

Nintendo

GAME BOY COLOR

NICKELODEON
ROCKET POWER
Gettin' Air



INSTRUCTION BOOKLET

CGB-BRUE-USA

ONLY FOR
GAME BOY
COLOR

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EVERYONE

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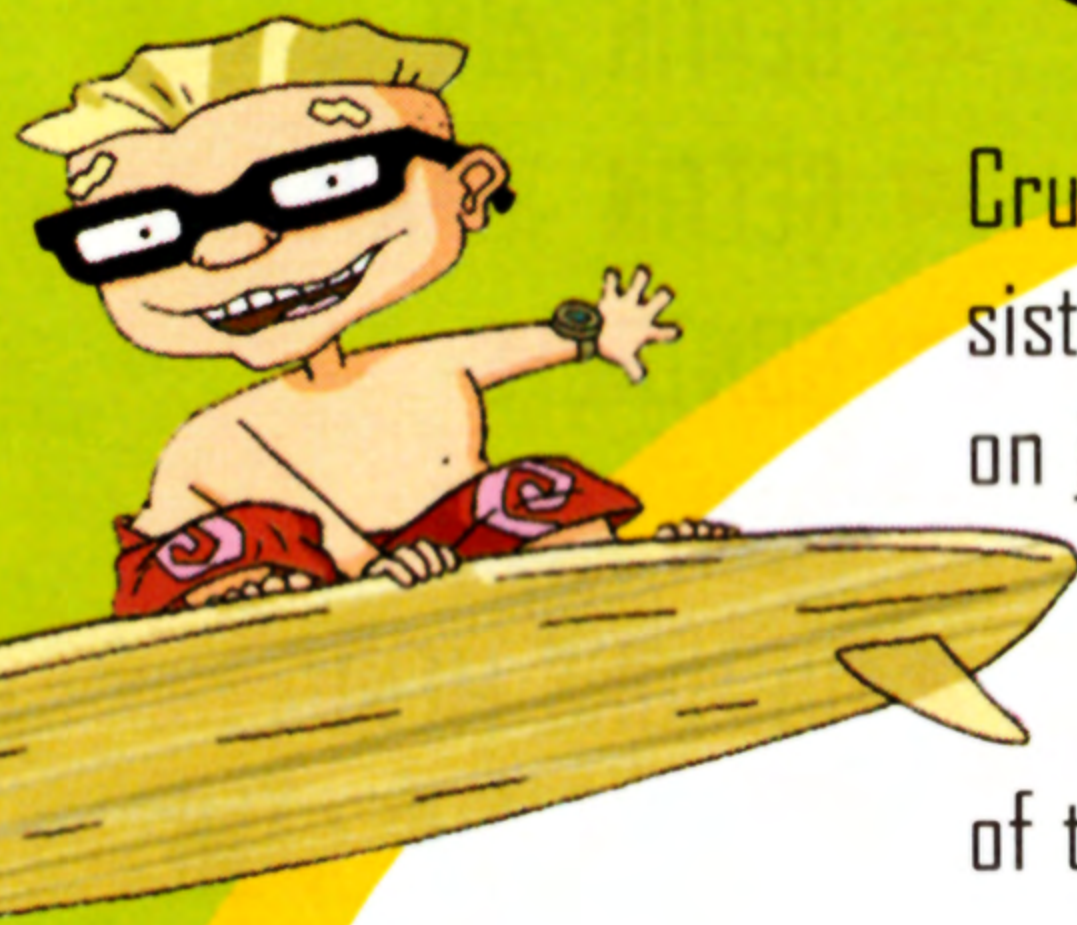
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Gettin' Air



Cruise down to Ocean Shores, CA, where Otto Rocket, his sister Reggie, and their buds Twister and Sam have the edge on just about every dynamic sport you can imagine: surfing, skateboarding, bladin' on the boardwalk, and even snowboarding too! It's where Extreme Sports is the name of the game no matter what the season.

When it comes down to it, the Rocket Power gang is bound by their loyalties to each other and the lessons they always learn as a team. Their devotion to the pure, radical energy of Extreme Sports is just the tie that binds them tighter!

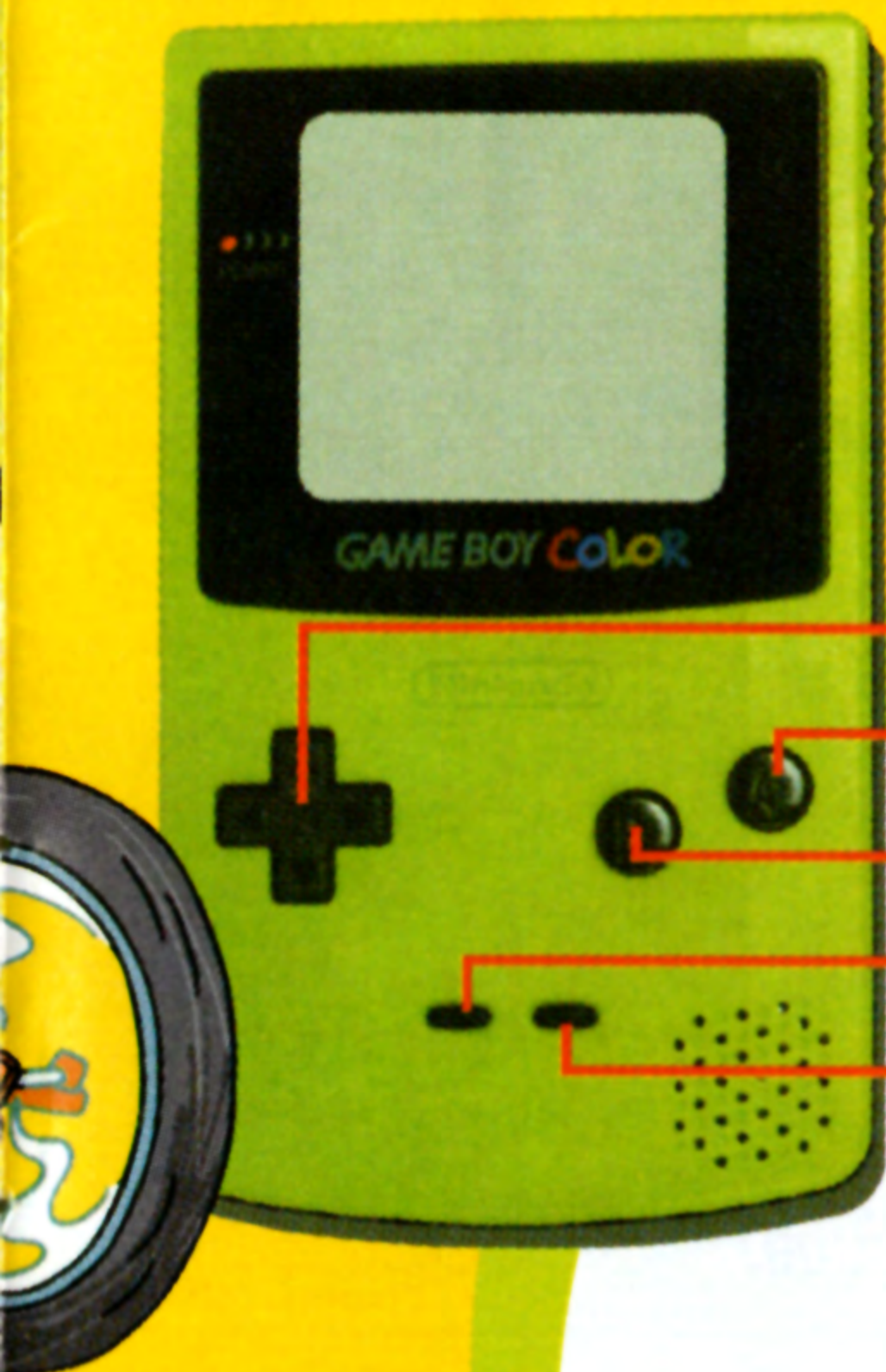




Gettin' Started

- 1** Turn OFF the power switch on your Nintendo® Game Boy® Color. Never insert or remove a Game Pak when the power is on.
- 2** Insert the Game Pak of Rocket Power™: Gettin' Air into the slot on the Game Boy Color. To lock the Game Pak in place, press firmly.
- 3** Turn ON the POWER switch. The credit 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.





Control Pad

A Button

B Button

Select

Start

Controls

SKATEBOARDING ON BOARDWALK

Button Command	Action
Control Pad LEFT	Skate left
Control Pad RIGHT	Skate right
A Button	Get off skateboard
B Button	Get off skateboard

Note: Enter different levels by getting off the skateboard in front of moving signs, boards or bikes. See GRAVITY SPORTS on page 16 for the controls for each sport.



Main Menu

From the Main Menu, you can begin a new game, continue a previously saved game, or change the game options. Use the Control Pad to highlight an option and press START to select it.

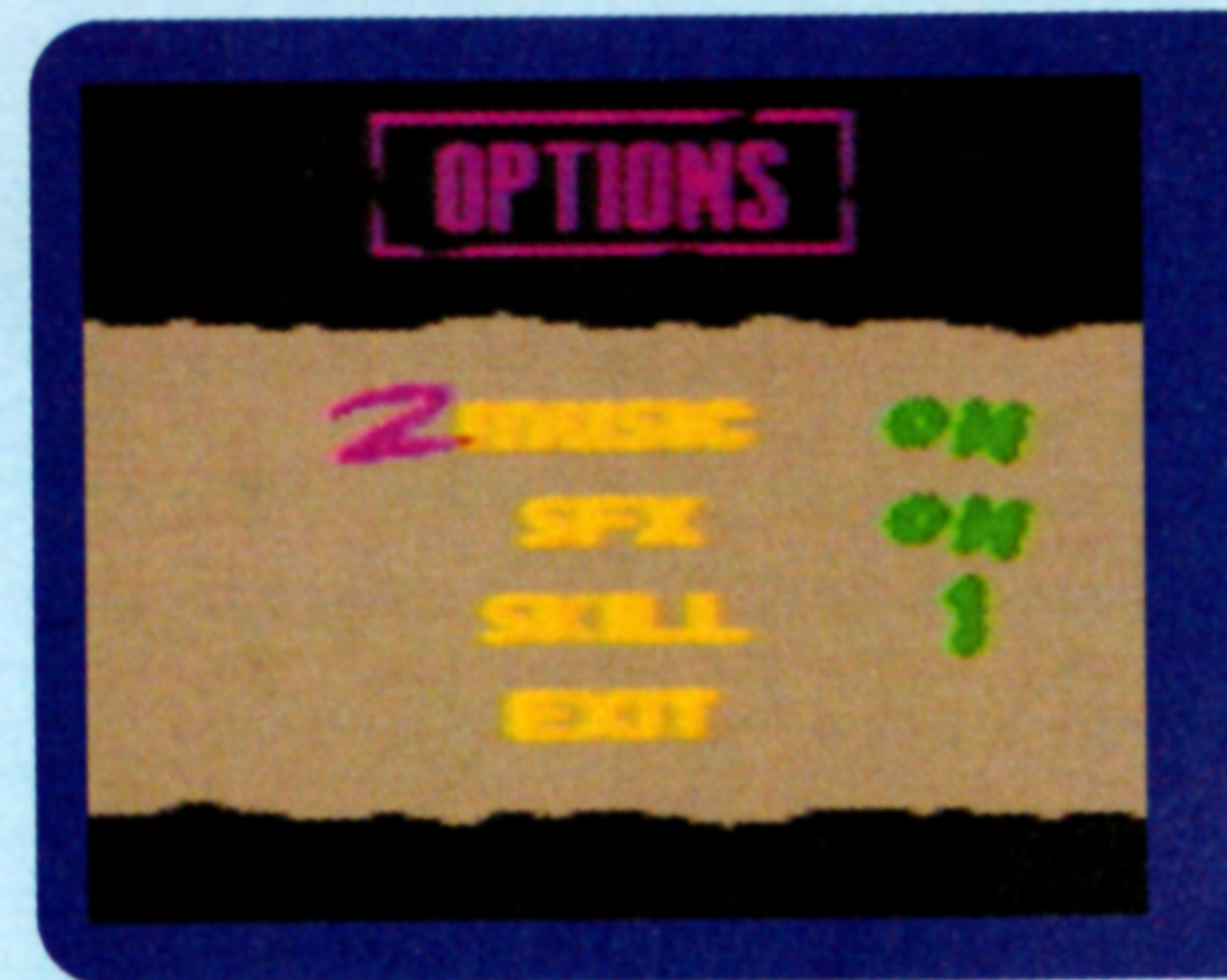
Start	Grab your board and hit the pavement to begin a new game.
Options	Change the game settings. See page 7 for more information.
Password	Load a previously saved game. See page 20.
Credits	Check out the makers of Rocket Power™: Gettin' Air.



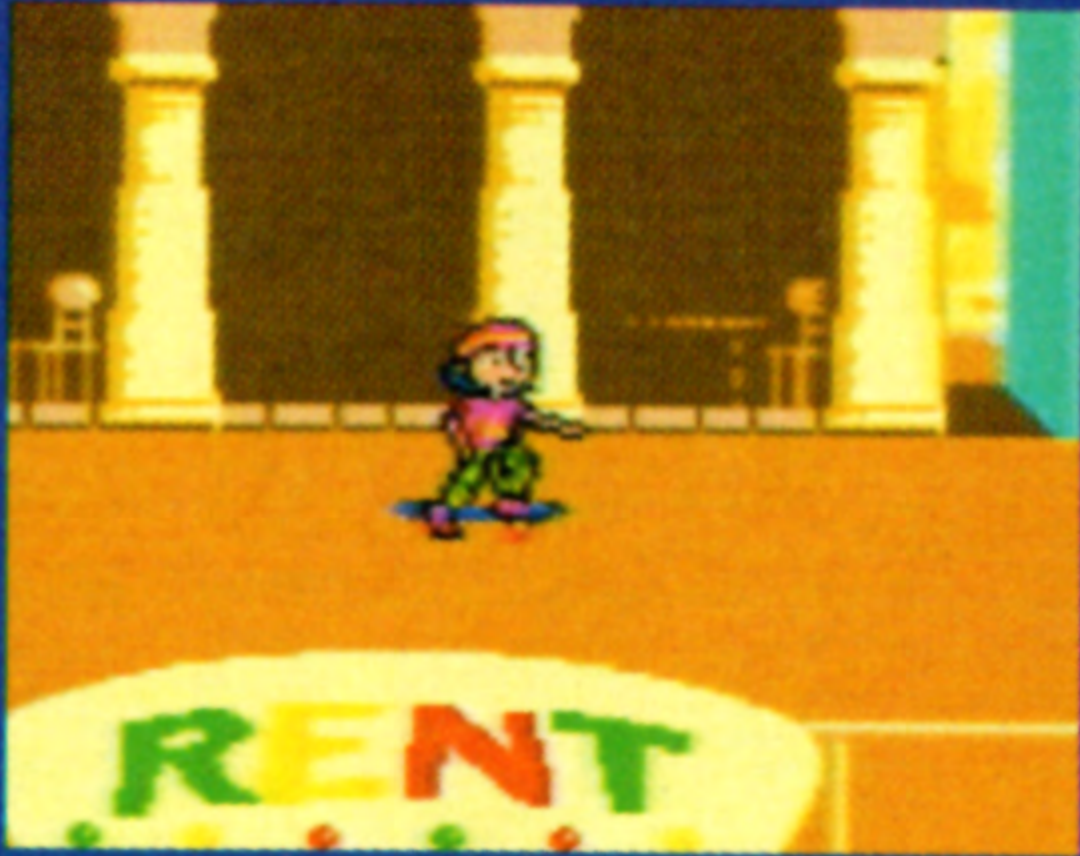
Options Menu

Press RIGHT or LEFT on the Control Pad to change an option.
Press START to return to the Main Menu.

Music	Turn the music ON or OFF.
SFX	Toggle the sound effects ON or OFF.
Skill	Choose a difficulty between 1 (easy), 2 (medium) or 3 (hard).
Exit	Exit the Options Menu and return to the Main Menu.



Playing the Game



THE BOARDWALK

You begin the game controlling Reggie as she's trying to find stories for her Zine. As she skateboards down the Boardwalk, Reggie will pass different stores and signs. Sometimes, a snowboard, skateboard, surfboard, bike or sign will seem to 'jump out' at Reggie. Stop skateboarding and investigate!

When Reggie stops in front of a sign or object that's moving (and gets off her board), you will begin the next level.

REGGIE'S ZINE

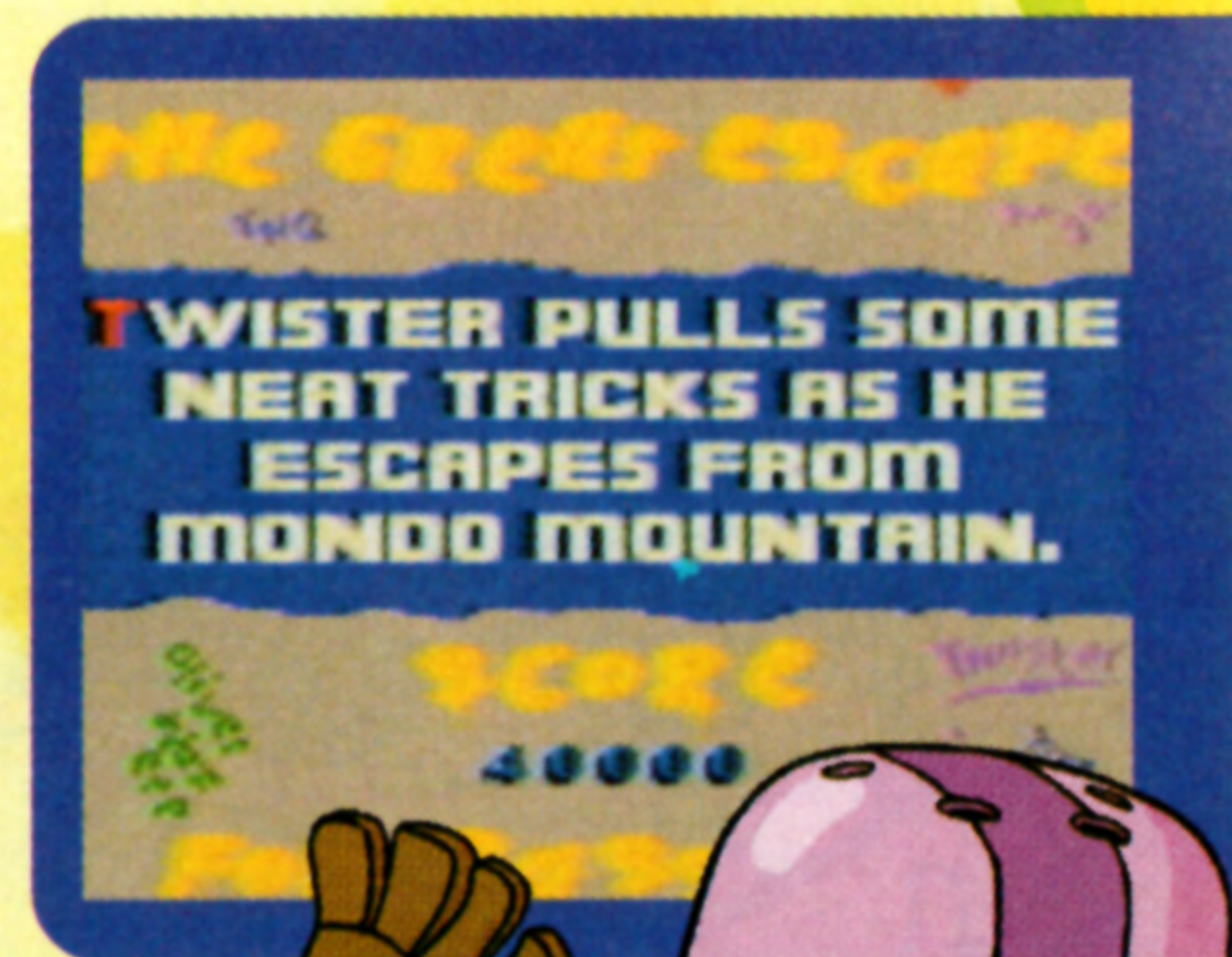
Pay attention to Reggie's Zine! It'll let you know what each member of the Rocket Power gang is up to, and how you can help him or her! At the end of a level, Reggie's Zine will show you how many points were scored — with a little biased commentary from Reggie herself!



GETTIN' TO THE NEXT LEVEL

The only way to get to the next level is to complete a level with a high enough score. You get points on each level by collecting items and pulling off extreme tricks! When you first begin a game, only one level will be available to play. After completing it, the next level will unlock, but Reggie will have to find it on the Boardwalk before you can shred!

You can always go back and play a level over again. The only way to unlock more advanced levels is to finish the current ones. If you can't find the next level, try skating down the ramp on the left. It will take you down to Ray's Rocket Rentals store (beneath the Shore Shack).



Bios

OTTO ROCKET

Also Known As: Ottoman, O-Man, Otto-matic, Rocket Boy

Otto is so totally 'Zen' at ten. You know, in touch with nature, being one with it and all when he's doing something extreme. Stuff like that. He's gifted, stubborn, charismatic and the self-appointed, brazen Rocket Power gang leader. Otto's also totally obsessed with sports. Any kind, as long as it's fast and perilous! And that can be a real problem. Because of his total devotion to the relentless pursuit of athletic perfection, Otto tends to forget just about everything else, making him sometimes unreliable. Okay, most times!

LET THE PANIC
COMMENCE!



POWER GIRLS
RULE!

REGGIE ROCKET

Also Known As: Reg, Regina, Rocket Girl

Reggie is Otto's 11-year-old sister. She's strong, smart, a star athlete and a leader and crusader for the underdog. She publishes her own zine that covers everything from extreme sports (natch!) to 'kid politics.' She really is the ultimate girl action hero, never turning down a challenge from the boys, and always keepin' up. Reggie is often the voice of reason in the gang.





TWISTER RODRIQUEZ

Also Known As: Maurice, Twist

Twister is a daredevil filmmaker-type who never leaves home without his handheld videocam. In fact, he's been known to get a little too close with that camera, nearly blocking Otto's view of the finish line during a race! Even though his older brother Lars can be Otto's fiercest competitor, Twister and Otto are best friends, behind each other all the way. And Twister's got the film footage to prove it!

TIME FOR SOME
GRINDAGE!

A cartoon illustration of a boy named Sam Dullard. He has spiky blonde hair, wears black-rimmed glasses, and a red swim trunk with a pink and white floral pattern. He is smiling and looking back over his shoulder while riding a surfboard. The surfboard is decorated with three large blue flowers with yellow centers. A blue rope is attached to the front of the surfboard. A yellow speech bubble with a black outline is positioned above the surfboard's front, containing the text 'WHO, WHOA, WHODAAA!'. The background is a bright yellow sky with faint green outlines of buildings.

WHO, WHOA,
WHODAAA!

SAM DULLARD

Also Known As: Squid, Squidman, Sammy

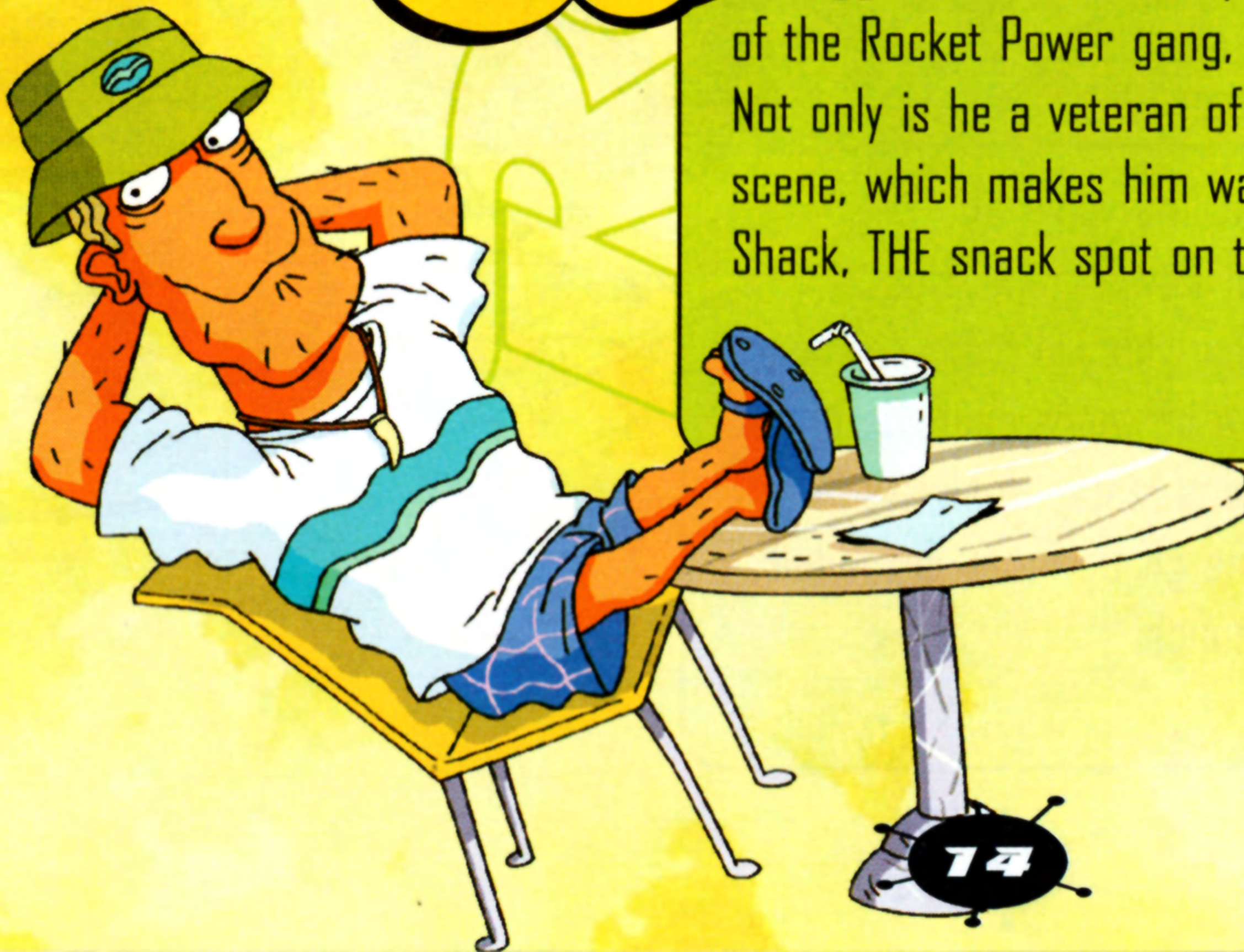
Every group of daredevils needs that one voice of reason. And Sam is it for the Rocket Power gang. He's smart, questioning and a loyal techno whiz kid from Kansas who's new to Ocean Shores. Sam's a bit more cautious (think SCARED!) than the rest of the kids, and since he always voices his fears, he helps to keep the group more grounded by making them think before they launch!

RAY ROCKET

Also Known As: Raymundo

THAT REMINDS ME
OF THE TIME...

Ray's the single dad of Reggie and Otto, and also their biggest fan. He's totally dedicated to his kids and the rest of the Rocket Power gang, and they totally look up to him. Not only is he a veteran of the '60s Southern California surf scene, which makes him way cool, but Ray also runs the Shore Shack, THE snack spot on the pier!



TITO MAKANI

Tito is Ray's best friend, surf buddy and chef at the Shore Shack. They go all the way back to the '60s! Tito is always offering tidbits of Hawaiian wisdom to the kids. And they think it's hysterical, but always fitting. He doesn't have much of a family, so Tito treats all of the kids as if they were his own.

ALOHA
TO THAT!



Gravity Sports

SNOWBOARDING

While coming down the slope, try to avoid obstacles while gaining speed to hit the jumps! Use the Control Pad to switch directions if you find a shortcut.

SNOWBOARDING TRICKS:

Jump + LEFT	180 alley-oop + revert
Alley-oop + RIGHT	180
Jump + RIGHT	360
Jump from ramp + LEFT	540 to revert
Jump from ramp + RIGHT	720
Jump from ramp + UP	Backflip



SNOWBOARDING CONTROLS

LEFT	Slow down (stop on flat surface)
RIGHT	Move forward (faster on slope)
Hold RIGHT	Move fast
UP	Move up
DOWN	Move down
A Button	Jump
B Button	Jump
START	Pause



ROLLERBLADING

Watch out for trash and other obstacles! The last thing you want to do is a face plant on the pavement!

ROLLERBLADING CONTROLS

LEFT	Stop skating
RIGHT	Start skating
Hold RIGHT	Skate fast
UP	Move up Enter ramp
DOWN	Move down
A Button	Jump
B Button	Jump
START	Pause

ROLLERBLADING TRICKS:

Jump + LEFT	180 + revert
Jump + UP	Somersault
Top of Ramp, A Button or B Button	Plant
Top of Ramp, no press	Turn

BMX RIDING

BMX Riding

Be sure to jump over the gaps or you'll be riding in the sewers!
Watch out for the rocks — hit one and you'll probably bail.



BMX RIDING TRICKS:

Bunny-hop + LEFT	Handlebar spin
Jump from ledge + A Button + RIGHT	360

Note: To perform a 360, listen for a sound as you approach a ledge. When you hear the sound, press the A Button + RIGHT.

BMX RIDING CONTROLS

LEFT	Stop riding
RIGHT	Start riding (faster on slope)
Hold RIGHT	Ride fast
UP	Move up
DOWN	Move down
A Button	Bunny-hop
B Button	Bunny-hop
START	Pause



SURFING

Surfing

Watch out for buoys in the water — they really hurt! Press LEFT on the Control Pad to catch a wave and jump at the end to pull off a phat trick!

SURFING CONTROLS

LEFT	Move into wave
RIGHT	Move down from wave
A Button	Jump/Switch stance
B Button	Jump/Switch stance

SURFING TRICKS:

Jump from wave + LEFT	180 backside + revert
Jump from wave + RIGHT	360
During a 180 + RIGHT	180
Jump from big wave + UP	Loop

Saving and Loading



Rocket Power™: Gettin' Air uses a password system to save and load your progress. Instead of numbers and letters, the password uses pictures of each character. Try to remember the order of the pictures to return to your game.

TO SAVE A GAME:

You need to complete a level before receiving a password. After Reggie's Zine shows your score for the level, a Password will be displayed. Be sure to remember the four pictures (and their order) on the Password screen!

TO LOAD A GAME:

Highlight PASSWORD from the Main Menu and press START. Use the Control Pad UP/DOWN to change the first picture. When you are done with the first picture, press RIGHT on the Control Pad to highlight the 2nd picture. Continue the process until all four pictures are correct, then press START. If incorrect, you will return to the Main Menu. If entered correctly, Reggie will return to the Boardwalk to look for more stories.

COMING SOON FOR



GAME BOY ADVANCE



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