

NICKELODEON

The
WILD
Thornberrys
MOVIE



INSTRUCTION BOOKLET

THQ



TABLE OF CONTENTS

Introduction	2
System Requirements	3
Installing The Wild Thornberrys™ Movie.....	3
Running The Wild Thornberrys™ Movie.....	4
Uninstalling The Wild Thornberrys™ Movie.....	4
Keyboard Commands/Controls	5
Getting Started	6
Welcome to Africa! (Story Mode)	7
Adventures in Africa (Mini-Games)	15
Playing with Others (Multi-player Games)	18
License Agreement	20
Limited Warranty.....	22
Notes.....	23
Credits	28



INTRODUCTION

"This is me, Eliza Thornberry. Part of your average family. I have a dad, a mom, and a sister. Then there's Donnie... we found him. And Darwin... he found us.

Okay, so we're not that average...

You see, my dad hosts this NATURE show. And my mom shoots it. Oh yeah, about our house... it moves! Because we travel all over the world!

And, between you and me, something AMAZING happened!"

Join Eliza and her family in an adventure that leads from the wilds of the Serengeti to the streets of London as they try and protect elephants and other animals from illegal poachers!



SYSTEM REQUIREMENTS

Before installing The Wild Thornberrys™ Movie, you should make sure that your computer meets the following hardware and software requirements:

Minimum:

- Pentium II 233 MHz
- 8M graphics card (DirectX 8.0a compatible)
- Sound card (Direct X 8.0a compatible)
- 4x CD-ROM
- 10MB HDD space for minimal installation
- 64MB RAM on Win98/ME
- 128MB RAM on WinXP

Recommended:

- Pentium Celeron 300 MHz
- 16M graphics card (Direct X 8.0a compatible)
- Sound card (Direct X 8.0a compatible)
- 8x CD-ROM
- 200MB HDD space for typical installation

INSTALLING THE WILD THORNBERRYS™ MOVIE:

1. Insert The Wild Thornberrys™ Movie CD-ROM disc into your drive.
2. If you have the Auto Insert notification feature on for your CD-ROM, left-click on the install button and skip the next two steps.
3. If you don't have auto insert enabled, select Start and then Run from the Windows Taskbar.
4. Type d:\install.exe (d: refers to your CD-ROM drive. If your CD-ROM drive letter is not d: use the appropriate drive letter instead.)
5. Follow the instructions that appear on your screen.

After installation is complete, you will find an icon for The Wild Thornberrys™ Movie on your desktop. You will also find an icon in The Wild Thornberrys™ Movie menu item within Programs under the Start Menu in the Windows Taskbar.

RUNNING THE WILD THORNBERRYS™ MOVIE

Anytime you want to run The Wild Thornberrys™ Movie, you must place The Wild Thornberrys™ Movie CD-ROM disc into the drive before you start the program and perform the following:

1. If you have the Auto Insert notification feature on, just left-click on the Play button.
2. If you do not have the auto insert notification, double-click on The Wild Thornberrys™ Movie desktop icon and then select Play.
3. OR select Start from the windows Taskbar and search through Programs for The Wild Thornberrys™ Movie menu.

UNINSTALLING THE WILD THORNBERRYS™ MOVIE

1. If you have the Auto Insert notification feature on, left-click on the Uninstall button.
2. You may also do an uninstall by using the Add/Remove Programs on the Control Panel.
3. OR from the Start Menu – search through the listed Programs for The Wild Thornberrys™ Movie Uninstall.

KEYBOARD COMMANDS/CONTROLS

All of the games in The Wild Thornberrys™ Movie use the same control setup. The controls are:

Arrow Keys - Used for movement.

Spacebar - Primary Action

Left Ctrl - Secondary Action.

Mouse - Click the Left Mouse button to move and the Right Mouse button for primary actions. Check for Mouse controls on the Help screen before entering each level.

ESC - Opens up the Options menu, allowing you to access the help menu, continue the game, restart, or exit the game.

The three multi-player games have slightly different controls since both players share the same keyboard:

Player 1 controls:

Arrow Keys - Used for movement.

Spacebar - Primary Action.

Player 2 controls:

W,A,S,D Keys - Used for movement.

Left Shift - Primary Action.



GETTING STARTED

The game begins with Eliza in the middle of a clearing in the jungle. There, she is given several options:

Donnie - If Eliza walks up to Donnie (who is currently banging a spoon against a plate) and hits the Spacebar, she can control how loud the sound effects are with the Arrow Keys.

Boko - By walking up to Boko (who is playing the drums) and hitting the Spacebar, Eliza can change how loud the music is with the Arrow Keys.

Gorilla - Walking up to the gorilla, Eliza can use the Spacebar and then select with the Arrow keys if she wants the game to be easy, medium or hard.

Shaman Mynyambo - Walking towards the shaman, Eliza can Save/Load her progress.

Exit Sign - Walking down this path and pressing the Spacebar allows Eliza to exit the game.

First Path - Walk Eliza up this path and press the Spacebar to play the mini-games.

Second Path - Walk Eliza up this path and press the Spacebar to play the story games.

Third Path - Walk Eliza up this path and press the Spacebar to play the multi-player games.

WELCOME TO AFRICA! (STORY MODE)

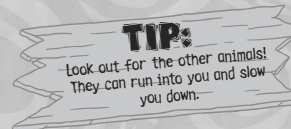
JOURNEY TO TEMBO VALLEY

During a rare solar eclipse, Eliza and her family have travelled to the Serengeti in Africa to film a group of elephants journeying across the plains to the Tembo Valley. There, they find these animals, as well as many others, in danger from a group of poachers.



Save the Cheetah Cubs

Eliza is playing with Akela's cheetah cubs when a frightened cub first spots the evil poachers in their helicopter. Eliza must keep the cheetah cubs together and out of the poachers' hands!



Use the Arrow Keys to move Eliza and the Spacebar to pick up and drop the cubs.



Reduce time.



Freeze - this stops the movement of the cubs for a short while.

WELCOME TO AFRICA! (STORY MODE)

Rescue Eliza!

Trying to rescue a captured cub, Eliza has gotten trapped on the poacher's helicopter. Now, she's barely holding onto a rope ladder hanging beneath the flying chopper.

Thankfully, the Commvee is coming to the rescue! If you can get the Commvee under Eliza for just a few seconds, she can drop to safety and get away.

TIP:
Driving over powerups can speed up the Commvee and slow down the poacher's helicopter.



The helicopters will slow down for a short time.



Freeze - the helicopter will stop manoeuvring and fly straight ahead for a short time.



The Commvee will speed up temporarily.

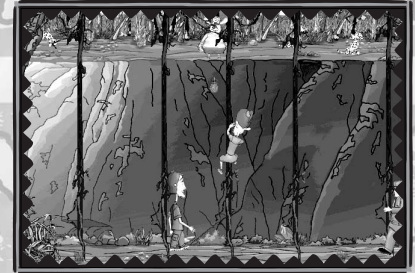
Pushing the Right Arrow key will cause the Commvee to speed up. The Left Arrow key will act as a brake. Use the Up and Down Arrow keys to manoeuvre the Commvee up and down the screen. The Spacebar opens up a soft cushion on top of the Commvee for Eliza to drop onto.

TIP:
Try to avoid trees and large animals. These slow down the Commvee and stop you from saving Eliza!

WELCOME TO AFRICA! (STORY MODE)

Darwin's Dilemma

With their cheetah-poaching scheme foiled, the poachers have now tranquilized a leopard mother and are going after her cubs! Thankfully, Darwin is on hand, defending the baby leopards with a ready supply of pineapples to knock down the climbing poachers.



Speeds up time.



This will make the poachers slip and fall when climbing up the cliff.

Use the Arrow Keys to move Darwin and the Spacebar to pick up and throw pineapples.

Also you can use the Spacebar to pick up and put down the baby leopards if they get close to wandering off.

TIP:
Make sure that you keep track of the baby leopards. If they wander off, the poachers may capture them!



WELCOME TO AFRICA! (STORY MODE)

The Search for Darwin

Darwin's been locked up in a London boarding school! Eliza must sneak through the school while avoiding security guards to find several keys to open the horse stall where Darwin is being kept.

TIP:
Use columns and cabinets to hide from guards, who will kick you out of the school if they find you.

Move Eliza by pressing the Arrow Keys. The Spacebar lets you open doors to go into other rooms and open cabinets so you can hide inside.



Speed up Eliza.

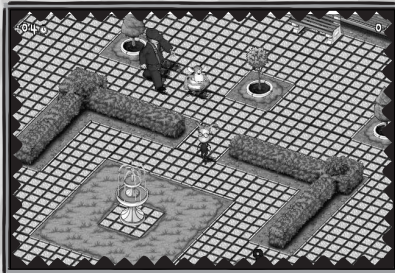


Extra Time.

WELCOME TO AFRICA! (STORY MODE)

Escape From School

Eliza has found Darwin! But now she has to escape from the school. Help Eliza ride her bike through the maze on the school grounds. Collect keys to unlock gates and find her way out.



Speed up Eliza.



This will slow down the guards temporarily.

Move Eliza by pressing the Arrow Keys.

WELCOME TO AFRICA! (STORY MODE)

The Great Rhino Rescue

Eliza is on her way back to the Serengeti when, from her train, she sees the poachers hunting some rhinos! Help Eliza get to the baggage car in the front of the train so that she can start grabbing luggage to throw at the poachers and disable their car.

TIP:
Just don't let the conductor see you. He'll stop you from throwing things.

Move Eliza by pressing the Left and Right Arrow Keys. The Spacebar allows you to pick up and throw luggage. When you go to the baggage car, you will always receive three items at a time to use against the poachers. Use them well!



This will slow down the poachers' car temporarily.



Speeds up Eliza.



WELCOME TO AFRICA! (STORY MODE)

Debbie's Wild Ride

Back in the Serengeti, Debbie and Boko need to get to the Thornberry's camp quickly before it gets dark. Debbie's found the perfect solution to get there in time – the Congo-Com! Racing through the jungle may seem like fun but it'll take some quick reflexes to get this rickety thing through the forest in one piece!

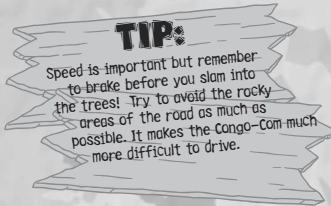
The Up Arrow Key will allow you to accelerate the Congo-Com. The Down Arrow acts as a brake. Use the Left and Right Arrow Keys to steer the Congo-Com.



Extra traction: Gives the Congo-Com extra traction when steering.

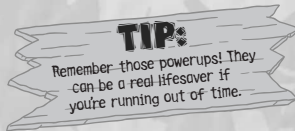


Extra Time.



TIP:

Speed is important but remember to brake before you slam into the trees! Try to avoid the rocky areas of the road as much as possible. It makes the Congo-Com much more difficult to drive.



TIP:

Remember those powerups! They can be a real lifesaver if you're running out of time.

WELCOME TO AFRICA! (STORY MODE)

Lost in the Jungle

Eliza, Donnie, and Darwin must work their way through the forest while avoiding the poachers who want to capture them. Unfortunately, the jungle is full of quick-growing plants and snapping flowers that block the way. You'll have to negotiate yourself, Donnie and Darwin past these floral 'traps' to escape.

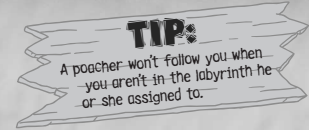


Ice Cube: Freeze poachers for a short period of time.



Speed up Eliza: This will slow down the guards temporarily.

Move Eliza by pressing the Arrow keys. Use the Spacebar to throw bananas that will disable the traps.



TIP:

A poacher won't follow you when you aren't in the labyrinth he or she assigned to.

WELCOME TO AFRICA! (STORY MODE)

After The Storm

A sudden storm has flooded a nearby river, washing a bunch of animals into its waters. Using Darwin to paddle a raft, help Eliza scoop up the animals from the river and drop them off at the nearest pier for medical attention.



Use the Arrow Keys to move the raft and the Spacebar can be used to pick up animals from the river. To drop them off to safety, move the raft close to the dock.



Speed up the raft for a short period of time.



Freeze the animals for a short period of time.



WELCOME TO AFRICA! (STORY MODE)

Eliza's Elephant Escapade

The Poachers have laid a final trap – an electrified fence – to capture the elephants heading towards the Tembo Valley. Eliza must race her way through the herd of elephants to find its leader. Only then can she convince the leader to guide the herd to safety and short out the electrical fence, stopping the poachers once and for all.



TIP:

To short out the electric fence, you have to collect the three parts of the medallion to throw at the fence.



Speed up Eliza for a short period of time.

WELCOME TO AFRICA! (STORY MODE)

Journey Through The Valley

Eliza is trying to reach the Lead Elephant through the stampede. The only sure way she can make it through is by jumping across cliffs and the backs of other elephants. If she reaches the Lead Elephant in time, she will be able to stop the poachers.

Move Eliza by pressing the Arrow Keys. Use the Spacebar to allow Eliza to jump.



Extra time.



This will slow down the elephants temporarily.

WELCOME TO AFRICA! (STORY MODE)

Solar Showdown

As the poachers are attempting to make their getaway, Eliza and the Lead Elephant are in pursuit. Their only hope is to grab onto the helicopter with the elephant's mighty trunk.

TIP:

Avoid the other animals that will cross your path.

Move the Elephant by pressing the Arrow Keys. Use the Spacebar to swing the mighty trunk of the elephant.



Speed up the Elephant.



This will slow down the Helicopter temporarily.

ADVENTURES IN AFRICA (MINI-GAMES)

Filling up their time between adventures, Eliza and her family have amassed quite a number of mini-adventures you can play.

Donnie Helps Out

Help Donnie guide the baby elephant through a rock maze to find the elephant's family at the other end. The elephant will always move according to the arrows on the ground but a lot of these arrows are mixed up. If he's left on his own, this poor elephant will just end up running in circles!

You will have to get Donnie to run ahead of the elephant and redraw the arrows so that they guide the elephant in the right direction.

Move Donnie by pressing the Arrow Keys. The Spacebar allows Donnie to turn the arrows in a new direction.



Jigsaw Puzzle

Eliza and her friends have gotten their hands on a jigsaw puzzle! After selecting the picture you want (using the arrow keys and the spacebar), help Eliza find the right puzzle-pieces to reassemble the picture.

Use the Arrow keys to move the puzzle pieces. The Spacebar allows you to pick up and drop pieces.

ADVENTURES IN AFRICA (MINI-GAMES)

Rock Painting

Help Eliza paint the picture on the rock so that it matches the original rock painting. Eliza starts this adventure standing on a large stone with a bucket in her hand. Next to her are 16 pools of different coloured paints and a large picture. The arrow keys and the spacebar can be used to change the picture.

Once you've settled on a picture, you'll need to step on the green 'OK' stone to begin. The rock picture will suddenly burst into colour, but for only a few seconds. Once the colour fades away, you'll need to re-paint the entire picture. You do this by taking your bucket to the appropriate pools of paint and then pouring them into sections of the picture to colour them. Once you are finished, step on the green check stone and it will tell you if you've matched the colours of the first rock painting correctly.

Use the Arrow keys to move Eliza. The Spacebar key will allow you to pick up, paint, click 'OK' or check (whichever is appropriate).

Swimming with the Dolphins

Eliza has decided to race with the dolphins and catch starfish! Help her catch as many starfish as she can.

Use the Arrow keys to move Eliza.

TIP:

Look out for the shark! If he touches you, you'll automatically swim away from him and up to the surface.

ADVENTURES IN AFRICA (MINI-GAMES)

Sliding Tiles

Eliza is having fun putting a mixed-up tile puzzle back together. Choose the picture you want by using the arrow keys and the spacebar. Then, when you're done, move to the flag and hit the spacebar. This will jumble up the picture. You can move the sliding tiles by moving your arrow keys. This will slide appropriate tiles that are near the free space on the tile board.

Use the Arrow keys to move the sliding tiles.

Feed The Animals

Eliza is trying to feed all of the animals in the forest but the poacher is out there too, looking for the animals! The two of them are racing around an 11-point circle. The first person that reaches all ten positions within the circle wins the game.

This is a card-based game with you selecting from one of seven cards at the bottom of the screen, which will help move Eliza along the circle. Of the cards shown, there are a number of different types that can help Eliza or hinder the poachers.

Use the Arrow keys to move between cards and the Spacebar key to select the card you want to play. When the Shaman card is played, use the Arrow keys to move the cursor and the Spacebar to confirm your selection.



ADVENTURES IN AFRICA (MINI-GAMES)

Car Race

Race the Commvee against the poacher's jeep to reach the finish line. This game is a card-based game and you move the Commvee by selecting one of seven cards in the field below. Of the cards shown, there are three different types. These are:

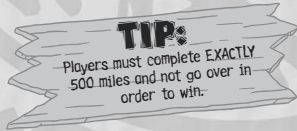
Distance Cards (green): These numbered cards indicate the amount of feet your vehicle will travel.

Damage Cards (red): These cards can be used to cause car damage to your opponent. There are four types of damage cards: the Flat Tire, Overheating, Blown Engine, and the Empty Gas Tank.

Repair Cards (yellow): These are used whenever your car gets damaged. They are the Wrench (when you've got a Blown Engine or are Overheating.), the Tire (which fixes a Flat Tire), and the Refill (which takes care of an Empty Gas Tank).

Use the Arrow Keys to move between cards and the Spacebar to select the card you want to play.

Once you have selected a card, your opponent will then select a card as well. Selected cards will then be replaced with a new card for the next round. This continues until someone crosses the finish line.



Zebra Race

Darwin and Boko are racing zebras down in the canyons. Go ahead and keep up but look out for that herd of zebras up ahead. They're only harmful if startled...

Labyrinth

Darwin and Donnie are wandering a maze together. As they move, they leave behind coloured flowers so that they know where they've been. Now, all they have to do is find a way out! Be sure to collect all three medallion pieces before your opponent.

Crab Racing

Darwin and Donnie have decided to race crabs down by the beach. The only problem is the silly things keep getting lost or falling into crevasses. To help the crabs out, Donnie and Darwin are trying to get stones and driftwood to help the crabs around the obstacles and to the ocean. The first crab that makes it to the water wins.

The Action Button is used to pick up and drop things.

PLAYING WITH OTHERS

(MULTI-PLAYER GAMES)

Two-Player Controls

In two-player games, both players play simultaneously on a split screen. For the second player to the game, his movement keys are: A, W, S, and D. The new action button for this player is the Left Shift key. The first player still uses the standard arrow keys for movement but the new action button is the Right Shift key.

LICENSE AGREEMENT

Your use of the file is evidence of your agreement to be bound by the terms

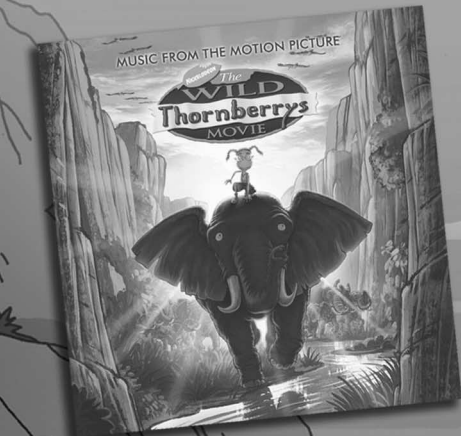
- 1. OWNERSHIP.** The Software is and shall remain a proprietary product of THQ and its suppliers. THQ and its suppliers shall retain ownership of all patents, copyrights, trademarks, trade names, trade secrets and other proprietary rights relating to or residing in the Software. Except as provided in Section 2, you shall have no right, title or interest in or to the Software. The Software is licensed, not sold, to you for use only under the terms of this Agreement. If you agree to be bound by all of the terms of this Agreement, you will only own the media on which the Software has been provided and not the Software itself.
- 2. GRANT OF LICENCE.** THQ grants you a non-exclusive, non-transferable right to use one copy of the Software in the country in which you acquired the Software for your own personal use. All other rights are expressly reserved by THQ. You may not: (a) install the Software on multiple computers, timeshare the Software, or make it available to multiple persons, (b) reverse-engineer or decompile the Software, or (c) export the Software. You may make one copy of the Software solely for purposes of having a backup copy, provided that you reproduce on that copy all copyright notices and any other confidentiality or proprietary legends that are on the original copy of the Software. You understand that THQ or its suppliers may update the Software at any time and in doing so incurs no obligation to furnish such updates to you pursuant to this Agreement.
- 3. LIMITED WARRANTY.** THQ warrants that the media on which the Software is provided will be free from faulty workmanship and defective materials for a period of ninety (90) days from your date of receipt of the Software. This limited warranty is void if failure of the Software to conform with the warranty has resulted from improper installation, misuse, neglect, accident, fire or other hazard, or after any breach of this Agreement. In the event of a breach of the foregoing limited warranty, you must return the Software to THQ or the THQ-authorized distributor that provided you with the Software, postage prepaid, before the expiration of the warranty period, with a copy of the invoice for the Software and this signed Agreement. THQ and its suppliers sole and exclusive liability and your sole and exclusive remedy shall be, at THQ sole discretion, either to (i) provide a replacement copy of the Software or (ii) refund the license fee you paid and terminate this Agreement. The replacement copy will be warranted for ninety (90) days. OTHER THAN THE FOREGOING LIMITED WARRANTY, WHICH IS MADE SOLELY BY THQ AND NOT BY ANY THQ SUPPLIER, THE SOFTWARE IS BEING LICENSED TO YOU IS, WITHOUT ANY WARRANTY OF ANY KIND. THQ AND ITS SUPPLIERS DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. SOME JURISDICTIONS DO NOT ALLOW THE DISCLAIMER OF IMPLIED WARRANTIES, SO THE ABOVE DISCLAIMER MAY NOT APPLY TO YOU, IN WHICH CASE THE DURATION OF ANY SUCH IMPLIED WARRANTIES IS LIMITED TO NINETY (90) DAYS FROM THE DATE THE SOFTWARE IS RECEIVED BY YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER LEGAL RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

- 4. LIMITATION OF LIABILITY.** IN NO EVENT SHALL THQ AGGREGATE LIABILITY IN CONNECTION WITH THIS AGREEMENT AND THE SOFTWARE, REGARDLESS OF THE FORM OF THE ACTION GIVING RISE TO SUCH LIABILITY (WHETHER IN CONTRACT, TORT OR OTHERWISE), EXCEED THE LICENSE FEES RECEIVED BY THQ FOR THE SOFTWARE. NO THQ SUPPLIER SHALL HAVE ANY LIABILITY WHATSOEVER UNDER THIS AGREEMENT. IN NO EVENT SHALL THQ OR THQ SUPPLIERS BE LIABLE FOR ANY INDIRECT, EXEMPLARY, SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES OF ANY KIND (INCLUDING WITHOUT LIMITATION LOST PROFITS), EVEN IF THQ OR SUCH SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THQ SHALL NOT BE LIABLE FOR ANY CLAIMS OF THIRD PARTIES RELATING TO THE SOFTWARE. THE LIMITED WARRANTY, LIMITED REMEDIES AND LIMITED LIABILITY PROVISIONS CONTAINED IN THIS AGREEMENT ARE FUNDAMENTAL PARTS OF THE BASIS OF THQ BARGAIN HEREUNDER, AND THQ WOULD NOT BE ABLE TO PROVIDE THE SOFTWARE TO YOU WITHOUT SUCH LIMITATIONS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY, SO THE ABOVE DISCLAIMER MAY NOT APPLY TO YOU, IN WHICH CASE THE DURATION OF ANY SUCH LIMITATION OR EXCLUSION OF LIABILITY IS LIMITED TO NINETY (90) DAYS FROM THE DATE THE SOFTWARE IS RECEIVED BY YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER LEGAL RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.
- 5. TERMINATION.** You may terminate this Agreement at any time. This Agreement shall terminate automatically upon your breach of any term of this Agreement. Upon termination, you shall destroy the Software and the backup copy, if any, you made pursuant to the Agreement.

NOTES

NOTES

CHECK-OUT YOUR FAVOURITE SONGS FROM THE MOVIE ON THE SOUNDTRACK



www.jiverecords.com
www.wildthornberrys.co.uk



THE RUGRATS
AND THE WILD
THORNBERYS
TOGETHER
AT LAST...

...on PC and Game Boy Advance™
in Autumn 2003!



See
the Movie
in theatres
in 2003!

GAME BOY ADVANCE



www.nickelodeon.com.au

© 2003 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, Rugrats, The Wild Thornberrys and all related titles, logos and characters are trademarks of Viacom International Inc. Rugrats created by Arlene Klasky, Gabor Csupo and Paul Germain. The Wild Thornberrys created by Klasky Csupo, Inc. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2003 Nintendo.

© 2003 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, The Wild Thornberrys and all related titles, logos and characters are trademarks of Viacom International Inc. Created by Klasky Csupo, Inc. Developed by Arlene Klasky, Gabor Csupo and Paul Germain. The Wild Thornberrys created by Klasky Csupo, Inc. All rights reserved. THE WILD THORNBERYS MOVIE is a trademark of THQ Inc. THQ and the THQ logo are trademarks of THQ Inc. All rights reserved. AN ORIGINAL SOUND RECORDING MADE BY ZIMBA RECORDING CORPORATION.

CREDITS

THQ

Producer

William "Chip" Beaman

Assistant Producer

Erik Guenther

Senior Producer

Rachel DiPaola

Executive Producer

Carolina Beroza

Executive

Vice President,

Worldwide Studios

Jack Sorensen

Quality

Assurance Lead

Brent Doshier

Quality Assurance

Testers

Dayo Esho

Charles Way

David Gonen

Christian Halsell

Jeffrey Langston-Jones

Marc Durrant

James Mills

Quality Assurance

Technician

Mario Waibel

Quality Assurance

Database

Administrator

Jason Roberts

Quality Assurance

Manager

Monica Vallejo

Director of Quality

Assurance

Jeremy S. Barnes

Vice President -

Marketing

Peter Dille

Group Marketing

Manager

John Ardell

Product Marketing

Manager

Danielle Conte

Associate Product

Marketing Manager

Ed Lin

Director, Creative

Services

Howard Liebeskind

Senior Manager,

Creative Services

Kathy Helgason

Associate Creative

Services Manager

Melissa Roth

Instruction Manual

Bill Maxwell

Packaging Layout

and Design

Michael Lehigh

Beeline Group

Special Thanks:

Brian Farrell

Jeff Lapin

Alison Locke

Germaine Gioia

Leslie Brown

Brandy A. Carrillo

Tamami Oduor

Nickelodeon

Interactive

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

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

Human Soft Inc.

President & CEO

Gabor Kadas

CREDITS

Executive producer

Martin Mueller

Lead programmer and project manager

Attila Tajti

Programmers

Gergő Nagy

Lajos Boza

Gábor Nagy

Attila Zimler

2D graphics

(artwork)

János Dér

Hella Godzsák

3D graphics

(modeling)

Róbert Tóth

Tamás Katona

Original design

Endre Baráth

Additional design

Tamás Katona,

Róbert Tóth

Music

Bence Kutrik

Sound effects

András Kövér

Voice Talent

Eliza Thornberry

Lacey Chabert

Nigel Thornberry

Tim Curry

Darwin

Tom Kane

Debbie Thornberry

Danielle Harris

Shaman Mynyambo

Kevin Michael

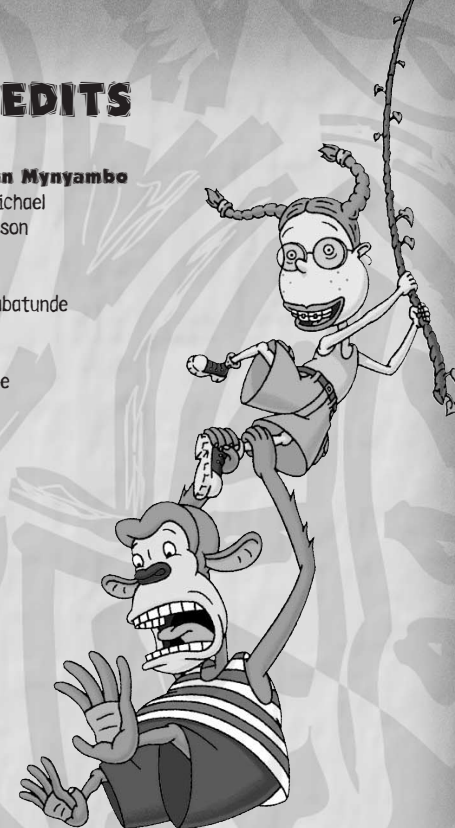
Richardson

Boko

Obba Babatundé

Guard

Tom Kane



You can join Jimmy Neutron in this new adventure on PC and Game Boy Advance™!

The Adventures of
JIMMY NEUTRON
BOY GENIUS™

NICKELODEON

vs.

**Jimmy
Negatron**



THQ
www.thq.com.au

THQ Asia Pacific
Level 8 • 606 Kilda Road
Melbourne • VIC 3004 • Australia

PC
CD-ROM

GAME BOY ADVANCE

© 2003 THQ Inc. © 2003 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, The Wild Thornberrys, The Adventures of Jimmy Neutron and all related titles, logos, and characters are trademarks of Viacom International Inc. The Wild Thornberrys created by Klasky Csupo, Inc. Developed by Human Soft. Uses Bink Video. © 1997-2002 by RAD Game Tools, Inc. Published exclusively by THQ Inc. THQ and its logo are registered trademarks of THQ Inc. All Rights Reserved. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2003 Nintendo.