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INSTRUCTION BOOKLET



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC 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	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 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, 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, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

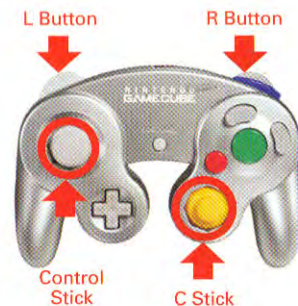
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1-2 Player  
Simultaneous

**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



Memory  
Card

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GAME PROGRESS, SETTINGS  
OR STATISTICS.**

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Rev-D (L)

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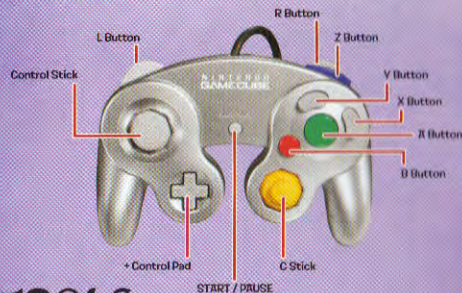
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## GETTING STARTED

Set up your Nintendo GameCube™ game system according to the directions in the Nintendo GameCube™ Instruction Booklet. Press the POWER Button and the status indicator light will light up. Press the OPEN Button and the Disc Cover will open. Place the Tak: The Great Juju Challenge Game Disc in the Optical Disc Drive with the label facing up and close the Disc Cover. Follow all on-screen instructions and refer to this manual for more information about playing Tak: The Great Juju Challenge.



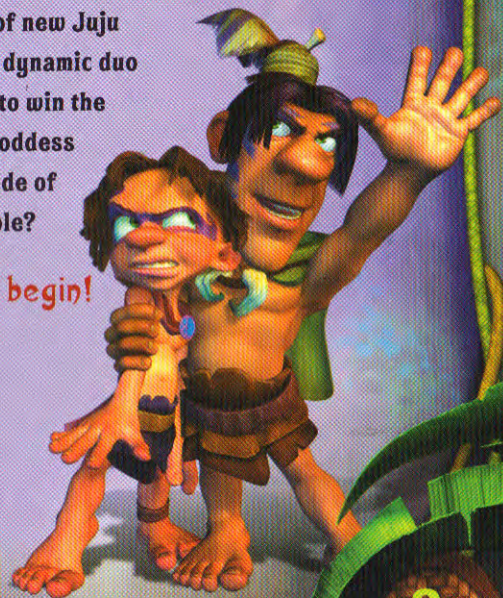
## CONTROLS

Control Stick.....	Move	Z Button....	Switch Characters (1P only)
A Button.....	Jump	L Button...	Hold for Juju Speed
B Button.....	Attack	R Button....	Hold to Cast Spell
X Button.....	Use	R Button + Z Button..	Set Wait/ Follow (1P only)
Y Button.....	Throw	C Stick.....	Control Camera
		START....	Pause Menu / 2P join

## THE GREAT JUJU CHALLENGE

Welcome contestants to The Great Juju Challenge! Every 60 years, competitors from faraway lands gather to participate in a tournament to gain the favor of the Moon Juju goddess. So what does it take to impress a goddess? Magnificent feats of daring, strength, and skill, of course. But, more importantly, it takes teamwork. The unlikely team of Tak and Lok has been chosen to represent the Pupanunu tribe as they square off against mighty warriors from all over the world. With Tak's brains, Lok's brawn, and a host of new Juju abilities, does this dynamic duo have what it takes to win the protection of the goddess and become the pride of the Pupanunu people?

*Let the games begin!*



## BEGINNING A NEW GAME

After the power is turned on, the corporate logos, legal and title screens will appear. Press **START** to access the Main Menu screen. The four Main Menu choices are listed below.

### New Adventure

Begin a new adventure with this menu selection.

### Load Game

Choose this option to begin playing a previously saved game at the point where you left off.

### Options

Choose this menu item to adjust sound, music, and Rumble settings.

### Extras

This menu allows you to access the extras you've unlocked during the course of the game.

## THE PAUSE MENU

Press **START** to access the Pause Menu at any point during the game. The Pause Menu displays the following choices: Continue, Quit, Restart, Save Game, Control Information, and Options.

## TEAM PUPANUNU

A word to the wise: there is no "I" in team. Tak and Lok must work together if they hope to succeed in the various challenges ahead of them. Admittedly, they're an odd couple, but each has his own unique abilities to bring to the table. Between the two of them, they might just manage to get the job done.



### Tak's Powers

Tak has learned that being the Chosen One isn't always what it's cracked up to be, but it definitely has its perks. His magical abilities are stronger than Lok's. For example, he can hurl a bolt of magic at the bad guys and stun them from a distance. He swims like a fish, though he's not much of a climber, and overall, he gets along better with animals. Tak is also the only shaman's apprentice allowed to wear the chicken suit.

### Lok's Powers

If you need to climb a wall, scale a cliff, or wear a lobster suit, Lok's your man. He's also the muscle in this operation – note the large mallet he uses to brain enemies. Lok's even strong enough to hoist Tak into the air and toss him up to hard-to-reach places. He's tough and slower to take damage than Tak, but there are some things that Lok just can't handle – namely water. He doesn't swim and claims that fish hate him; gorillas, on the other hand, can't seem to get enough of him.



## THE COMPETITORS

There are three other teams in The Great Juju Challenge, all hoping to win the favor of the Moon Juju. Tak and Lok had better keep an eye on them. The competition is fierce!



### Team Black Mist

Talk about rivalry! The Black Mist are long-time rivals of the Pupanunu people, making The Great Juju Challenge something of a grudge match. Bartog, a fearsome warrior, has teamed up with Crug, the finest dark arts shaman that the Black Mist have to offer. No one knows how far these two will go to win.

### Team Grammazon

According to Jibolba, the Grammazons are "cute as bugs." They're certainly tall, impressive women, but for some unknown reason they have a fascination with knitting and dentures. Hmmm ...



### Team JibbaJabba

It's easy to recognize the JibbaJabbas because one team member always rides on the back of the other. They're nice enough guys who are always willing to share helpful hints with the other teams. The problem is that no one seems to understand their strange, musical language.



## ONE AND TWO PLAYER GAMEPLAY

Even though Tak and Lok must work together throughout The Great Juju Challenge, the game doesn't have to be played by two players. A single player can control one character at a time, and whichever character is not in use will be controlled by the game. The player can easily switch back and forth between Tak and Lok by pressing the Z Button.

A second player can join the game at any time and take control of either Tak or Lok. This second player can also leave the game at any point and the gameplay will return to single-player mode. Press START on a second Nintendo GameCube Controller at any time to enter or leave the game.

## ITEMS

There are a number of items that Team Pupanunu can collect and use to improve their abilities during the Challenge.



### Feathers and Jewels

Feathers and jewels are earned by defeating bad guys. They help to restore health and mana, the magical energy that fuels both Tak and Lok's Juju powers.

Health ———— Timer  
————— Mana



## ITEMS



### Blessing Gems

Blessing Gems are magical stones that influence the character carrying them. Once a gem is awarded or collected, it will last for the rest of the game, but it must be placed in the sockets of

the manly shaman jewelry worn by Tak or Lok. To place a Blessing Gem, visit the Blessing Shrine found in the Juju Realm. At the shrine, select an empty socket and place the gem in it by using the  $\Delta$  Button. Note that each piece of jewelry corresponds to a character's health, magic, or weapon. Therefore, placing a gem in Tak's chest plate will increase his mana, while placing a gem in Lok's hammer will strengthen his weapon.



### Chanting Stones

The Great Juju Challenge is far from easy. In order to help the teams, the Jujus have placed Chanting Stones in some of the challenges. These stones can be used to create a powerful magic that alters the playing field, but Team Pupanunu will have to learn to chant in order to take advantage of this magic.

There are two basic steps to chanting. First, a directional arrow will light up on the Chanting Dais. Press the button on the Control Pad that matches the arrow. This will launch button icons into the air. The second step is to press the Controller button that matches the icon before it falls. The trick is to hit the correct button as quickly as possible to complete the chant.

## ITEMS

### Potion Ingredients

Team Pupanunu has the power to brew potions, but they'll have to find both the necessary ingredients and recipes during the events. Tak and Lok can only mix potions at a special shrine in the Juju Realm, but ingredients and recipes can be found anywhere. There are three types of ingredients to collect:

#### Juju Fruits



#### Woo-Woo Crystals



#### Zoo-Zoo Insects



## SPELLS

At the start of the game, Tak and Lok don't have any spells, but they'll be able to earn them from the Jujus who pop up during the tournament.

### Tak's Spells

**Grapple:** As if Team Pupanunu weren't already attached at the hip, Tak can use this spell to pull Lok to him.

**Freeze:** This spell will freeze or slow down any baddies within a certain radius of Tak. To strengthen it, place Blessing Gems in the sockets of Tak's weapon. As the spell becomes more powerful, the freeze will last longer.

## SPELLS

**Spirit Strike:** Tak can use this spell to summon spirits that will find and defeat nearby enemies. This spell will grow in power as Blessing Gems are added to the sockets of Tak's spell gloves.

**Summon Barrel:** This spell gives Tak the power to summon an explosive barrel, which could come in handy in a number of situations. Tak can carry the barrel or let Lok pick it up and toss it at oncoming bad guys.

### Lok's Spells

**Heal:** Lok can use this spell to regain some of his health. If Tak is standing nearby, the healing aura will affect him as well.

**Shield:** Lok is already pretty handy when it comes to taking damage, but this spell creates a temporary magic shield that offers additional protection. Like the healing spell, if Tak is next to Lok when this spell is cast, he'll also be protected from harm.

**Taunt:** There's nothing like a bit of taunting to distract enemies. With this spell, Lok encourages bad guys to attack him while cleverly drawing them away from Tak. The Taunt spell may also be helpful in solving certain puzzles.

**Stink:** Move over skunk! With a grunt and a flex, Lok can use his natural "Juju Smelling Salts" to make himself stinky. No finger pulling necessary.

## TIME & SCORE

Every event in The Great Juju Challenge is timed. Tak and Lok will benefit from completing events as fast as they can because at the end of a challenge, any time remaining is converted into points. If time runs out before completing a challenge, no time points will be received. But, never fear, there are plenty of ways to pick up additional time during the course of an event. They include: completing side quests, collecting certain items, and reaching a checkpoint.

## SIDE QUESTS

Scattered throughout many challenges are side quests which can help Tak and Lok improve their score or gain extra rewards. This is a competition, after all, and in order to win, Team Pupanunu will have to rack up more points than the other teams. Side quests do not have to be completed in order to finish an event, but they're a great way to take the lead. The reward for completing a side quest is usually a recipe card. Recipe cards unlock blessing gems, which can be used to upgrade your health, increase your Juju, or make Lok's weapon (or Tak's magic) stronger.

## SAVING & LOADING

You can access a saved game from the Main Menu. You can also save your game at any time by selecting the Save Game option in the Pause Menu. To save your game, insert a Nintendo GameCube Memory Card into Memory Card Slot A of the console. You can load your saved game from the same card, or from any Memory Card containing previously saved Tak: The Great Juju Challenge games.



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