GAME BOY® ADVANCE

AGB-AGPE-USA

NO RULES® GETPHAT™

INSTRUCTION BOOKLET

TDK®

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.

TEEN (13+)

COMIC MISCHIEF
MILD VIOLENCE
MILD LANGUAGE

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Nintendo®

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

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BACKGROUND

One Eye Jack's got a kickin' life: Get juiced up with a bowl of Cocoa Soul Puffies, catch a little Snoop Nasty and The Super Homeez on TV, bust some airs with the crew at the skatepark, maybe even mix some phat beats after hours...

But when aliens from Planet Punkazz arrive, Jack's lifestyle takes it in the shorts. The Punkazzes say they're here to "get phat." But the Punkazzes don't want to serve people on a plate. To survive, they have to whack Jack's culture.

And Jack don't play dat...

GETTING STARTED

Getting Ready

Correctly insert the Game Pak® into your Game Boy® Advance system. Switch on the Game Boy® Advance. The display will cycle through the Nintendo®, TDK Mediactive, Inc. and Flying Tiger Development logos, followed by the main menu screen. WARNING: Inserting the Game Pak when the Game Boy® Advance is already on might result in damage to the Game Pak.

Start A Game

In the Main Menu screen, two options are available. START drops you into a fresh game. PASSWORD takes you back to a higher level of the game, but you'll need a password to get there. The only way to get a password is to play da game to a certain point without gettin' whacked. When you get to that point, a password is displayed. Write it down, yo.

DA GAME

'Sup?

Slimy green alien chumps from Planet Punkazz have just dissed Jack somethin' fierce. They've called him out. They're throwin' down. Tâlkin' smack about gettin' phat on his turf. They whacked Snoop Nasty. They compromised his Cocoa Soul. Say what? Read da comic in da game, G.

Comix

Somethin's goin' down and it's prob'ly not good! You can play da game, but to truly "Get Phat" you gotta chill with One Eye Jack and his crew as they figure out how to save themselves from the Punkazz threat!

Levelz

Jack has to grind his way through 5 different levels: Downtown, Colbutt Mountain, Undaground, the Cocoa Soul Puffies factory, and finally, the Punkazz Mutha Ship. In each level, Jack must navigate past aliens, animals, obstacles and half-pipes.

Downtown

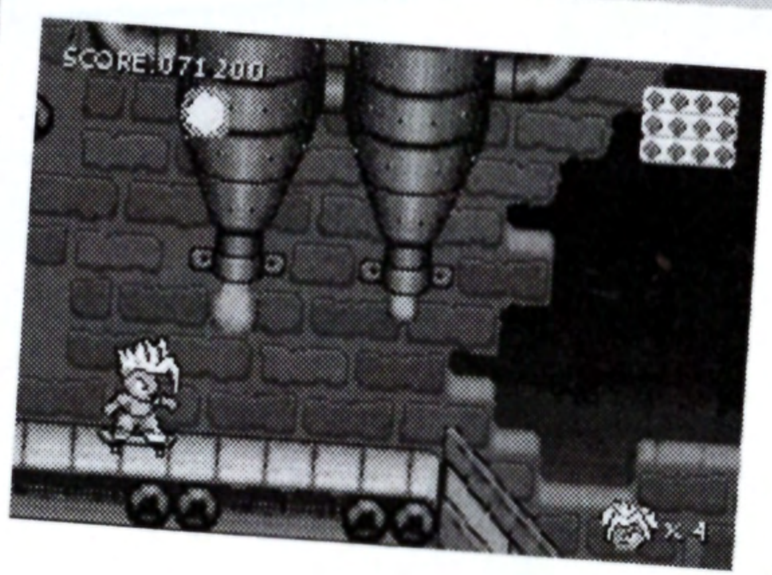
There goes the 'hood! Jack must push his way through the Punkazz-infested streets and get to "Phat Beats Or Else", his favorite record shop. There, he meets one of the alien leaders, and learns their weakness: Phat Scratch Fever!

Colbutt Mountain

Just as Jack saves Phat Beats Or Else, his homie PJButter tells him the Punkazzes have taken over Colbutt Mountain. If they succeed, it will mean cancellation for Snoop Nasty and Da Super Homeez, Jack's favorite cartoon! But before he can save the antenna, he must defeat the icy Punkazz guardian!

Undaground

Defeated by One Eye Jack, the Punkazzes move undaground, into the subway and sewer. When Jack drops in for a visit, he discovers a terrible secret: the Punkazzes plan to change the Cocoa Soul Puffies recipe! And what they wanna add is tooooo nazty!



Cocoa Soul Puffies Factory

On a mission to save his favorite cereal, Jack must get through the factory innards and rescue the Keeper of the Cocoa Soul! But before he can restore the recipe, Jack's gotta whack the master Punkazz chef!

Punkazz Mutha Ship

When Jack finally reaches the alien ship, he sees how much it looks like a turntable, complete with an arm for scratching! If he could just find the alien ship controls, he might be able to administer a killa dose of phat scratch fever!

Pick-Upz

One Eye Jack can't just skate by on bad attitude alone. To save his lifestyle, he's gotta master it. When he starts, he can "ollie" and shoot his slingshot. He'll also be able to pick up items such as super alien ammo, extra health, extra lives, vinyl records and new board trix.

Health

Jack's fired up on Cocoa Soul Puffies, but it won't be enough once the Punkazzes start poppin' slimecaps his way. To help Jack survive, he's gotta pick up First Aid Kits. This will restore his Cocoa Soul and keep him movin'.

Lives

When Jack sees his own head up ahead, it ain't cuz of some Punkazz transplant experiment. Or is it? Either way, these Jack-heads will give Jack an extra life.

Vinyl Recordz

Once upon a time, audio was recorded onto black vinyl discs. These "records," which contained tiny grooves, would be placed onto a "turntable." As the record spun on the turntable, a tiny needle resting in the groove would pick up subtle vibrations, which were then converted into sound. This is how people used to listen to "music."

Now vinyl records are the only thing that can thwart the Punkazz threat. Cuz if there's one thing a Punkazz can't take, it's a little phat scratch fever.

At the end of each level, Jack faces a Punkazz boss. Jack's chances of total Punkazz whackage increase with every vinyl record in his backpack arsenal.

Alien Ammo

Jack never runs outta marbles for his slingshot, but sometimes marbles don't cut it! To use the Punkazz's ammo against them, pick up the RED, GREEN and BLUE slingshots!

Red Slingshot: Cherry (Da) Bomb!

Hardcore bang against pesky Punkazz hordes!

Green Slingshot: Bad Mutha Grenade

Big mutha explosion takes out lotsa Punkazzes!

Blue Slingshot: Energy Ballz!

The ultimate dis -- as in disintegration, yo!

Once Jack runs out of the special ammo, his slingshot returns to firing the standard marble.

Checkpointz

If Jack is drained of his Cocoa Soul, he will be returned to the most recently-passed checkpoint. Checkpointz are indicated by pulsating arrows.

Enemeez

Sux that Jack's turf has been taken over by Punkazz patrolz. Sux worse that the local animals are now slimy green Punkazz Petz!
Here's a list of Enemeez to look out for:

Punkazz Patroller

Basic chump, easy to put down. Just askin' for a good slingshottin' to show him who runs da crib.

Hover-Thug

Floats like a superfly, zings like a flea. Beggin' to be flicked like what grows in yo nose overnight.

Da Bomber

Launches grenades like yo mama tosses yo crusty socks. And when he bends over, he ain't shootin' backwards, yo!

Sniper

Takes no cojones to shoot from afar and above. If you wanna drop these wusses, ya betta aim high!

Drone

Slimy, tentacly, pesky, stoopid Punkazz protectors, droppin' nazteez on your head! Can't pass 'em till you wipe 'em out!

Punkazz Petz

Watch out for slimy green catz and dogz, ratz and wolvez, batz and bearz, aw-yeeaah!

Trix

In the beginning, Jack's only trick is a jump/ollie. If he grabs all the vinyl records in a level, he acquires a NEWTRICK to use against the Punkazzes!
The screen will display the name of the new trick when Jack acquires it!

+ Control Pad → + R Button	Hand Plant/Kick Jack kicks out sideways. Aww-yeaaah!
+ Control Pad ↓ + R Button	Board Whack Attack Jack board-whacks Punkazzes upside the head.
+ Control Pad ↑ + R Button	Double Ollie Jack jumps extra high for dem hard-to-reach spotz.
+ Control Pad ← + R Button	360° Jack spins like a record, whacks like a thug.

GAME CONTROLZ

Comix Navigation

Word! Jack and his homeez say what they want, how they want. You decide if you want translations.

B Button	forward, read translations
R Button	forward, skip translations
L Button	backward
START	skip sequence

Game Navigation

Basic Moves:

+ Control Pad ← Button	move left
+ Control Pad → Button	move right
+ Control Pad ↓ Button	duck
A Button	slingshot/attack
B Button	jump

Special Moves:

L Button	Special Alien Weapon
R Button	Skate Trix (see page 12)

MENU CONTROLZ

Pause

Maybe ya got one on deck, or yo mama's screamin' to eat yer grub or else. If ya need to pause an active game, press START. Press START again to go back to da game.

The PAUSE screen is also good for when ya need to inspect your goodz. Or maybe you wanna check your inventory:

- Vinyl records collected
- Ammo count/type

Whilst in the PAUSE screen, you can select other ammo types (if you got 'em) by pressing SELECT.

SCREEN ITEMZ

Cocoa Soul Puffies

Jack rolls with the power of Cocoa Soul, and his energy is measured in Puffies. He loses one Puffy for every hit or minor fall he suffers. The Puffies Meter is in the upper right corner.

Jack Heads

Each of Jack's lives is represented by a Jack Head. Check Jack's Head in the lower right corner. The number after it indicates Jack's remaining lives.

Score

Upper left corner, tha's where itz at!

Ammo

The slingshot at the upper left of the screen shows what type of ammo Jack is using. (See Alien Ammo on page 9 for more info.)

PUNKAZZ FACE-OFF

At the end of each level, Jack must face off with a powerful Punkazz Thug. The only way Jack can defeat these Thugs is to bust some phat scratches in their general direction!

To help Jack during a Thug Face-Off, you must press a certain button at the correct time. Otherwise, the Thug will eat one of Jack's records. And if the Thug eats all his records...game over, boyeee!

When a Thug Face-Off begins, the Thug Punkazz is at a safe distance. He's just close enough to swipe the current record if Jack blows the scratch.

Check the symbols scrolling across the top of the screen, from right to left. When the symbol enters the box to the far left, press the button that matches the symbol.

Symbols are as follows:

+ Control Pad ←	Control Pad left
+ Control Pad →	Control Pad right
+ Control Pad ↓	Control Pad down
+ Control Pad ↑	Control Pad up
L	L Button
R	R Button

The symbols will appear in small groups. If you get through a group, a bell will ring after the last symbol. PRESS THE A BUTTON WHEN YOU HEAR THE BELL! This will drain the Punkazz Thug of energy. After several energy drains, the Punkazz Thug will finally go down like a sorry tourist chump.
Jack has enough vinyl records with him to defeat a Thug, but his chances of defeating the Thug increase with the more records he's collected.

TIPZ & TRIX

- Jack is a kool kat and a rippin' rider, so use his skatin' skillz to avoid da skanky holes and nazty pipes.
- There's more than one way to pop a pesky Punkazz; check which slingshot will help Jack da best.
- Incoming! Don't forget that Jack can duck to avoid Punkazz pellets!
- Earn dem special trix; they can help Jack in a fix!
- Punkazz ammo can be found throughout every level; use them to help Jack outta binds

Credits

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TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. You can also learn more about this game and find cool tricks and tips at www.norulesgame.com.

EMAIL SUPPORT

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

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TDK Mediactive, Inc.
26115 Mureau Rd., Suite B
Calabasas, CA 91302-3126
Attn: Product Support

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