GAME BOY ADVANCE

AGB-AR5E-USA

NICKELODEON

RUGRATS™

I GOTTA GO PARTY



INSTRUCTION BOOKLET

THQ

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

For more information on this product's rating, call **1-800-771-3772** or visit http://www.esrb.org

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®

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



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

NICKELODEON

Rugrats™

I GOTTA GO PARTY

Contents

Introduction 2

Set-up 3

Getting Started 4

Multi-player Games 6

Story Mode.....7

Baby Games! 8

Credits 28

Limited Warranty 34



Introduction

All the babies are bored today, so they're gonna play a game of Hide & Seek! Help find the babies, but you better be ready, 'cause when you find 'em, they're gonna want to play other games with you, too! But before everyone can be found, you gotta win all the games!

So are you ready?

Then you gotta go party!



Set-up





1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of Rugrats™ I Gotta Go Party into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).

4. When the title screen appears, press START to proceed to the Main Menu.

Getting Started



Hi! You ready to play? Well, we've got a couple of questions for you first! Use the Control Pad Up/Down to move between your choices and the A Button to choose that option.

The first thing we need to know is if you want a Single Player Game or a Multi-player game (for more info about Multi-player Games, see page 6).

The next thing we've got to ask is if you want to Start a New Game or enter a Password. You get passwords when you win some of the games. These passwords will let you jump to that part of the game so you don't have to play everything all over again.

Tip: The B Button will take you back if you want to change your options.

The last thing we need to know is if you want to play Story Mode, Quick Play, or Free Play.

Story Mode – This lets you play the whole game. You need to go through the house to find all the babies and play all the games, too!

Quick Play – Not enough time to play the Story Mode? That's okay! Quick Play gives you ten random games to play. The list of games changes every time you use it!

Free Play – This lets you play with any of the games that you've unlocked in Story Mode. Want to feed Spike again? Or make some more mud pies with Phil? Free Play is the way to go!



Multi-player Games

When you choose a Multi-player game, you can select from a Single-Pak or Multi-Pak Game Boy® Advance Game Link® cable option. The Single-Pak option lets two or more players link Game Boy® Advance systems together with just one Rugrats™ I Gotta Go Party Game Pak. The Multi-Pak option allows two or more people to play if they each have their own Game Boy® Advance system and copy of Rugrats™ I Gotta Go Party Game Pak.

Once you've figured out which kind of Game Link cable option you want to use, the first player will choose how many games all of you are going to play - one, three, five, seven, or nine games. After this, you can either choose the specific games you want to play from a list or let your Game Boy® Advance system choose randomly. After each game is finished, the players will see their ratings so they'll know how well they did against the other players.



Story Mode

All of the babies are hiding around the house and you've gotta help Tommy find them! Go from room to room in the house and move your hand around the screen using the Control Pad. When you think you've spotted someone, move your hand on top of them and press the A Button. If you're right, they'll pop up and play a game with you!



Sometimes you're going to see a little door pop up on the screen. If the door looks open, press the A Button and that will take you to the next room. If the door looks closed (it has a red 'X' drawn on it) then it's locked – for now! When you've found all the babies in the open rooms, more doors will open up for you, so keep looking!

Baby Games!

Well, you've found one of the Rugrats and it's time to play! So what are you supposed to do next? It's time for baby games like the ones below!

Angelica's Cookies:

Angelica has grabbed a jar of cookies and is trying to get away! But wait! She's tripped and thrown all the cookies up into the air! Help Angelica catch all the cookies before they hit the floor. Look out for icky spiders though, 'cause if they end up in the cookie jar, Angelica will freeze up for a few seconds.

Controls: Press the arrows on the Control Pad to move Angelica in the correct direction to catch the cookies.

Tip: If it means you're gonna get a spider too, sometimes you just have to let that cookie go.





It's Raining Worms:

Lil's gone worm-crazy and she's digging up worms so fast they're flying up in the air! Help Phil get into a good place to catch the worms in his pail before the worms fall back to the ground. Better be careful of the rocks, though – Lil's dug up a lot of them looking for worms!

Controls: Use the Control Pad to move Phil into a good spot for catching worms.

Tip: Watch out for those rocks, 'cause they'll knock a worm out of your pail every time you catch one!

Reptar Racing:

Yeah! It's time for Reptar Racing! Get your Reptar Wagon ready and race around the track as fast as you can!

Controls: The Control Pad controls how the Reptar wagon moves. The A Button makes the wagon go faster. The B Button gets the Reptar wagon to stop.

Tip: Hitting those speed arrows makes you go super fast, but hitting puddles only slows you down.





Jump the Toys:

You're really gonna have to help Chuckie out on this one – Chuckie wants to jump his Reptar wagon over a bunch of toys. You'll need to help him get up as much speed as he can and make sure the ramp's high enough so that he can clear all the toys!

Controls: Hit the A Button and the B Button as fast as you can (one after the other) to control how fast the Reptar wagon goes. Use the Control Pad to adjust the height of the ramp.

Tip: If you press the Control Pad Up too long, the ramp will go all the way up and your Reptar wagon won't go anywhere.

Odd One Out:

What's wrong with this screen? You get three pictures of Rugrats on the screen – two of them are the same, one is slightly different! Find the different one and hit the button that is shown underneath that picture.



Controls: Under every picture will be a button. It will either be the Control Pad, B Button, or A Button. Press the button that matches up with that picture.

Breaking Blocks:

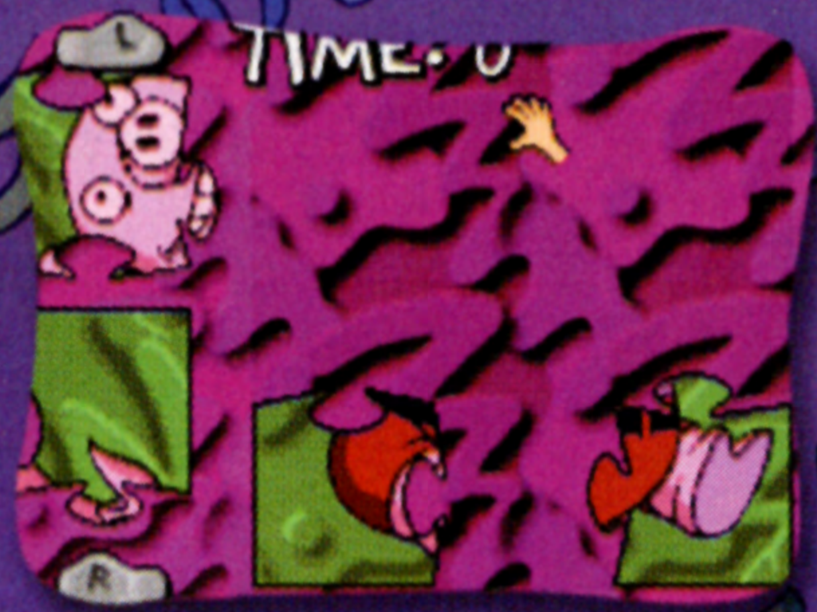
There's a big block mess on the floor and you need to get rid of them fast! To do this, you need to highlight the block and then hit the A Button to remove it. But wait! There's a catch! You can only get rid of a block if it has an identical block touching it. So when you hit the A Button, only all of the blocks that look the same and are connected together will vanish. Good luck!

Controls: Move the highlighter over the blocks using the Control Pad. Once you've done that, hit the A Button to remove the blocks.

Tip: The more blocks you link together, the more blocks you can clear off the board

Which Piece Fits?

It's time to solve a jigsaw puzzle! Pick up a piece and move it to the proper spot on the board. You might have to rotate a couple of pieces so they fit into the puzzle properly.



Controls: Use the Control Pad to scroll through your choice of puzzle pieces and the A Button to select the piece you want. After that, use the Control Pad to move the puzzle piece around the board. The B Button will drop the piece. The R Button and the L Button will rotate the puzzle piece.

Match Up:

This is a match 'em, find 'em, test-your-brain-power kind of game. You gotta find the two cards that match. The more pairs of cards you find, the more points you get! Match up a lot of them to win!

Controls: The Control Pad controls the pointer and the A Button selects which card you'd like to flip over.



Flip n' Twist:

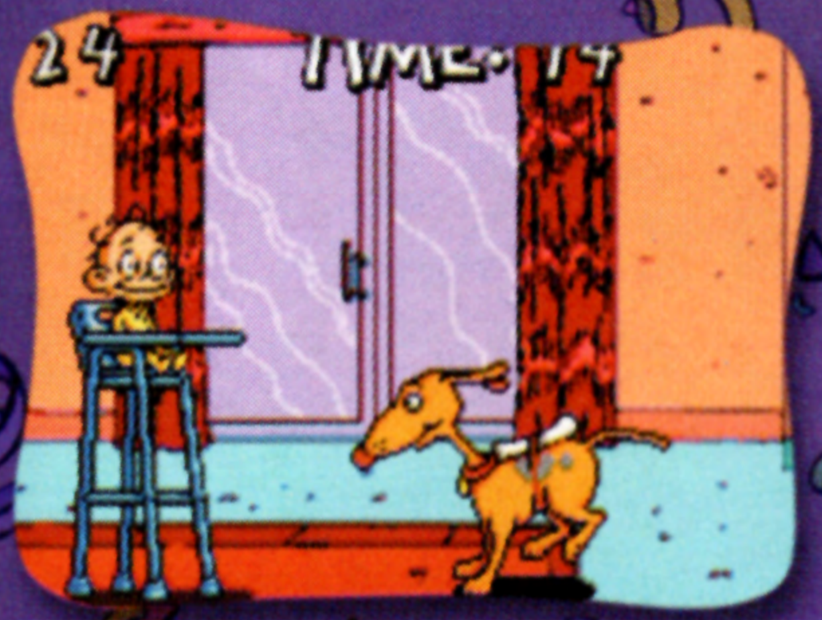
You gotta un-confuse the picture 'cause it's all really confused! Flip the pieces around so the picture looks normal again. You gotta remember what pieces went where though, or you'll never get finished in time!

Controls: Press the A Button to flip the piece. Keep moving the cursor and pressing the A Button to flip the pieces into the right place.

Sandbox Blues:

It's a digging contest! Crawl around the sandbox as fast as you can to dig out as much sand as possible. The baby who has dug the most sand in the sandbox wins!

Controls: Use the Control Pad to point your baby the way you want to and then the A Button to dig.



Spike! Catch the Bones:

Dil's started to throw Spike's precious bones up in the air! Can you help Spike catch all of his bones and put them in the bowl before they hit the ground?

Controls: Use the Control Pad to move Spike back and forth to catch the bones.

Tip: Look! Clever Spike can juggle multiple bones at the same time!

Cookie Chase:

Somebody's left a lot of cookies out in the maze. Try to get as many as you can before time's up!

Controls: Use the Control Pad to race around the maze collecting cookies.

Where's Cynthia Gone?:

Beware the power of the mystic, magic Angelica! She's practicing her magic show with her assistant Cynthia. Can you guess which jar Cynthia's in?

Controls: On the screen, under each cookie jar, is a different button (the A Button, the B Button or the Control Pad). Press the button that matches with the cookie jar you want to choose.

Tip: If you can, keep your eye on whatever cup Cynthia is in.



The Round Maze:

Look! It's another maze! You need to get through it as quick as you can! Can you find the treat at the center of the maze, as well?

Controls: Use the L Button to rotate the maze to the left and the R Button to rotate the maze to the right.



Tip: The big star in the middle of the maze looks like it might be worth a little more than the other stars. Try getting it, if you can!

Organize the Toys:

Oh no! The bedroom's a mess! You need to get the right toys in the correct toy boxes quickly!

Controls: Underneath each toy box is a different button (the A Button, the B Button, or the Control Pad). Press the button that matches the toy you want to put away.

Tip: The toy only gets put away if the toy matches the label on the toy box, so be careful!

Reptar Rapids:

Oh no! The Reptar raft is rushing down a river! Can you avoid rocks and other obstacles? Collect as many bottles as you can.

Controls: Use the Control Pad to move the floating raft and avoid the obstacles.

Tip: If you press the Control Pad Up, it may slow the Reptar raft down enough to pick up an extra bottle along the way.



Phil's Mud Pie:

Kimi's cooking up a mud pie! And who better to teach than master pie-maker Phil! Make the mud pie up exactly as Phil tells you. You'll have three ingredients to choose from – worms (Control Pad), grass (B Button) and the ever-important mud (A Button).

Controls: Underneath each 'ingredient' for the mud pie is a different button (the A Button, the B Button or the Control Pad). Press the button that matches the ingredient you need.

Tip: Remember to get the right ingredients in the correct order to make a good pie!

Worm-Mazing:

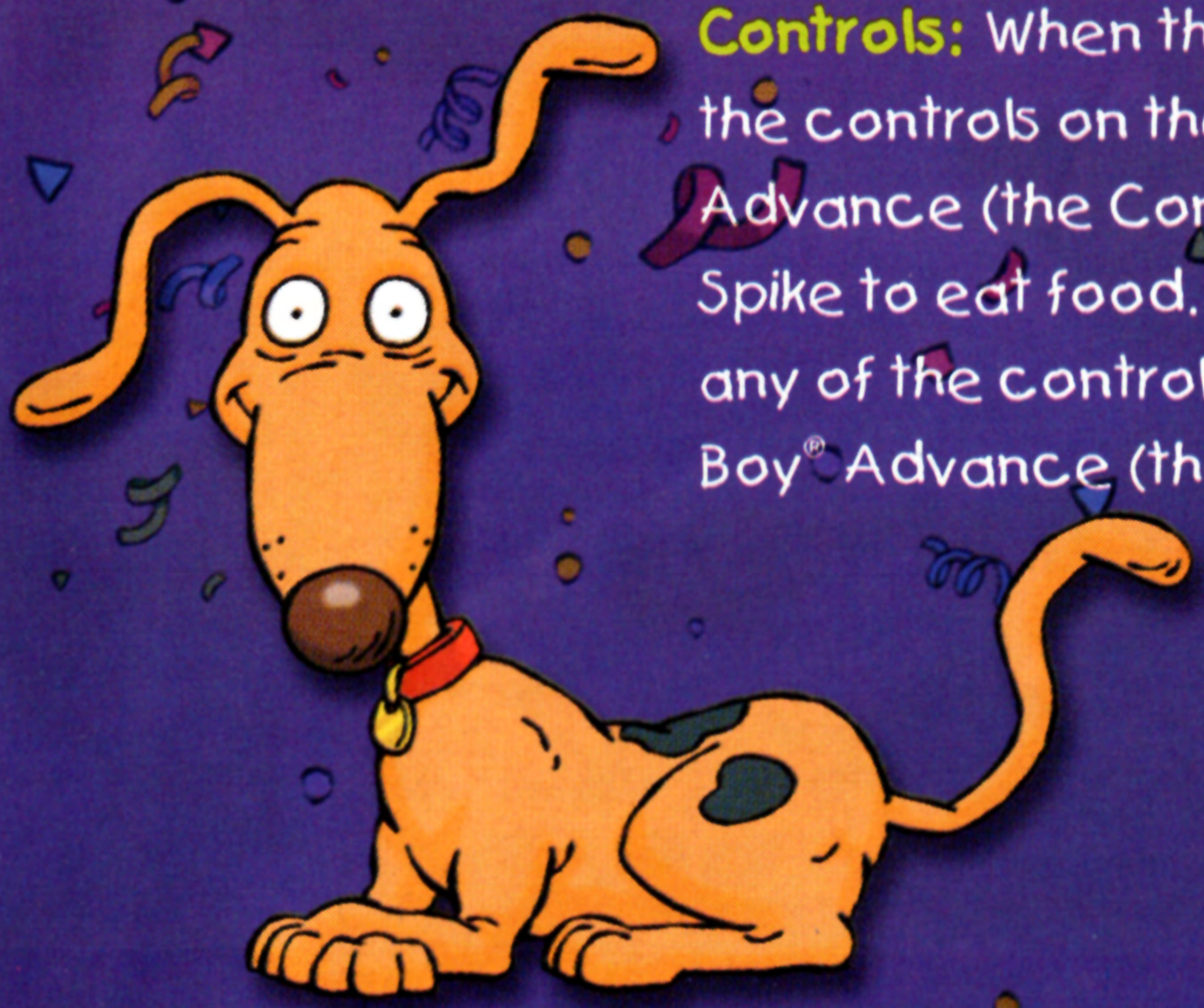
Phil's found a worm and he's trying very hard to get it out of the ground. Unfortunately for Phil, the worm's stuck in a little dirt maze. To get it out, he's gonna have to twist some maze tunnels around so that the worm can drop out into his hand.

Controls: The Control Pad will move the highlighter around the maze, and the L Button and the R Button will rotate the maze squares so the worm can wiggle through!



Spike's Bowl:

Spike's hungry and very thirsty! Help Spike eat and drink as much as possible whenever you are prompted by the flashing bars.



Controls: When the red bar flashes, press any of the controls on the left side of the Game Boy® Advance (the Control Pad or the L Button) to get Spike to eat food. When the blue bar flashes, press any of the controls on the right side of the Game Boy® Advance (the A Button, the B Button or the R Button) to get Spike to drink.

The Toy Shelf:

Spike's gone and knocked over a shelf of toys, leaving Chuckie to take the blame! Help Chuckie pick up all the toys and put them back in their places on the shelf before anyone notices.

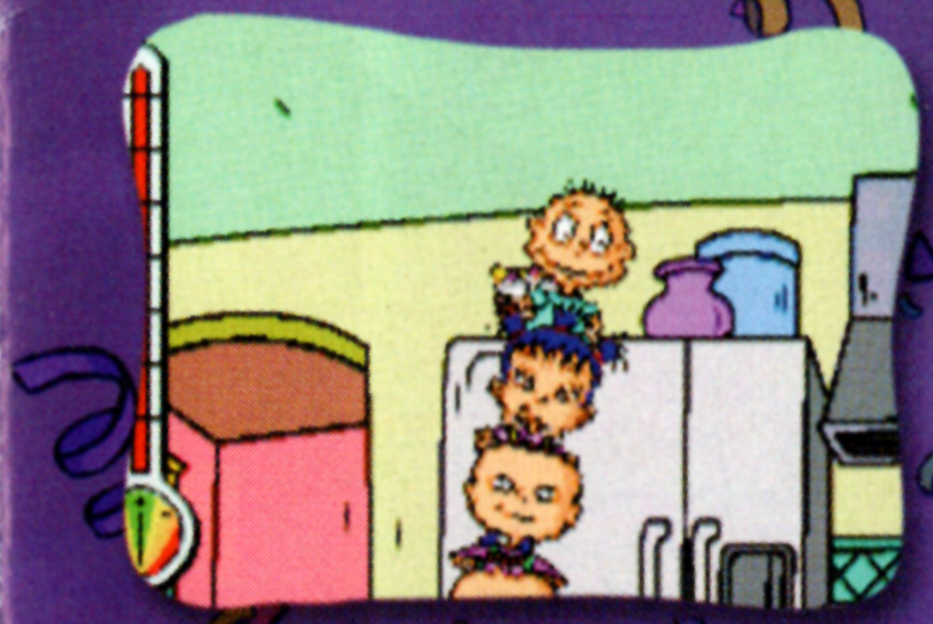
Controls: Use the Control Pad to move the cursor around and the A Button to pick up and release the toys.

Tip: The toys only fit on the shelf in the same order they were before Spike knocked them over.

Spike's Slalom:

Help Spike run safely down a street that's got a lot of obstacles on it!

Controls: Use the Control Pad to control where Spike goes. The A Button speeds up Spike's run and the B Button slows him down.



Vertically Challenged:

The Rugrats have decided to build a tower, climbing on each other's head to get to the top of the refrigerator to grab a prize. But without your help, they just might fall! You get to be their 'counter-balance' – if the tower of babies starts to lean to the left, pull them to the right. If they start to lean to the right, pull them toward the left. Once all of the babies are stacked up and stable, you just might be able to reach the prize!

Controls: Use the Control Pad to shift the weight of the Rugrats to the left or to the right. Press the L Button and the R Button to grab for a prize.

Tip: There are treats on top of the refrigerator! Try grabbing the treats by pressing the L Button and the R Button at the same time.

Lost Bones:

Spike's forgotten where he's hidden his bones! Help Spike dig up the backyard to find his prized collection before time runs out.

Controls: Use the Control Pad to move Spike across the yard and the A Button to dig for bones.

Tip: The arrows seem to be pointing in the direction of something. Maybe Spike's bones?



House Hunting:

With everyone running around and playing, it's been quite a day! One of the Rugrats has decided to play a game of 'Spot the Babies' as they pass by the window.

Controls: This game uses all the buttons (except START and SELECT). When a Rugrat matching the picture appears in the window, use the matching button on the Game Boy® Advance to choose that Rugrat.

Tip: Be careful not to mistake one character for another because some characters may look alike when they appear in the window.

The Tie Breaker:

This game happens whenever a tie pops up.

Controls: Use the A Button and the B Button – press faster than your friend to win!

Credits

THQ

Associate Producer — Lalie

Assistant Producer — Adam Danielski

Producer — Jamie Bafus

Executive Producer — Carolina Beroza

Vice President - Product Development — Michael Rubinelli

Senior Tester — Morgan Clark

Testers — Fox English, Aaron Smith

QA Technicians — Mario Waibel, Brian McElroy

QA Database Administrator — Jason Roberts

QA Manager — Monica Vallejo

Director of Quality Assurance — Jeremy S. Barnes

Group Marketing Manager — John Ardell

Senior Product Marketing Manager — Danielle Conte

Associate Product Marketing Manager — Ed Lin

Vice President - Marketing — Peter Dille

Director, Creative Services — Howard Liebeskind

Senior Manager, Creative Services — Kathy Helgason

Associate Creative Services Manager — Melissa Roth

Manual Text — Bill Maxwell

Packaging Layout and Design — Michael Jacobs – Beeline Group

Director, Public Relations — Liz Pieri

Special Thanks to: — Brian Farrell, Jeff Lapin, Germaine Gioia, Leslie Brown, Brandy Carrillo, Alison Locke, Tiffany Ternan, THQ Kids Group

NICKELODEON

VP of Media Products Group — Steve Youngwood

Director of Marketing for Interactive and Home Video — Sherice Guillory

Interactive Marketing Coordinator — Erica David

Director of Production & Development for Interactive and Home Video — Aly Sylvester

Production Coordinator — Erika "E" Ortiz

Interactive Marketing Coordinator — Erica David

Nickelodeon Thanks: — Deb Bart, Leigh Anne Brodsky, Steve Crespo, Russell Hicks, Chris Horton, Deb Krassner, Paul McMahon, Linnette Pastori, Joe Sandbrook, Eric Squires, Geoff Todebush, Stavit Young

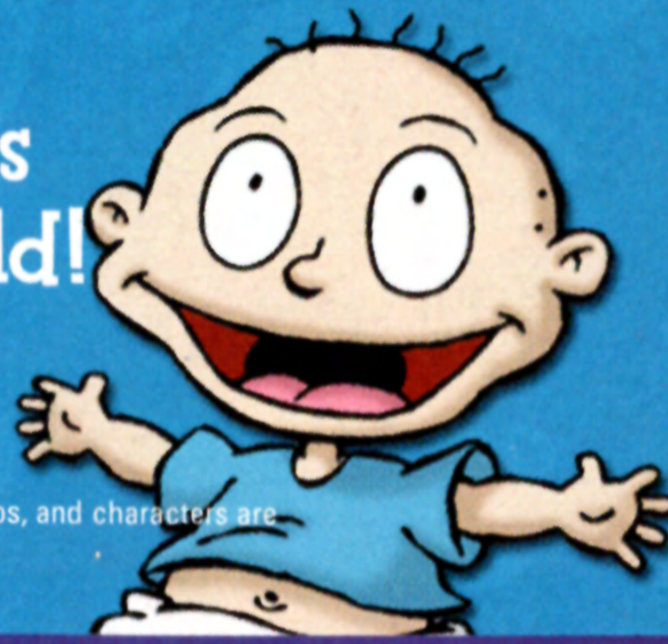
Read these, babies!





Look for Rugrats books wherever books are sold!

Simon Spotlight Books
www.SimonSaysKids.com/rugrats



© 2002 Viacom International Inc. All Rights Reserved. NICKELODEON, *Rugrats*, and all related titles,logos, and characters are trademarks of Viacom International Inc. Created by Arlene Klasky, Gabor Csupo, and Paul Germain.







Okay, Here's How it Works...

YOU

1. Purchase specially marked THQ/Nick video games. Simply look for the THQ/Nick Prize Points logo on the back of the box.
2. Go to www.thqnickprizepoints.com for instructions on setting up your Prize Points account or obtaining the mail-in certificate for ordering program merchandise rewards. If you are under the age of 13, your parent or legal guardian must provide consent before you may fully register online or order merchandise rewards. Registration on the website is not required for mail orders.
3. When you're on the website, you can register with your own user name and password, and become a THQ/Nick Prize Points member.
4. After you've registered, locate the 16 digit alpha-numeric code located on the THQ/Nick Prize Points card inside the video game box. Follow the instructions to enter this code in the space provided on the website.
5. Next, locate the 6 digit game number (located at the bottom of the next page) and enter it in the appropriate area on the website.
6. When you've collected enough THQ/Nick Prize Points, pick your very own Prize Points Reward from the list of available items and place your order. Shipping/Handling fees required for each item ordered.*



EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

*Additional purchases required to qualify for Prize Points rewards. Offer expires 7/31/03 or while supplies last. Good

© 2002 Viacom International Inc. All rights reserved. Nickelodeon, The Adventures of Jimmy Neutron Boy Genius, Viacom International Inc. Nickelodeon Rocket Power and Rugrats created by Klasky Csupo, Inc. SpongeBob Exclusively published by THQ Inc. THQ, the THQ logo, and the THQ/Nick Prize Points

CAN CHECK OUT...

...ALL OF THESE GREAT REWARDS!

NICK

Prize Points™

THQ

Prizing design/ colors subject to change.

GAME HOLDER





GAME BOY ADVANCE

NICK GAMES
www.nick.com

THQ
www.thq.com

Rugrats™ i Gotta Go Party (Game Boy. Advance) **358453**

only in the U.S. and Canada (except Quebec). Subject to official rules at www.THQNickPrizePoints.com. © 2002 THQ Inc.
Nickelodeon Rocket Power, Rugrats, SpongeBob SquarePants and all related titles, logos and characters are trademarks of
SquarePants created by Stephen Hillenburg. ™, ® and Game Boy Advance are trademarks of Nintendo.
logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved.

You Can Check Out These Exciting









NICKELODEON movies

GAME BOY ADVANCE

KLASKY CSUPO INC.

Paramount 90TH ANNIVERSARY A VIACOM COMPANY

NICK GAMES

www.nick.com



NICKELODEON TITLES COMING SOON!







NINTENDO GAMECUBE™

THQ®

www.thq.com

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

© 2002 THQ Inc. © 2002 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, The Adventures of Jimmy Neutron Boy Genius, The Wild Thornberrys, Rugrats, Hey Arnold!, The Fairly OddParents and all related titles, logos and characters are trademarks of Viacom International Inc. The Wild Thornberrys created by Klasky Csupo, Inc. Rugrats created by Arlene Klasky, Gabor Csupo and Paul Germain. Hey Arnold! created by Craig Bartlett. The Fairly OddParents created by Butch Hartman. Exclusively published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. **Your 5 digit Product Code is 32113**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Sponge-Tingling Adventures!





NICK GAMES
www.nick.com

THQ
www.thq.com

NINTENDO GAMECUBE

GAME BOY ADVANCE

THQ INC.
27001 AGOURA RD., SUITE 270, CALABASAS HILLS, CA 91301

Instruction Booklet © 2002 THQ Inc. © Viacom International Inc. All rights reserved. Nickelodeon, Rugrats, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. Rugrats created by Arlene Klasky, Gabor Csupo and Paul Germain. SpongeBob SquarePants created by Stephen Hillenburg. Exclusively licensed to and distributed by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

PRINTED IN USA