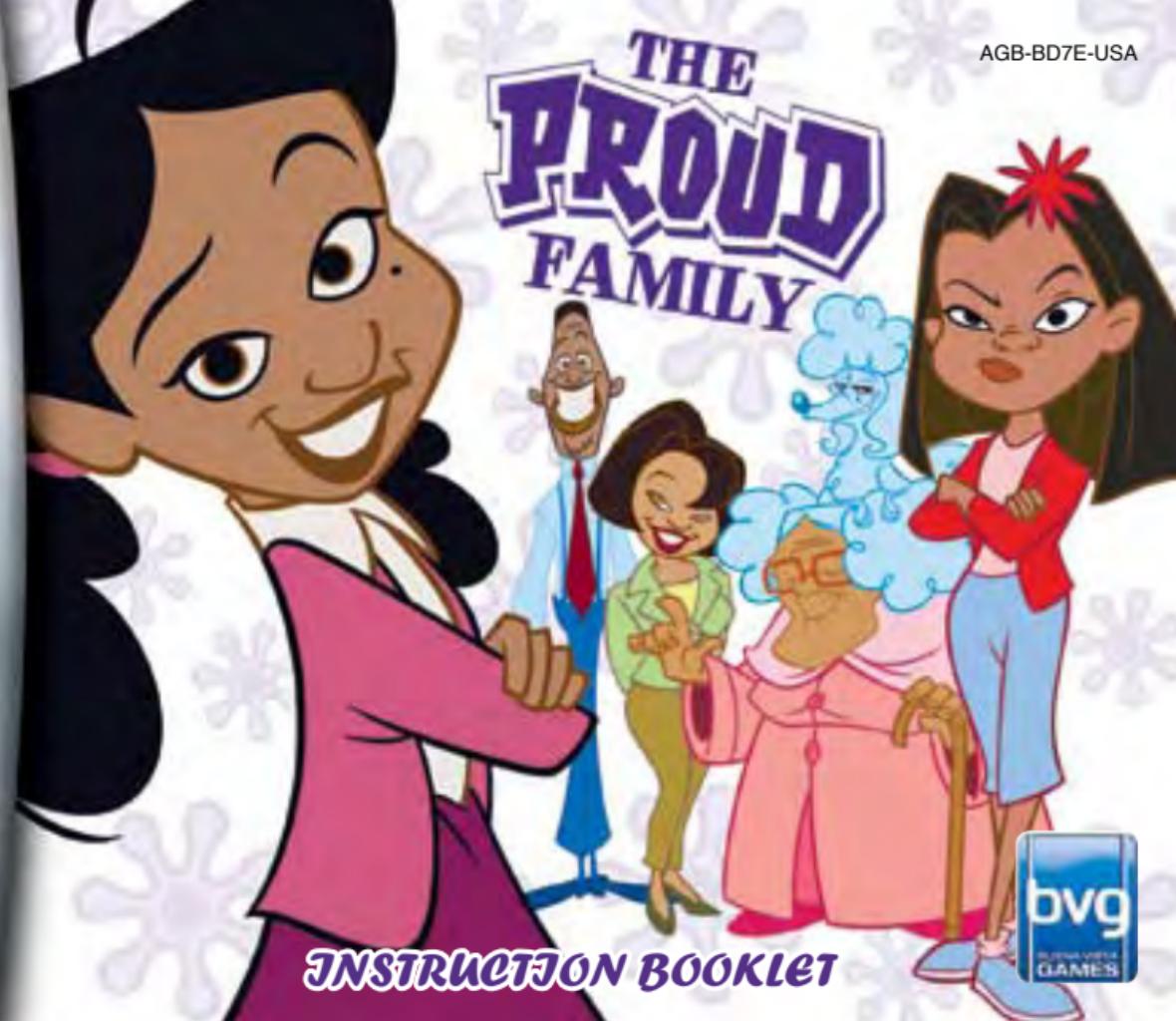


GAME BOY® ADVANCE



AGB-BD7E-USA

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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.

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Rev-D (L)

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Penny Proud's Parental Problem

Oscar and Trudy Proud's 15th wedding anniversary is coming up and their fourteen-year-old daughter Penny wants to get them something really nice. She's been working hard on a scrapbook, a special gift from the heart.

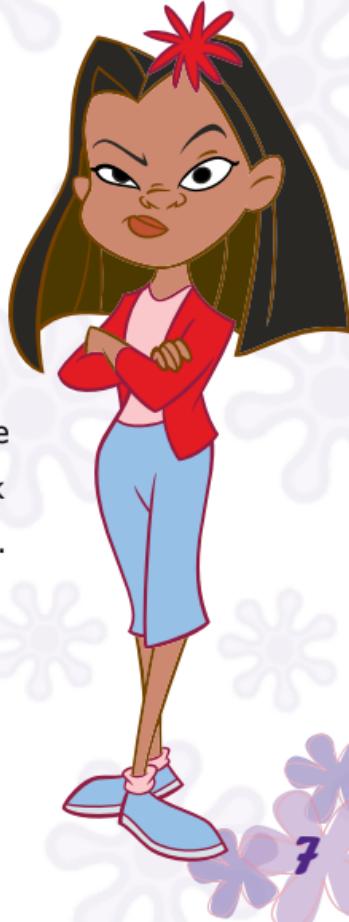
Penny's best friend Dijonay thinks the scrapbook is really cool! "It's all that and a side of fries," she says. But Penny's other friend Lacienege is not so sure. How bling is a scrapbook? For her parents, on their anniversary, Lacienege bought a Total Home Automation Necessity Gizmo (a "T.H.A.N.G."). A T.H.A.N.G. manages

money, gives massages, and even styles hair. Something like that is much more special than a scrapbook. Even Dijonay is impressed.

But a T.H.A.N.G. doesn't come cheap, not even when you save by building it yourself with parts from Wizard Gear – the only way Penny could ever afford one. If Penny is going to give her parents something much nicer than a stupid old scrapbook on their special day, she's going to have to do the unthinkable.

She's going to have to get a job.

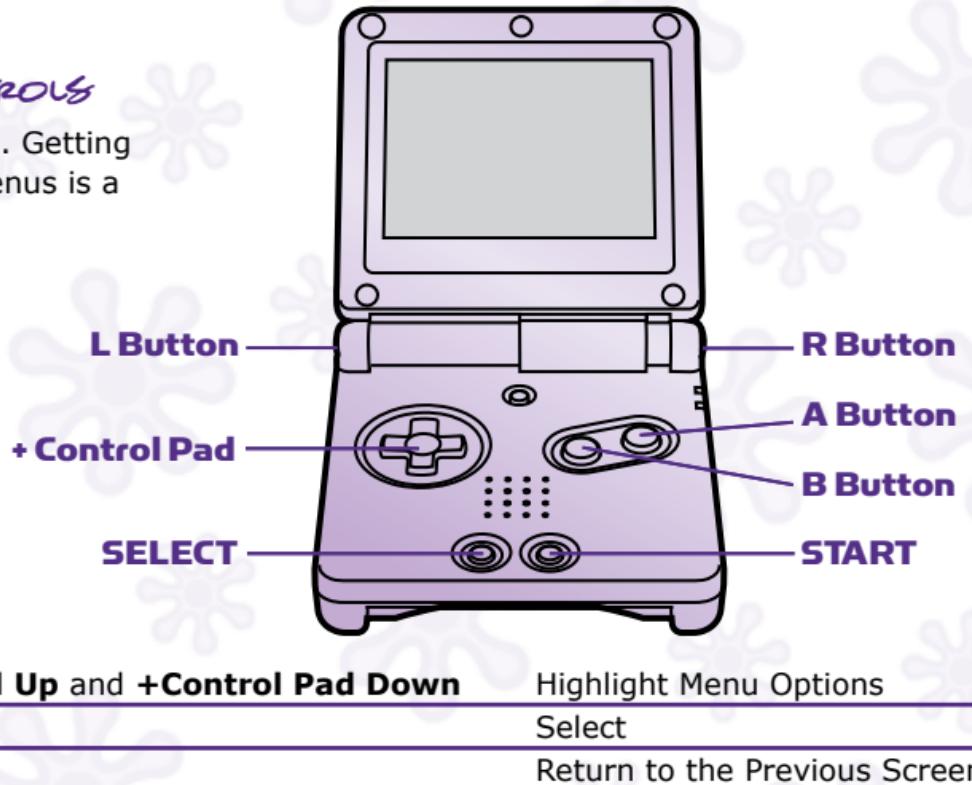
And since her parent's anniversary is coming up in just a few days, she's going to need plenty more than just one job. She's gonna need a bunch.



Controls

MENU CONTROLS

Peep this, y'all. Getting around the menus is a snap!



GAME CONTROLS

Earning money for T.H.A.N.G. parts won't be easy. Penny will race all over town, from Proud Street to Central Avenue and everywhere in between. In one short week, she'll make snacks and pizzas, spin records and paste posters, find lost dogs and clean up litter, and a whole lot more. But check it out, Penny won't be able to do anything without your help.

Chill a minute before starting the game and get friendly with the controls, then show Penny what you're working with!

+Control Pad	Direct Penny's moves
A Button	Jump
B Button	Open Doors/Do Stuff (like make snacks)
R Button	Take a Snapshot
L Button	Dance Mode/Tap Twice to Use the Vacuumizer
START	Pause Game
SELECT	Check out a Map of the City. See where Penny is and where she's going.

The Main Menu

After the game has loaded, you will get a glimpse of the Proud family on the title screen and a moment later the Main Menu opens. Use **+Control Pad Up and Down** to highlight New Game, Continue Game, or Mini Games, Photo Album, or Credits and press **A Button** to select.

NEW GAME

Choose this to begin a brand new adventure for Penny Proud (and you!).

CONTINUE GAME

Select this to begin where you left off last time you played. You won't need to enter passwords or anything to save your game – the game remembers where you left Penny and opens right there!



MINI GAMES

As you and Penny collect T.H.A.N.G. parts, you will unlock six different Mini Games. You can play unlocked Mini Games whenever you feel like it.

PHOTO ALBUM

For her journalism class Penny takes photographs of people and places all around town. Once she has snapped a few, check 'em out here in her photo album.

CREDITS

Select Credits to find out who created The Proud Family video game! You can press **SELECT** to exit.

Mini Games Menu

Use **+Control Pad Up and Down** to highlight a Mini Game and press **A Button** to select it. When you first start playing, only "The Factory" will be available. Hurry up and help Penny collect T.H.A.N.G. parts and unlock more! Skip ahead a few pages to "J.O.B.s" to find out more about each Mini Game.



Playing The Proud Family

Penny needs money to buy six T.H.A.N.G. parts. Sounds simple, but T.H.A.N.G. parts aren't cheap. That means she needs to get a J.O.B. (and more than one!). Penny also lets Lacienega talk her into joining the LitterBugs Campaign, and if she picks up all of the recyclable items on a street, her points will be doubled and she earns extra money. But look out for UFOs – if they appear, they can scatter more litter. And one more thing — Penny takes pictures for the school yearbook, so she won't be chillin' this week. Not even for a minute.

COLLECTIBLE ICONS

TASK ICONS

MONEY METER



Main Game Screen

You control Penny from a side view as she moves through the neighborhood hanging with her friends, collecting litter, taking photographs, and most importantly, earning money to buy T.H.A.N.G. parts from Wizard Gear.

Money Meter

Dollar, dollar bill y'all! Keep your eye on this thermometer because it measures how much cash Penny has earned by doing J.O.B.s and tasks or finding recyclables. When the meter fills up, hustle down to Wizard Gear and buy another T.H.A.N.G. part.



Task Icons

Other than J.O.B.s, Penny does tasks to earn a little extra money. Check the task icons to find out what tasks she has to finish.

Collectible Icons

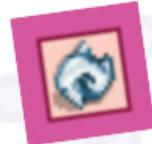
Collecting is easy, fo' sheazy, except when it's hard. Look here to see how many items Penny has collected (cans, maybe, or lost dogs, or basketballs) and how many more she has to collect before she is done. Some collectible things need to be returned somewhere (like those basketballs). Look here to find out how many more of those you need, too.

Icons

Dog Biscuit



Litter



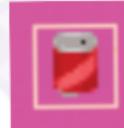
T.H.A.N.G.



Basketball



Cola Can



Dog



Pizza



Poster



Diet Cola



Package



Pork Rinds



Uniform



Cola



Record

Score

You get points for almost everything Penny does – buying T.H.A.N.G. parts, collecting litter, earning cash, whatever. The more cash Penny collects around town, the less money she has to earn by working.

How sweet is that?

Dialog

Penny talks a lot and so does everyone she meets. When characters have something to say, an exclamation point (!) hovers above their heads. Stand next to them to read it. Tap **A Button** to close the dialog and continue working. Press **SELECT** to skip the dialogue.



PENNY'S MOVES

Throw Penny some vibes and keep her moving through town from job to job and adventure to adventure. With a little practice, you will be fab-you-lous.

Walking

Use the **+Control Pad** to move Penny around town. There is a lot to explore (look for ladders!) and places to check out. **B Button** in front of a certain location means you can enter the area and see what's up. Just press **B Button** to go in. What's the hush-hush? The **B button** shows up for streets as well as buildings.

Jumping

Penny has hops. Sometimes Penny needs to get up on a wall or a newspaper stand or a roof to collect something or just to explore. Other times she needs to jump over something that's right in her way.



Whatever it is, tap **A Button** to jump, and use the **+Control Pad** to control Penny's direction in the air.

Talking to People

Word-up. Penny's friends and family have plenty to say (and so does Penny) as she roams the town looking for ways to earn cash.

Whenever somebody has fresh news, an exclamation point (!) hovers above their heads. To hear what they have to say, move Penny in front of the character, and read the dialog box that appears at the top of the screen. Tap **A Button** when you are done reading what's on the screen. If the character has more to say, you'll see more words. If they are done talking, tapping **A Button** closes the dialog so Penny can get back to work. If you've heard it all before, you can press **SELECT** at any time during the dialog to skip it.

Picking Up Litter

Oh man! Doesn't anybody in this town know how to put litter in its place? It's everywhere it isn't supposed to be and Penny has been recruited to join the LitterBugs Campaign. It's her job to carry all the litter she can to a recycle bin. To pick up a piece of litter, move Penny next to it, then press **+Control Pad Down** to bend down and grab it.



Using the Vacuumizer

There's way too much litter in this city for one girl to pick up, so there's a powerful vacuum cleaner Penny can carry on her back, once she has earned enough points. To use the Vacuumizer, tap **L Button** twice to start it and press **+Control Pad Left** or **+Control Pad Right** to vacuum up all the litter in sight! Tap the **L Button** again to exit back to the normal mode.



Catching a Cab

Once Penny has earned enough cash, she can get across town in a hurry (and Penny is always in a hurry these days), by stopping at a cab stand and pressing **B Button** to call a taxi. Rides to Wizard Gear are free, but all other destinations cost twenty bucks. Highlight a destination with the **+Control Pad** and select it by pressing **B Button**.



Taking Pictures

In addition to earning money and picking up litter, Penny has to take snapshots of people and places around town for the school yearbook. Whenever you see a gold star, move Penny on top of it and press **R Button**. Penny will let you know if the photo is a keeper or if she needs to keep the shutter clicking.





DANCING

Penny was supposed to be in the dance contest but now she's not. Who knows, maybe her friends will invite her back to the team. Just in case, Penny needs to keep her moves fresh. Anytime she's out and about in the city, tap **L Button** to get her dance on.

Triple Step: **A Button, +Control Pad Right, +Control Pad Right, +Control Pad Right**

Bump: **A Button, +Control Pad Up, +Control Pad Left, +Control Pad Down, +Control Pad Right**

House: **B Button, +Control Pad Down**

J.O.B.s

Penny needs cash, lots of cash. How will she get it? The old fashioned way, of course. She'll need to earn it.

The Factory

Sweet. Penny's dad Oscar needs help at the factory inventing new snacks. If the taste testers like what Penny dishes up, Penny gets paid. If she comes up with something really strange, so strange it gets up off the taster's table and runs away, she'll earn an extra twenty bucks.

Easy money! Use **+Control Pad Up** or **+Control Pad Down** to dispense ingredients and **+Control Pad Left** and **+Control Pad Right** to switch between ingredient dispensers. When all the ingredients are in, press **B Button** to mix them up and send Penny's snack to the tasters.





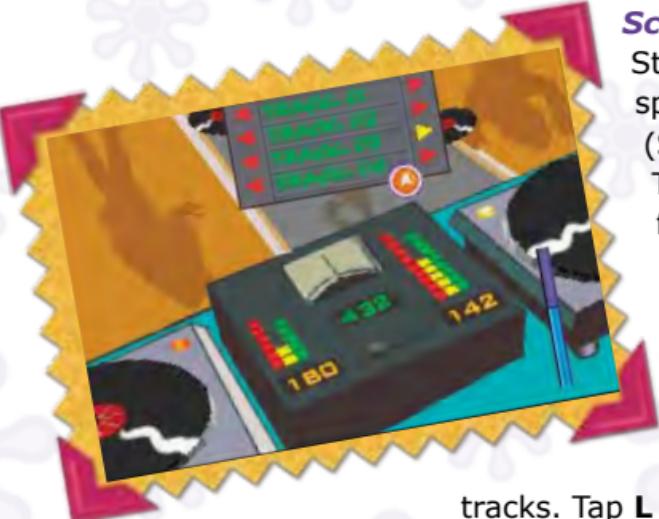
Chez Wizard
clean up afterwards? Use the **+Control Pad** to move Penny around the dining room, and **A Button** to perform her waitress duties.

Let's Wrestle

Suga Mama has a big wrestling match coming up and Papi is supposed to help her train. As usual, Papi is not where he is supposed



to be. Guess who gets to help Suga Mama now? But it's all good because Suga Mama will pay Penny \$50 for every pin. That's serious cash! Use **+Control Pad Left** and **+Control Pad Right** to cycle through Penny's wrestling moves and press **A Button** to select it. Then sit back and watch the mayhem.



Scratch for Scratch
Sticky the DJ injured his finger and can't spin records at the S.W.E.A.T. Tournament (Seniors Wrestling Event And Tag-Team Tournament). No problem! Penny can fill in and earn more cash for T.H.A.N.G. parts. Just keep the crowd happy (watch the applause meter on the mixing box) to keep the cash flowing. Use **+Control Pad Left** or **Right** to mix the left and right tracks. Use the **+Control Pad Up** or **Down** to change the speed of the

tracks. Tap **L Button** and **R Button** to add scratch tracks, and tap **SELECT** to pick your music track. Once you've got the joint hoppin', float some rhymes by pressing **A Button** or **B Button** alone, or together. Once you fill up the applause meter, you can play the flourish rap lines by following button combinations as they appear on the screen.

Pizza Chef

When the pizza chef at Chez Wizard gets sick, who do you think they call to fill in? Penny Proud, of course! They'll pay double if Penny will make and deliver pizzas. Bomb-diggity! Just what she needs to buy more T.H.A.N.G. parts.

Press **B Button** to read the order ticket, and press it again to close it. When the dough appears, press and hold **A Button** to spin it into the right-sized crust, but be careful! Spin too long and the dough breaks apart. If you don't spin it enough, it may not be big enough for the order.

Once the crust is done, add tomato sauce by pressing and holding **A Button**. Don't add too much!

After it's all cheesy, use the **+Control Pad** or **A Button** then **+Control Pad** to add toppings like pepperoni, sausage, pineapple, and anchovies. If you're not sure about the topping, press **B Button** to



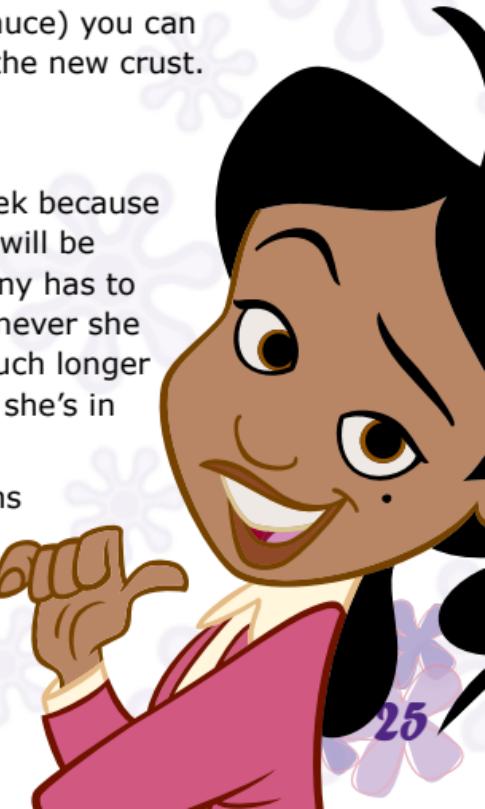
Open the order ticket and look again. The ticket will also tell you which buttons to press for each topping, or press **L Button** or **R Button** to remove the last topping you added. If you press the wrong button, press it again to remove the wrong topping. Once the pizza is done, press **L Button** or **R Button** to move it to the oven. If you mess up the dough (too big or too much sauce) you can also press **L Button** or **R Button** to remove it and get the new crust.

Anchovies? Who ordered anchovies?

Dance Contest

Good thing Penny has been practicing her moves all week because Zoey can't make the dance contest. The reward money will be just enough to buy the last T.H.A.N.G. part. To win, Penny has to copy the moves of the other dancers on her team. Whenever she copies the move, she gets to stay in the contest that much longer (keep an eye on Penny's energy meter), and the longer she's in the contest, the more cash she makes.

To help Penny get her dance on, do the key combinations as shown on the screen above each dancer. On the next page is a peek at one move for each of Penny's teammates. If Penny does well and fills in the energy meter, she can perform special flourish moves to excite the crowd and earn even more money. Bomb-diqqity!





Dijonay

Bump **+Control Pad Up, +Control Pad Left, +Control Pad Down, +Control Pad Right**

Lacienga

Bounce **L Button, R Button**

Sticky

Foot Slide **+Control Pad Left, +Control Pad Right**



Odd Jobs and Other Things to Pick up

Besides regular J.O.B.s, Penny picks up extra cash here and there by doing favors for people. Before Lacienga convinced her to get a T.H.A.N.G. for her parents, Penny was going to just chill all week. Now she's all about the work.

LITTER

Scraps of paper, empty bottles, and discarded food wrappers...It's everywhere, and the goal of the LitterBug campaign is to put all of it in its place. That place would be the recycle bin. Stand next to litter and press **+Control Pad Down** to pick it up, or use the Vacuumizer to suck up lots of it all at once. Penny will deposit it in the next available recycle bin — where it belongs.





CANS

The only person in town with half as many jobs as Penny is Papi. Lucky for her, he's not very good at any of them. Find all the cans he lost while driving the soda delivery truck and get a reward. Pick them up just like litter +**Control Pad Down**.



BASKETBALLS

It wasn't Papi, but somebody lost a truckload of basketballs and they're holding up traffic. Collect them all and return them to the Rec Center in the park. To grab one, stand next to it and press +**Control Pad Down** to pick it up.

If you get too close, the ball will bounce away. The top left corner of the screen will tell you how many basketballs you've returned.



LOST DOGS

Papi's at it again. This time instead of soda cans, he's lost the dogs he was supposed to be walking. Find the lost dogs and get them to follow you by giving them a dog treat. Press **B Button** to throw a dog a bone. After that, return them to their homes (look for 'Lost Dog' signs in people's yards).

PROMO POSTERS

Nothing's easy for Penny. She needs two records for the S.W.E.A.T. tournament, but to get them, she first needs to post flyers around town for Wizard Burger. Look for glowing poster icons on walls and billboards along Main Street. When you find one, stand in front of it and press **B Button** to promptly paste a poster precisely where it belongs.

PIZZA DELIVERY SCOOTER

To get paid double the money, Penny has to work double time. So, after making pizzas at Chez Wizard (see J.O.B.s, page 21), she has to deliver them, too! To move things along, Penny decides to borrow the parlor's

scooter. Use **+Control Pad Left** and **Right** to move the scooter left and right. Press **B Button** to hop on or off the scooter. Look for houses with glowing sidewalk icons, then hop off and press **B Button** to deliver a pizza there. When the scooter is running, press **B Button** to beep the horn.



In Game Map

Press **SELECT** to pause the game and open a map of the city. The picture of Penny shows where she is (where else would she be?), and the destination is blinking. The T.H.A.N.G. chart on the lower right shows how many T.H.A.N.G. parts she has so far. Press **SELECT** again to close the map and return to the game.

Pausing the Game

If you need a break, or want to check out the fab-you-lous photos you've collected in your photo album, or even if you want to save the game, press **START** to open the Pause Menu.

PAUSE MENU CHOICES

Continue

Choose this to close the Pause Menu and return to the game. You can also press **START** to return to the game at any time.

Photo Album

Select this to check out Penny's photo album, whenever you want. Outta sight dynamite!

Save Game

Use this to save Penny's progress. Chill out a minute and don't turn off the power until it's done. When it's done saving, you will return to the Pause Menu.

Quit

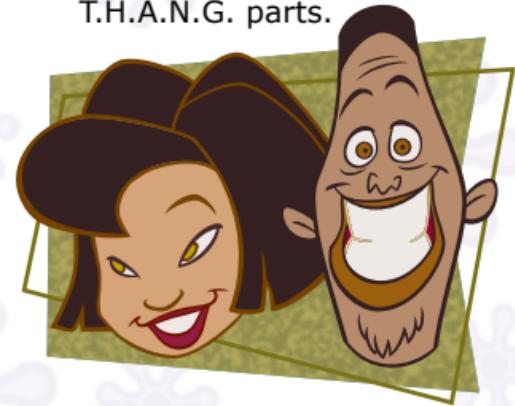
That's it, y'all. Select this to quit the game. Be sure to save before you do!



Penny Proud's Family and Friends

PENNY

Penny's fourteen but her parents treat her like she's ten! Even so, Penny will do almost anything to make them happy, including run herself ragged earning money for T.H.A.N.G. parts.



OSCAR AND TRUDY PROUD

Penny's parents are the reason we are here. After all the trouble Penny goes through to get them that T.H.A.N.G. for their wedding anniversary, they sure better appreciate it!

SUGA MAMA

Penny's grandmother understands Penny better than anyone else. She's also one mean wrestler. Watch out for her "Tornado" move!



THE DANCE TEAM

Dijonay

Penny's best friend is always there for Penny, unless she's busy chasing Sticky.



Lacieneaga

It's hard to say if she's Penny's friend or Penny's enemy, because sometimes she's both. Buying a T.H.A.N.G. was Lacieneaga's idea. Was it a good idea? Or was it just another trick?

Sticky

Penny's DJ friend (and Dijonay's true love) is cool, always cool, except when a pack of lost dogs puts the chomp on his favorite vinyl spinning finger.



Bonus Characters

What's the hush-hush? Figure out how to unlock the bonus characters.



PAPI

Papi is Lacienga's grandfather and though he works hard, he doesn't always work smart. Good thing Penny is around to help out.

THE GROSS SISTERS

Everybody knows the Gross sisters are bullies, but under that Gross exterior, they're really sweeties. And they might be willing to trade their pork rinds for something. But what?

MR. WIZARD

If it seems like Mr. Wizard owns half the town, that's because he owns the whole thing. If you're looking for a job or a T.H.A.N.G. part, Mr. Wizard is the man to see.

SUNSET

Sometimes it seems like Sunset always needs a favor. That's okay because sometimes Sunset pays for personal favors in cash.

WIZARD KELLY JR.

Wizard Kelly Jr. is Penny's classmate and Mr. Wizard's son. He is well on his way to following in his father's size-15 footsteps.