ONLY FOR

GAME BOY ADVANCE

SONIC TEAM

ChuChu Rocket!™





EVERYONE

E

SEGA

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

E

CONTENT RATED BY ESRB

CONTENT DESCRIPTOR

NO DESCRIPTOR

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.

Official Nintendo Seal of Quality

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.

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

LICENSED BY

Nintendo

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

Thank you for purchasing ChuChu Rocket!™ Please note that this Game Pak is designed only for use with the Game Boy Advance. Be sure to read this instruction manual thoroughly before you start playing ChuChu Rocket!

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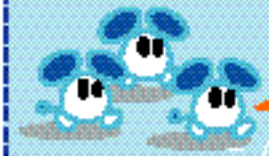
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ChuChu Rocket!™

WARNING: Turning power off while game is being saved can corrupt saved files.

Story

In a far away time on a far away planet,
there is a Space Port.
This Space Port is inhabited by thousands of little ChuChus.



ChuChus aren't ordinary mice. We're space mice!

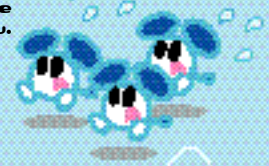
The things that ChuChus detest more than anything else are KapuKapus.

KapuKapus aren't ordinary cats. We're space cats!



The ChuChus lived happily until one day, when... The Space Port became infested with KapuKapu.

Oh no! Look at all those cats!



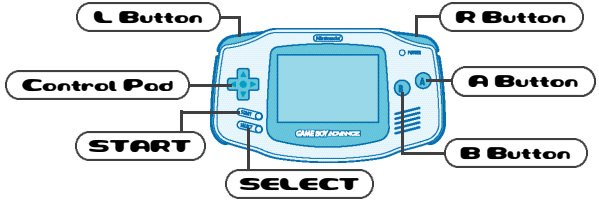
What should we do?



The fate of the ChuChus is in your hands! The "ChuChu Rocket!" launch countdown has started!

Which rocket should we go in?

Controls



Controls During the Game

Move the Cursor with the Control Pad. There are 3 methods to place an Arrow Panel. “Rotate A/B” is selected by default. But try and find the method that is best for you. You can change the method of controls in the Options.

Rotate A/B

Press either A or B Button, to place a panel where the cursor is located. Press the button continuously to rotate the arrow. Perhaps this is the easiest method to master? Try this first.

A Button: Places “⬆”. Press A again continuously to rotate the arrow in the following order: “➡” to “⬇” to “⬅” and so on.

B Button: Places “⬇”. Press B again continuously to rotate the arrow in the following order: “⬅” to “⬆” to “➡” and so on.

A & +

By pressing A and Control Pad simultaneously, you can place the panel to the direction Control Pad is pressed, where the cursor is located. For example, press A and up on the Control Pad, and you can place “⬆”. Be careful, though, because nothing happens if you press only the A Button.

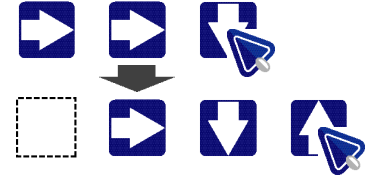
Pro

Press A, B, L or R Button to place an Arrow Panel that is assigned for each button. It may be hard, if you don’t get used to it.

A Button: Places “⬆” Panel.
B Button: Places “⬇” Panel.
L Button: Places “⬅” Panel.
R Button: Places “➡” Panel.

Arrow Panels

You can only place up to 3 panels on the stage. If you try to place a 4th panel, the first panel will disappear.



Game Display and Rules

Game Display



Rocket
Guide the ChuChus to your Rocket!

Hatch
Mice and cats come out here.

Cursor

ChuChus
They're simply mice.

KapuKapu
Watch out, or they'll eat all the ChuChus!

Arrow Panel

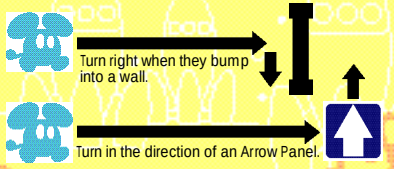
Rule

Use the Arrow Panels to lead ChuChus to your Rocket! But don't lead KapuKapus to your Rocket!



How Do ChuChus Move?

Usually ChuChus run in a straight line, but if they bump into a wall, they turn right. If there is an Arrow Panel, they turn in the direction indicated.



chuchu rocket

Different Sorts of ChuChus!

If you guide a ChuChu with a "?" mark into your Rocket, the roulette wheel will spin and there will be a new game "event"!
If you guide a ChuChu with a "50" mark into your Rocket, you will get 50 ChuChus in one





Look Out for KapuKapu!

If a KapuKapu enters your Rocket, you will lose some of your ChuChus. Guide KapuKapu to your opponent's Rocket!



Arrow Panels Can Break!

If a KapuKapu bumps head-on into an Arrow Panel once, it will shrink a little. If a KapuKapu bumps head-on into an Arrow Panel the second time, it will break and vanish.



Starting the Game

Language Selection



When you start this Game Pak for the first time, you will be asked to select the language to be displayed. Use ⬆⬇ to select the language, and press the A Button or START to enter. After this, you can change this setting from the Options.

Mode Select



During the Title Screen, press START to display the Mode Select Screen. Use ⬆⬇⬅➡ to select the mode to play, and press the A Button or START to enter.

Help	View the Help Screen for further explanations (p.11)
4P Battle	Battle it out with up to 4 players! (p.11)
Team Battle	Play two on two! (p.13)
Stage Challenge	Try to tackle these problems! (p.16)
Puzzle	Try to solve these puzzles! (p.17)
Let's create a stage	You can make your own stage (p.18)
Let's create a character	You can make your own character (p.20)
Exchange data	Exchange your creations with your friends (p.22)
Options	Change the game settings (p.24)

Mode Explanations

Help

You can view the basic rules and explanations of every mode. At first you have only a few selections to choose from. But if you choose this mode more often, you will get more explanations. You will even be able to download the character you use during the game. To enjoy this game more, view this mode often.

Controls

Use the Control Pad to move the arrow. If the arrow turns into a hand icon, you can select the menu. Press the A Button to enter. Move the cursor to "Next" and press the A Button to view the next page. Either select "Go back" or press the B Button to view the previous page.





4P Battle

Play in a 4-player battle against human players or CPU players. Collect as many ChuChus as possible in your Rocket within the time limit.

Start Selection



If you choose "Start Immediately!", the game will start immediately. If you choose "Start after set up!", you will be able to adjust various game settings before you start the game.

Setting Screen

Press START here to select the Stage to play.



Handicap. The Greater this amount, the less damage you receive when a KapuKapu enters your Rocket.

Select who is going to control players 1 to 4. You can't change if you're playing by yourself.

Select the control method. Please refer to p.6.

Select the difficulty level of the CPU.

Stage Select

Select the stage to play, and press the A Button or START. You can select other levels with theL or R Buttons. To play in a stage you created, select "Original".



Game Start

It's time to start the game! Place the Arrow Panels on the field to guide as many ChuChus as you can to your Rocket. The game will be over when the time counter reaches zero!



Game Over

The player with the most ChuChus will have his rocket launched, and will earn 1 point. First to reach the preselected point is the winner!



Team Battle

Play 2 on 2, with red and blue players on one team, yellow and green players on the other. The rules are the same as 4P Battle.



Link Battle with Everyone

For 4P Battle and Team Battle, **up to 4 players can battle each other with one Game Pak**. Please connect the Game Boy Advance with a Game Boy® Advance Game Link® Cable shown on the diagram on p.14. Be careful of the direction of the cable when you connect 1P and 2P. Please wait about 1 minute after you select the mode.

■ HOW TO CONNECT GAME BOY ADVANCE LINK CABLE (4P Battle, Team Battle)

Here is an explanation on how to connect each GBA with the Game Boy Advance Link Cable.

■ What You Need

Game Boy Advance Systems number of players you intend to have

ChuChu Rocket! Cartridge 1

Game Boy Advance Link Cable

For 2 players 1
For 3 players 2
For 4 players 3

■ Caution on Link Play

On the following conditions, the game may not be able to communicate, or may malfunction.

- When linking with a cable other than Game Boy Advance Link Cable.
- When the Game Boy Advance Link Cable is not connected all the way in.
- When you disconnect and connect the Game Boy Advance Link Cable while communicating.
- When the Game Boy Advance Link Cable and each Game Boy Advance System are not connected properly.
- When the cartridge is inserted into Game Boy Advance unit other than 1P's.
- When you have 5 or more Game Boy Advance Systems connected.

■ How to Connect

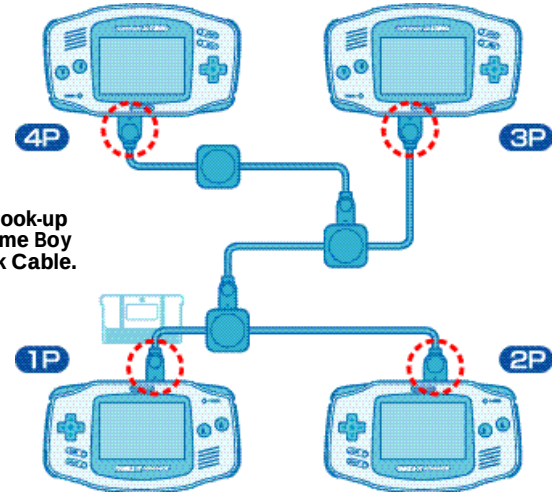
1. Make sure that all Game Boy Advance Systems are turned OFF, and insert the cartridge into 1P's unit.
2. Connect the Game Boy Advance Link Cables.
3. Connect the Game Boy Advance Link Cable to each Game Boy Advance's expansion connecter. Make sure that the smaller plug is connected to 1P's unit.
4. Turn the power of all Game Boy Advance Systems ON.

*If you are playing with 2 or 3 players, do not connect any Game Boy Advance Systems(s) or Game Boy Advance Link Cable(s) that will not be used.

Connect the Game Boy Advance Link Cable and Game Boy Advance Systems according to the diagram on the next page. (Notice the size of the plugs and the location of the cartridge.)

■ HOW TO CONNECT GAME BOY ADVANCE LINK CABLE (4P Battle, Team Battle)

Four-player hook-up using the Game Boy Advance Link Cable.



Stage Challenge

Stage by stage, try and complete the set tasks within a 30-second time limit!
Two times will be recorded: the quickest clear time for each stage, and the total clear time of all stages. Challenge the same stage again to shorten the time!

Stage Select

Select the Stage to play, and press the A Button or START. You can select other stages with the L or R Button.



Start the Challenge

Press the A Button to start your challenge!
If you clear a stage, press the A Button to advance to the next stage.
If you fail, select "Try again" to challenge the same stage again, or select "Stage Select" to return to the Stage Select Screen.



Puzzle

Guide all ChuChus to the Rocket, but you can only use the panels displayed to the left of the screen. There is no time limit, so think carefully. You will fail if a ChuChu is eaten by a KapuKapu, falls in a hole, or if a KapuKapu gets into your Rocket.

Stage Select

Select the stage to challenge, and press the A button or START. You can select other stages with L or R Button. In "User", you can select one of 2500 puzzles selected from over 17000 that were created by players worldwide. Let's challenge the brains of the world!



Solve the Puzzle

Place the Arrow Panels to solve the puzzle. Press the L Button to cancel the last panel placed. You can also cancel the panel by trying to place the same panel.



Start!

Press the R Button to start, and accelerate the movement afterwards. If you wish to stop after starting, press the L Button. If you clear the stage, you will advance to the next stage. If you fail, you will try again with the same stage. If you wish to quit the game, press the Start Button and select "QUIT" from the Pause Menu.

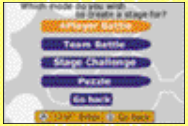


Let's create a stage

Let's make your own stage! You can save up to 25 stages for each mode. If you have a good stage, trade it with your friends through Game Boy Advance Link Cable! Please refer to "Exchange data" on p.22 for more.

Select the Mode to Make

Select which mode you wish to make a stage on, and press the A Button or START. Please note that depending on the mode, the rules on how to make and what you can place differ.



How to Make a Stage

The basic is:

1. Select what to place with SELECT.
2. Select the location to place with the Control Pad.
3. Place the selected item with A, B, L or R Button.

You will repeat the above step until you are finished. To cancel the item you have placed already, place the same item in the same location.



Various Features

➜ Saving the Stage Data

When you're finished, use SELECT to select "File" and press the A Button to save.
If the necessary condition for the mode is met, a message "SaveOK" will be displayed at the lower left of the screen, and you can save the stage.
When you're making a stage for Puzzle mode, select "Play" to see if you can successfully solve the puzzle. If you were able to, a message "SaveOK" will be displayed.

➜ Reading the Stage

Use SELECT to select "File" and press the B Button to load the saved stage. It's useful when you wish to edit the stages you created before.

➜ Creating a New Stage

Use SELECT to select "File" and press the L Button to clear all items on the stage and start creating from the beginning.

➜ Deleting Saved Stage

Use SELECT to select "File" and press the R Button to display the saved stages in the mode. Select the stage you wish to delete.

➜ Quitting

Press START, and select "QUIT" from the Pause Menu. Be careful, if you don't save the stage you created, it will disappear.

Let's create a character

You can create your original characters to be used in place of ChuChus and KapuKapus. There are four frames, so make them all. Each frame will be displayed in sequence to animate the character. You can exchange with your friends using the Game Boy Advance Link Cable!

Drawing a Picture



Basically, after selecting "Write":

1. Press the R Button to select the color from the palette below.
2. Use the Control Pad to move the pencil icon.
3. Press the A Button to paint, the B Button to cancel.

Repeat the steps above.

When you're finished with the first frame, let's make the remaining 3 frames as well. You can change the frames by pressing the L Button. It's easy if you "Copy" the first frame, and draw based on it.



If you're finished with all frames, select "Animation" to view how it animates. Did you draw it well?

Various Features

➜ Create New Color

Use SELECT to select "Color" and you can create a new color. Use the R Button to select the color to be edited from the color palette. Next, use ◀▶ to select from Red, Green and Blue, and use the A or B Button to change the amount of color to be mixed.

➜ Saving a Character

When you are finished, use SELECT to select "FILE" and press the A Button to save. There a four character spaces you can save. The characters at the top can be used in place of ChuChus; the bottoms can be used in place of KapuKapus. When using these characters, select "Set all modes" in the Options, and select from Characters 1 to 4 in the "Character" setting.

➜ Reading the Character

Use SELECT to select "File" and press the B Button to load the character file saved.

➜ Creating a New Character

Use SELECT to select "File" and press the L Button to erase the screen, and you can draw from the blank.

➜ Deleting a Saved Character

Use SELECT to select "File" and press the R Button to display the list of characters saved. Select the character to be deleted.

➜ Quitting

Press START, and select "QUIT" from the Pause Menu. Be careful, if you don't save the character you created, it will disappear.

Exchange Data

You can send the stages and characters you created to your friend's ChuChu Rocket! or receive them. You must first connect two Game Boy Advance units with the Game Boy Advance Link Cable, as shown in the page to the right. You can exchange the data with only two people at once. You must have 2 Game Paks; one on each unit.

Send/Receive Selection

Select Exchange data on both units. Next, select whether to send or receive the data. The side that selected "Receive" will only need to wait now.



Data Selection

The side that selected "Send" must now select what to send. Select, in order, which stage, or which character. When the data to be sent is selected, the transfer will begin automatically. Don't disconnect the Game Boy Advance Link Cable until the data transfer is completed.



chuchu rocket

■ HOW TO CONNECT GBA LINK CABLE (Exchange Data)

Here is an explanation on how to connect each Game Boy Advance with the Game Boy Advance Link Cable.

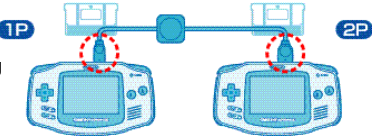
■ What You Need

Game Boy Advance systems 2
ChuChu Rocket! Cartridge 2
Game Boy Advance Link Cable 1

■ How to Connect

1. Make sure that both Game Boy Advance Systems are turned OFF, and insert the cartridges to both units.
2. Connect the Game Boy Advance Link Cable to the expansion connector.
3. Turn the power of the both Game Boy Advance systems ON.
4. For controls afterwards, please follow the directions on p.22.

*The unit with smaller plug connected is the 1P side.



Caution on Network Play

On the following conditions, the game may not be able to communicate, or may malfunction.

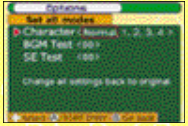
- When linking with a cable other than Game Boy Advance Link Cable.
- When the Game Boy Advance Link Cable is not connected all the way in.
- When you disconnect and connect the Game Boy Advance Link Cable while communicating.
- When a Game Boy Advance Link Cable is connected to connection box.
- When 3 or more Game Boy Advance Systems are connected.

Options



You can adjust various settings, or even listen to the background music and sound effects. When you change settings, press A to enter.
If you change the settings, you may be able to have a new experience.

Set All Modes



Character
You can change the ChuChu and KapuKapu characters to appear on the screen. If you wish to use the characters you downloaded via HELP or the characters you created, select this.

BGM Test/SE Test
You can listen to the background music and sound effects. Select and press the A Button.

Change all settings back to original
Return all settings to the default values.

Set 4 Player Battle/Team Battle

These settings are for 4P Battle and Team Battle modes.

Play Time
Time limit for one game.

Match Point
Adjust the number of rounds needed to win.

Game Speed
Adjust the speed of the game.

% of "?" Mice
The percentage of the "?" mice appearing.

Change all settings back to original
Return all settings to the default values.

Set Control Method



4 Player Battle, Team Battle, Stage Challenge
You can change the control method for playing on 4P Battle, Team Battle, and Stage Challenge modes. Please refer to p.6 for each control method.

Puzzle
You can change the control method for playing on Puzzle mode.

Change all settings back to original
Return all settings to the default values.

Records

You can view various records from each mode. If you wish to delete the records, simultaneously press the L Button, R Button and START.

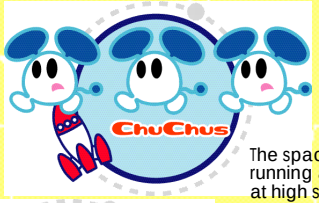
Set Language

You can change the language to be displayed. You can have it displayed in English, German, French, Spanish and Japanese.

Change all settings back to original

You can return all settings in the Options to the default values.

Character Introductions



The space mice, running around at high speed.



The only way to escape the Space Port. But there's only enough fuel for one rocket...



Space cats with huge, scary mouths, and voracious appetites.

Here are the pilots of the ChuChu Rockets. Win the battle and launch the rocket. You'll feel like a pilot of the rocket!
*The following characters do not appear during game play.



Chuih is a ChuChu who really knows how to party. He's the pilot of the Blue ChuChu Rocket.



ChuBach is a steady and reliable ChuChu who does things at his own pace. He's the pilot of the Green ChuChu Rocket.

ChuBei is a careless ChuChu who feigns ignorance. He's the pilot of the Yellow ChuChu Rocket.



ChuPea is a moody daydreamer. She's the pilot of the Red ChuChu Rocket.



Tips for Playing ChuChu



MAKE AS MUCH NOISE AS POSSIBLE WITH 4 PLAYERS!

Team Battle has a lot of dep th to the game!

Give a handicap or advice on control method when playing with a beginner! Also, set the game speed to SLOW in the Options!

But if you're playing with a really good player, it's fun to play with the fastest setting!



TRY AND CLEAR THE STAGE CHALLENGE

Why not compete against your friends to see who clears the game first?

If you clear the game, challenge the time attack with your friends. You can view your record in Options.



PUZZLE MODE HAS A LOT OF DEPTH TOO!

Not only the stages provided by the Sonic Team, the "User" Stages designed by players worldwide are full of challenges! There are 2500 stages selected from over 17000 stages that were made! Can you solve 'em all?

Don't be distressed trying to solve it by yourself. It's a lot of fun too, trying to solve it with your friends!



CREATE YOUR ORIGINAL CHARACTERS!

Through the Options, you can use your original characters in the game! Let 's surprise your friends with your cool characters!



CREATE YOUR ORIGINAL STAGES!

With your imagination, you can make various stages!

Make stages for 4P Battle or Team Battle modes, and play with your friends. It'll be a lot of fun making it with playing with your friends in mind.

Make stages for Stage Challenge, and have your friends challenge it! Your friends will be surprised with all your tricks you put in! It'll be fun to challenge each other with time attack!

Make Puzzle stages and have your friends solve them! Your friends will have a sleepless night thinking about your stages.



EXCHANGE YOUR ORIGINAL STAGES WITH FRIENDS!

For example, make 5 stages of Stage Challenge or Puzzle mode, exchange them, and compete to see who can solve 'em first!

Notes

Notes

THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN GAME BOY ADVANCED PAKS MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!

Limited Warranty

Sega of America Dreamcast, Inc. warrants to the original consumer purchaser that the Game Boy Advance Game Pak shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Game Pak or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Game Pak, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

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- e-mail . . . . . support@sega.com
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