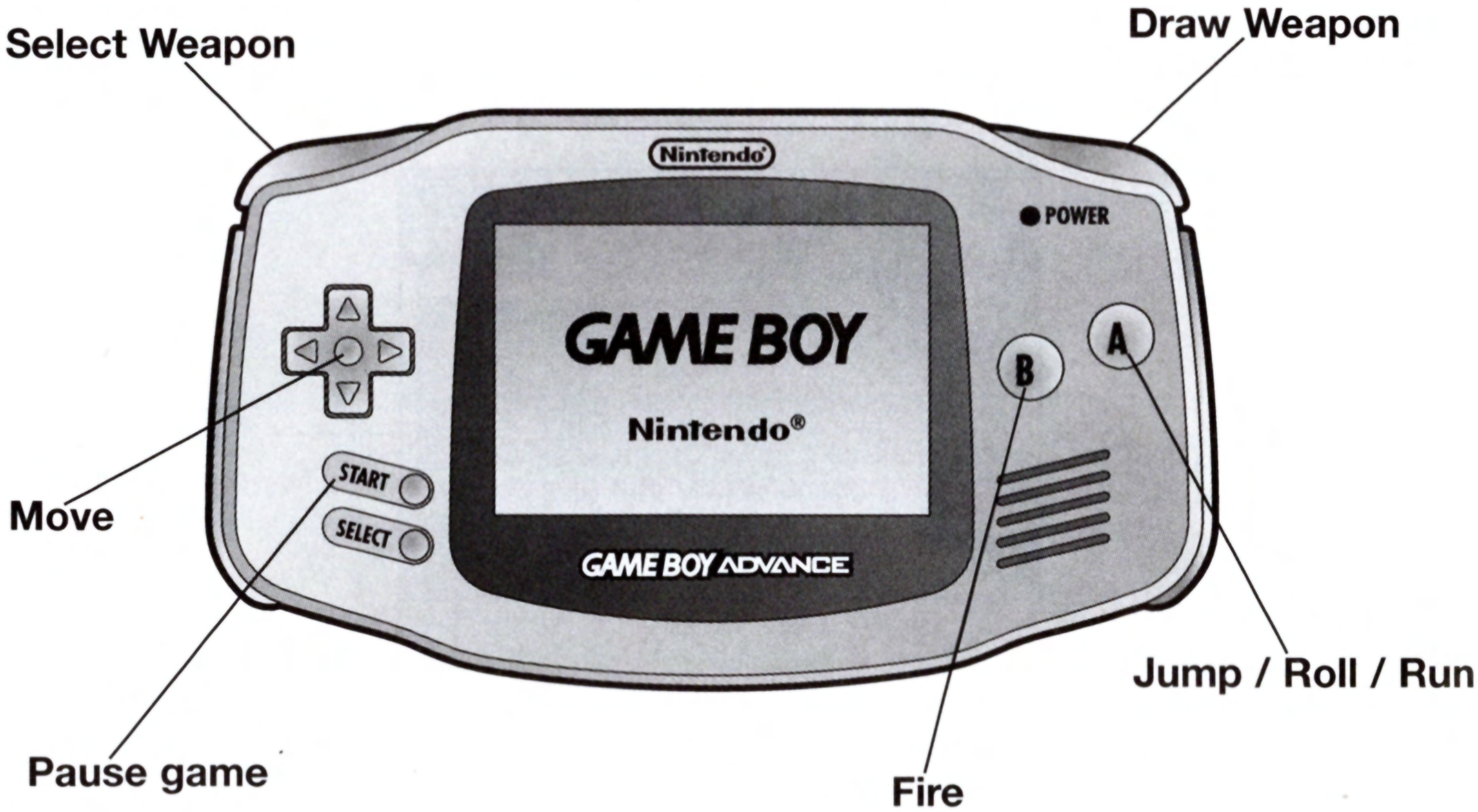
Credits

Choose this option to view the credits.

On Screen Indicators



Controls


Select Weapon
Draw Weapon
Nintendo
POWER
GAME BOY
Nintendo®
B
A
START
SELECT
GAME BOY ADVANCE
Move
Jump / Roll / Run
Pause game
Fire

Jumping / Hanging – Stand beneath a platform or cable that you can jump and hold on to and simply press the A Button. While hanging from a platform or cable, you may press Up to climb to the top of a surface or press Left and Right on the Control Pad to move from side to side.

Rolling – Hold Down on the Control Pad and press the A Button.

Running – Hold down the A Button while pressing Left or Right on the Control Pad. When running, if you come to a short gap, your character will automatically jump across.

Firing your weapon – To fire your weapon, first hold down the R Button to draw the weapon. Then, as you continue to hold down the R Button, press the B Button to fire. To put your weapon away, simply release the R Button.

Elevators – When you come to an elevator shaft, you will see an indicator at the entrance of the elevator designating whether it goes up, down, or both. Once in the shaft, simply press in the direction that you want to go.

Ladders – To climb a ladder, simply stand in front of it and press Up or Down on the Control Pad.

Objects

Weapons

Standard Issue Gun – A powerful handgun which is the standard issue for the agents of MIB. Its greatest asset is its unlimited ammo.
Noisy Cricket – This is a small handgun, known for its immense power. Used for both assault and destroying the occasional wall. Destroying walls can be a very handy way to gain access to new areas. Be warned though, it has quite a kick.
Ice Gun – This weapon is used to "freeze" aliens. This will stop them from firing at you for a few seconds or from moving so that you can take them into custody. Very effective.

Sonic Blaster – The largest handgun. It's very powerful, but has a long re-charge time.
Repeller – A moderately powerful gun that has a second purpose. When shot, it can collide with an enemy's attack to repel it.
Plasma Bouncer – When this pistol is shot, a small ball of plasma will shoot out a short distance. The ball will bounce off walls and fall down holes to reach those hard to hit areas.

Series 4 De-Atomizer – Rapid firing weapon, helpful in those really sticky situations.

Objects

Other Items

Neuralyzer and Sunglasses - The Neuralyzer is used to erase the memory of any bystanders who happen to witness alien or MIB activity. When using the Neuralyzer, always make sure that you are wearing your sunglasses. If you aren't, the Neuralyzer will wipe your mind clean. Sunglasses will always be found near the Neuralyzer itself...be sure that you have them before using the Neuralyzer. (The Neuralyzer will be selectable by using the L Button.) To effectively utilize the Neuralyzer, you must be sure that bystanders do not witness more alien activity. If they do they will need to be Neuralyzed again.

Alien Visualization Unit - When used, this gadget will uncover aliens who are disguised as inanimate objects or parts of the scenery.

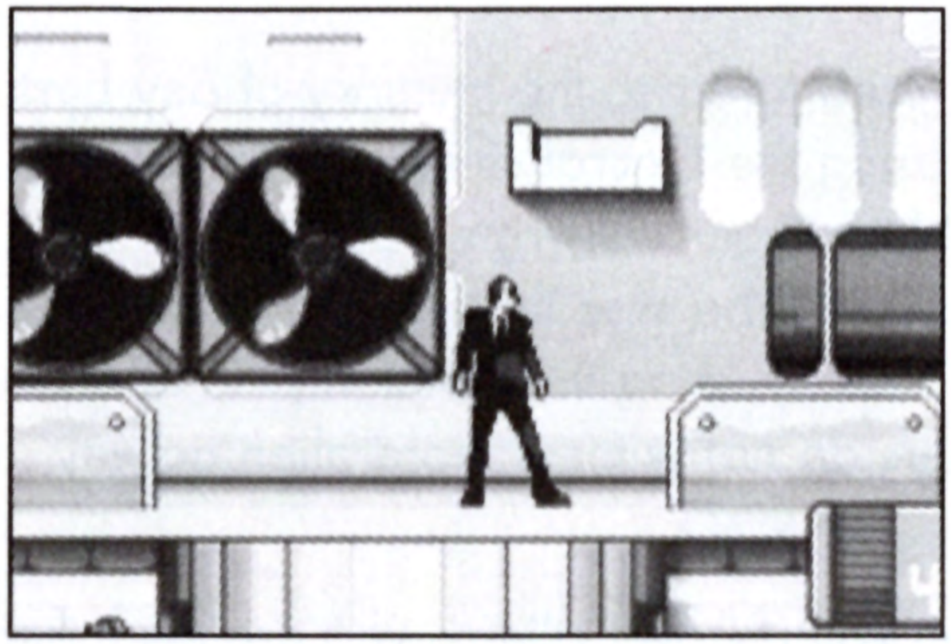
Cloaking Device – This device cloaks your character, making him invisible to aliens and robots. When you can't be seen, you can't be attacked. Unfortunately, the battery on the cloaking device lasts only a short time.

First Aid Pack – Finding a first aid pack can help to repair the damage you've taken from laser blasts and other attacks.

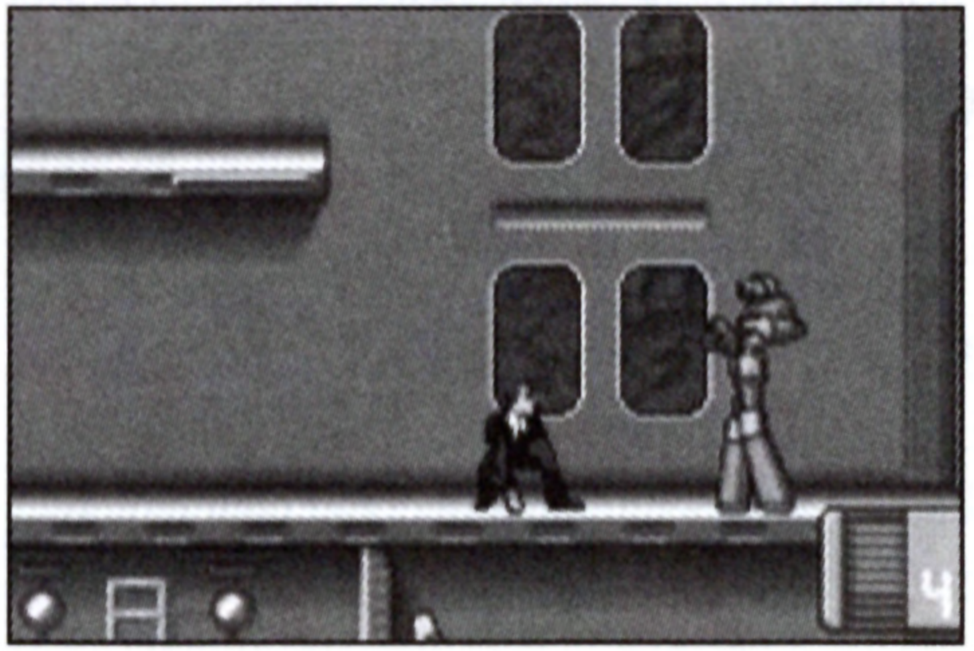
Extra Life – Picking up one of these will give your agent an extra life, allowing him to continue further.

Levels

Level 1: MIB Headquarters

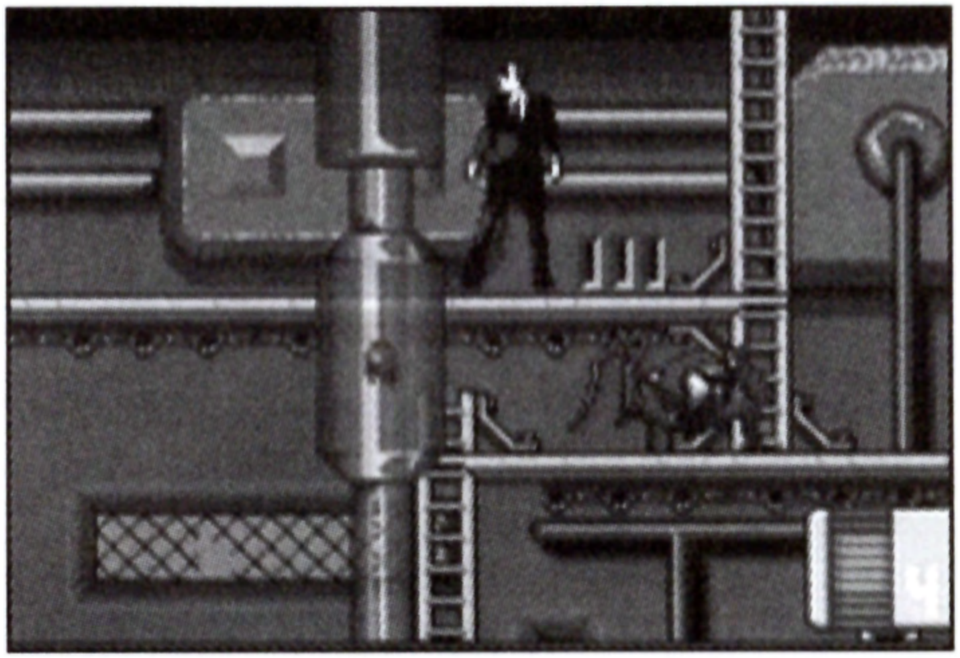


Level 2: Forest Landing Site



Levels

Level 3: Alien Technology Laboratory



Level 4: Rocket Silo



Levels

Level 5: MIB Safe House (Hotel)



Level 6: Halloween in Manhattan



Credits

David A. Palmer Productions

Project Manager and Producer
Dave Palmer

Associate Producer
James Palmer

1st Unit

Lead Programmer
Byron Nilsson

Lead Artists
Backgrounds: Ian Terry
Animations: Paul Simon

Support Artist
Richard Allport

2nd Unit

Lead Programmer
Neil Holmes

Support Programmer
Adrian Brown

Lead Artist
Richard Whittall

Support Artist
Doug Holmes

Music & SFX
Mark Cooksey

QA
Neil "Albo" Palmer

Special Thanks
Roo
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Crave Entertainment

Executive Producer
Mike Arkin

Credits

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Ethan Malykont

Marketing Services Coordinator
Yumi Saiki

Special Thanks
Nima Taghavi
Holly Newman
Mark Burke
Martin Spiess

Customer Support

**You may need only simple instructions to correct a problem with your product.
Call the Customer Service Line at 970-392-7022, 24 hours a day, 7 days a week.**

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US – 900-903-4468	**$0.95 U.S. dollar per minute**
Canada – 900-677-4468	**$1.50 Canadian dollar per minute**

**Must be 18 years or have parent's permission.
Touch tone phone required.**

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If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is return by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $30 U.S. currency per cartridge replacements. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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