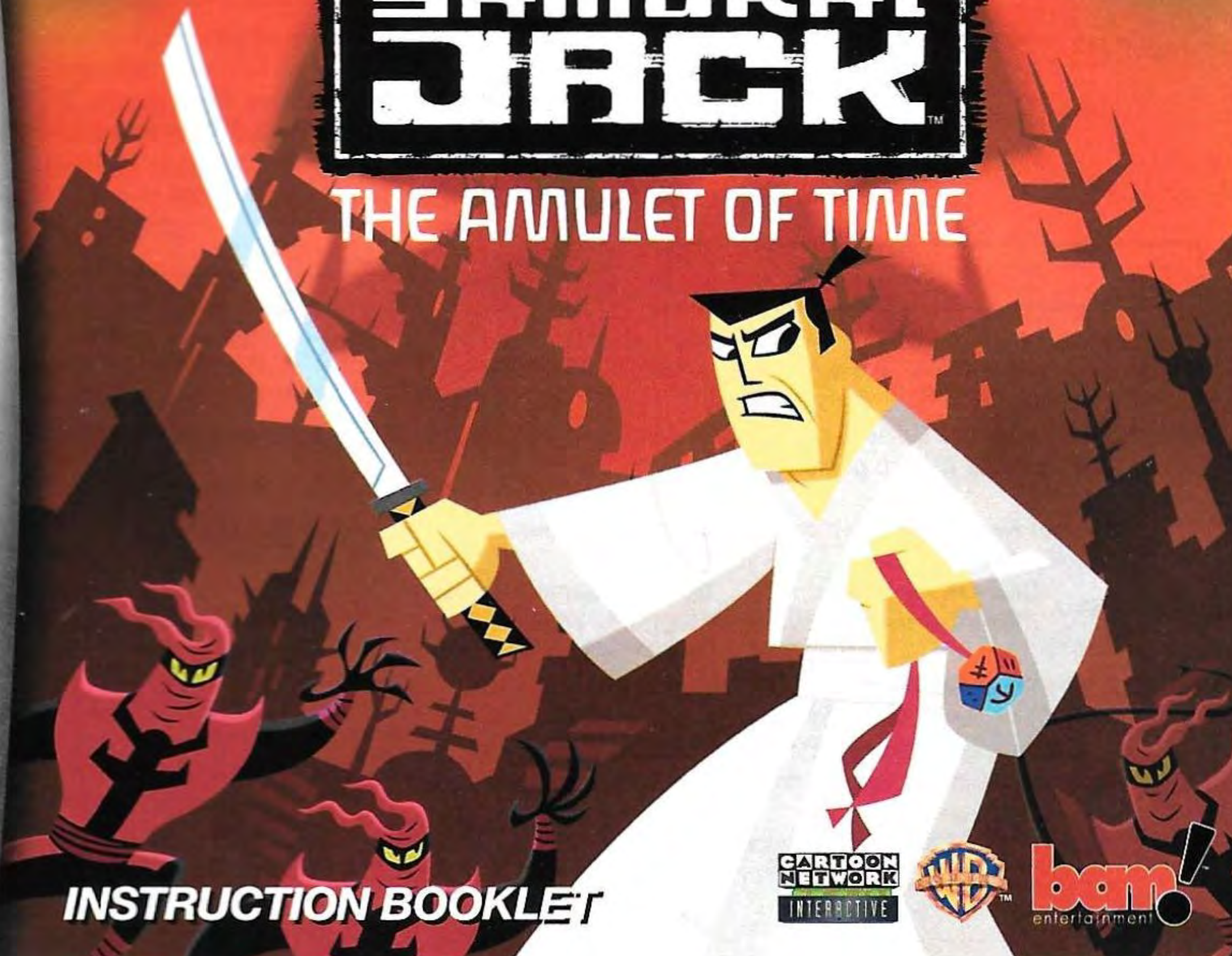


GAME BOY ADVANCE

AGB-AJTE-USA

SAMURAI JACK

THE AMULET OF TIME



INSTRUCTION BOOKLET



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
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

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.



TEEN
Mild Violence

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.



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

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

TABLE OF CONTENTS

Getting Started	4
Main Menu.....	5
Start Game.....	6
The Story	8
Controls	9
Special Attacks.....	11
Status Screen.....	14
Main Status Screen	15
Items.....	18
Equipment	20
Map	24
Mission Log.....	25
Options.....	25
Character Interaction	26
Special Items	27
Saving the Game	28
Equipment Types	29
Options	30
Credits	35



GETTING STARTED

Turn the power switch OFF on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

Insert Samurai Jack™: The Amulet of Time Game Pak into the slot on the Game Boy® Advance. Press firmly to lock the Game Pak in place.

Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)

When Samurai Jack™: The Amulet of Time introduction appears, it will automatically display the entire introduction before taking you to the Title Screen. If you prefer to skip the introduction, press START to jump directly to the Title Screen.

On the Title Screen, press START to display the Main Menu.



GETTING STARTED

MAIN MENU



Scroll through the two options on the Main Menu by pressing the Up or Down arrows on the Control Pad. Press the A Button to select an option.



GETTING STARTED

START GAME

This option will take you to the Game Slot Screen.



SAVE GAME

You have two choices of saved game position, allowing 2 separate games to be played at the same time. Use Up and Down on the Control Pad to choose the save game slot and press the A Button to select. If an empty slot is chosen then the player will be asked to confirm the creation of a new game. Press Left and Right on the Control Pad to highlight your option and press the A Button to select.



GETTING STARTED

If a previous save is chosen then you will be asked to confirm that you wish to load that game. Press Left and Right on the Control Pad to highlight your option and press the A Button to select.

UNSAVED GAME OR GUEST

The player can start a game without creating a saved game. During a guest game the player cannot save.

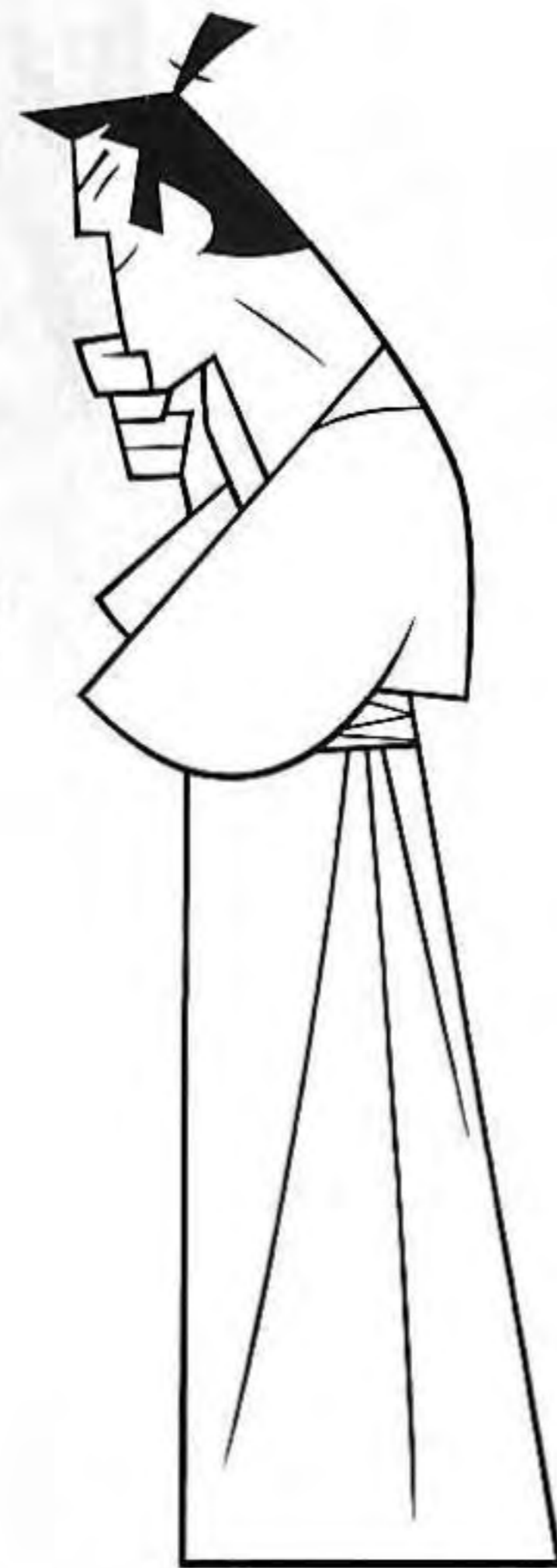
To delete a previous saved game, please refer to the 'Data Clear' section of the manual.

Note: Samurai Jack™: The Amulet of Time Game Pak is for the Game Boy® Advance system only.

THE STORY

Samurai Jack is a warrior who is banished by the shape-shifting wizard, Aku™, into the bizarre and twisted future. Bearing his new futuristic name, Jack wanders the land searching for a portal back in time to right the wrongs of the past. He has learned of a mysterious amulet that, when all its pieces are found, will enable him to return to the past.

Join Samurai Jack on a journey of honor and revenge through an advanced world filled with wonders and help him drive out evil once and for all.



CONTROLS

L Button

Special.

Control Pad

Look Up.

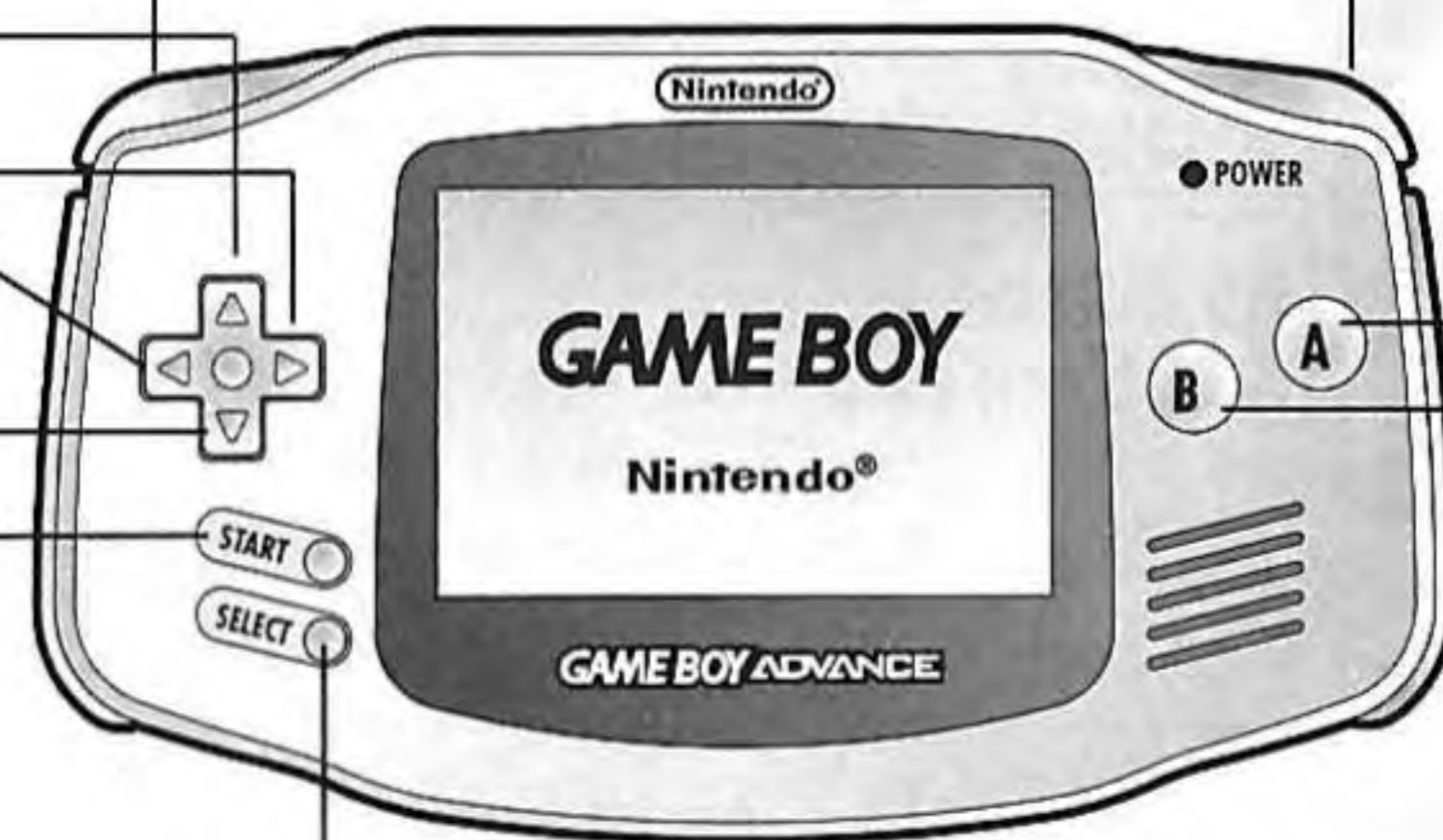
Walk Left/Right. Double Tap to Run.

Crouch. Crawl with Down diagonals.

START

Pause/Status Screen.

SELECT
Map Screen.



R Button

Block.

A Button







Action. Attack with equipped weapon.

B Button

Jump. Use with Control Pad Down to roll.




CONTROLS

Here is a small list of some of the attacks you can perform as Samurai Jack. It's up to you to experiment and discover the rest!

	A Button: Attack	
	Forward Button + A Button: Overhead Attack	
	Up Button + A Button: Uppercut Attack	
	Down Button + Forward Button + A Button: Low Attack	
	Down Button + A Button: Crouching Attack	
	Up Button + Forward Button + A Button: High Attack	

CONTROLS

When Samurai Jack is facing to the left, the "Forward Button" is the Left Control Pad and the "Back Button" is the Right Control Pad.

	Up Button + Back Button + A Button: Back Overhead Attack	
	Down Button + Back Button + A Button: Back Crouching Attack	
	Back Button + A Button: Back Stab	

SPECIAL ATTACKS

Once Samurai Jack has acquired pieces of the amulet, he can then perform special attacks with the added power from the amulet pieces. Holding down the attack button charges its attack power. Continue to hold the attack button to cycle through the amulet power pieces. The moves that can be performed are as follows:

CONTROLS

Earth Amulet piece:

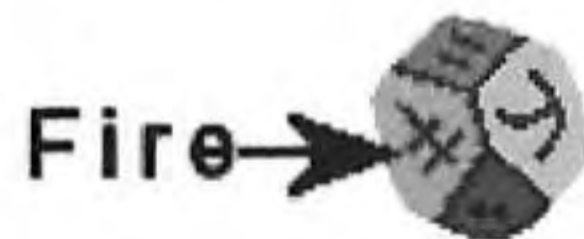
Earth



Shards of rock rise from the ground, causing damage to enemies. The small earthquake this creates will cause loose ground to collapse.

Fire Amulet piece:

Fire



A blazing trail of fire leaps from Jack's sword, causing damage to enemies. It will also melt frozen objects.

CONTROLS

Ice Amulet piece:



A sharp pillar of ice rises from the ground, causing damage to enemies and freezing water.

Wind Amulet piece:



A powerful gust of wind hits multiple enemies, causing massive damage.

STATUS SCREEN

If you pause, the game will be taken to the Status Screen. Here you will be able to equip Samurai Jack and use the items you have picked up from the game or change the game Options.

The Status Screen can be navigated by using the Control Pad to select an option/menu/item, the A Button to select and the B Button to cancel. The currently selected item/option will be highlighted and flash for an instant when selected.

Pressing START will un-pause the game and restore play.



STATUS SCREEN

MAIN STATUS SCREEN

The first screen the player sees when pausing is the Main Status Screen. The highlighted option will always default to "Collected."

Pressing START will un-pause and return to the game. Pressing the A Button will confirm a choice.

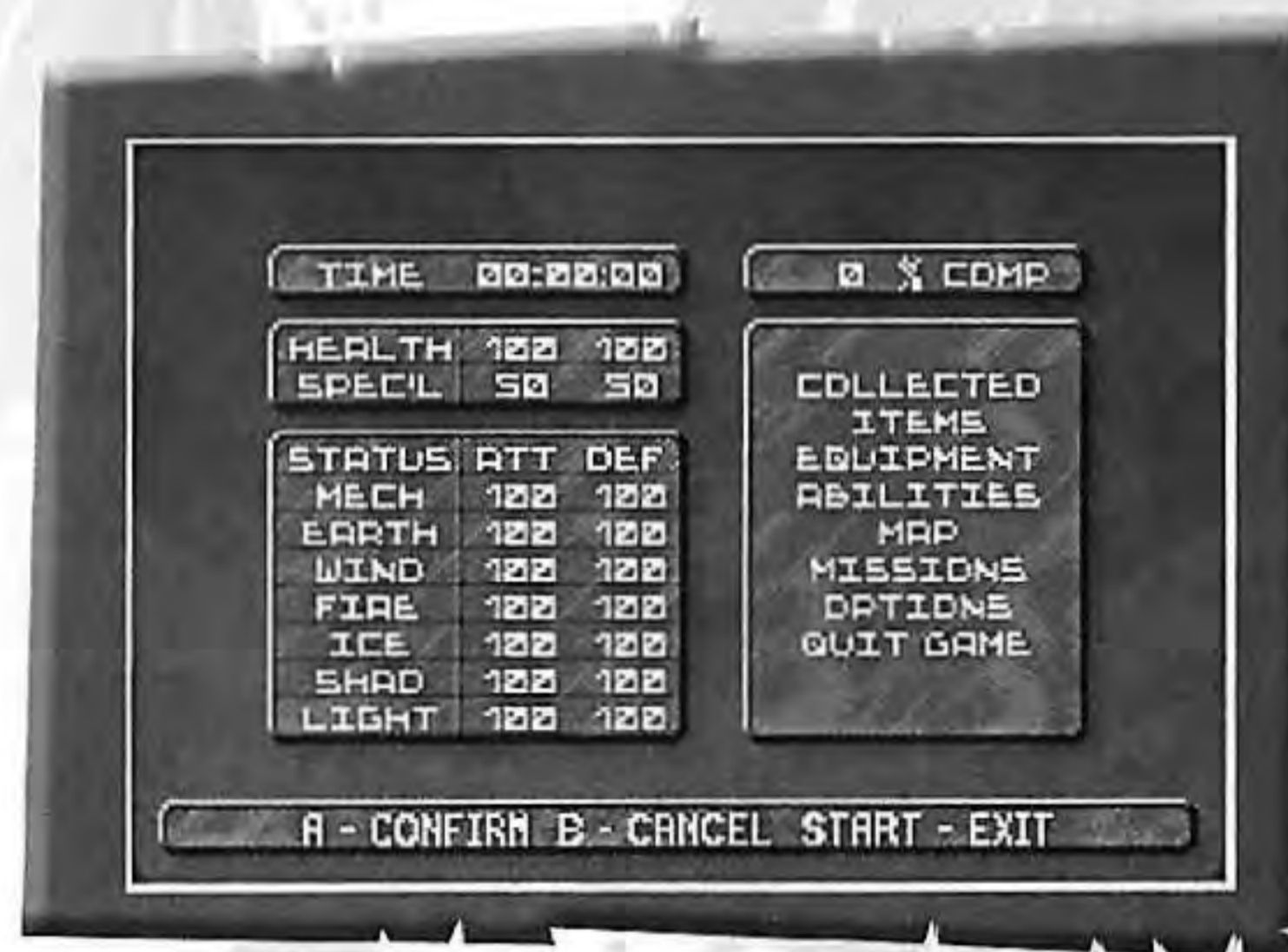
The Status Screen contains the following information.

Time:

The current total playing time so far. The timer freezes when the player pauses or views the map.

Information Bar:

Indicates what certain Buttons do. On other screens it will explain an item or Options function.



ENERGY VALUES**Health:**

On the Left is displayed Samurai Jack's current health, on the Right is the maximum health he can currently have. Items, etc. can increase both current and maximum health.

Special:

On the Left is displayed Samurai Jack's current special move energy, on the Right is the maximum special move energy he can currently have. Items can replenish special energy or increase the maximum.

STATISTICS

The multiplier effect for each status is listed here. The equipment you give to Samurai Jack will change his attack and defense stats. Be careful what you choose!

NAVIGATION MENU**Items:**

The player can view and use items currently held. See the "Items" section for more detail.

Collected:

The player can collect objects that are necessary for quests, such as, gems, a bow, jump sandals, etc.

Equipment:

The player can organize and change Samurai Jack's equipment. See the Equipment Section for more detail.

Abilities:

The player can review current abilities gained.

Map:

The player can view the World Map. This feature is also available by pressing SELECT mid-game.

Mission Log:

The player can review the mission and sub-mission objectives.

Options:

The player can change the in-game Options.

QUIT GAME

You will be asked if you are sure if you want to quit with the Options YES or NO (no is the default choice). If you select YES then the game will return to the Title Screen.



ITEMS

When you select "Items" from the Main Status Screen you are taken here.



All items that cannot be equipped by Samurai Jack are held here. Most of the items are gone after they are used, but can be collected again. Once Samurai Jack has picked up an object it cannot be dropped and the maximum number of objects Samurai Jack can hold is 99 per object (99 small health potions, 99 small special potions).

Energy values and statistics information are displayed here again so that you can see instantly what effect an item has on Samurai Jack.

Pressing START will un-pause and return to the game. Pressing the A Button will confirm a choice and use an item.

Any health/special values are automatically updated and the item is removed from the item list. Pressing the B Button will return to the Main Status Screen.

The main window to the right is the "Item Window." The player uses the Control Pad Up and Down to scroll through the items and the A Button to use one.

When an item is highlighted a description will appear in the information box. In the case of the small health potion it displays, "Small health potion: Restores 10 health."

ITEM CATEGORIES

Items are sorted into groups.

Recovery items:

There are three kinds of recovery items: Health Potions, Special Potions, and Health/Special Potions. When used, Health Potions will restore Samurai Jack's health and Special Potions will restore Samurai Jack's special energy. Health/Special Potions will restore both health and special energy. Different Recovery Items will restore different amounts of health and energy. In general, the more health/special energy an item restores, the rarer it will be to find.

STATUS SCREEN

Magic Items:

There are many kinds of Magic Items. Magic Items change Samurai Jack's strengths. These items have a one-time use, but the effect can be permanent. For example, if a player finds a **Light Up Orb**, the strength of Samurai Jack's Light attribute will be increased by 20 points. Once used, the **Light Up Orb** will disappear.

EQUIPMENT

When you select "equip" from the Main Status Screen you are taken here.

Energy values and statistics information are displayed here so that the player can see instantly what effect an item has on Samurai Jack.



STATUS SCREEN

All equipment slots that you can assign equipment to are displayed on the right of the screen.

Pressing START will un-pause and return to the game. Pressing the A Button will open the selected category's window. Pressing the B Button will return to the Main Status Screen.

EQUIPMENT SLOTS

Armor:

All armor will have an effect on defense, although some may have properties that increase or even decrease other statistics.

Gauntlets (2 slots):

Gauntlets come in a variety of types and although most are used to raise attack statistics some may only affect a specific statistic or set of statistics.

Rings (2 slots):

Purely magical objects, rings can bestow a variety of powers to the bearer.

Sword gems (3 slots):

Like rings, gems are purely magical objects. Gems, however, are geared more towards combat and affecting damage against certain enemy types.

EQUIPMENT LISTS

When the player presses the A Button, the list of selected items scrolls on screen with the top item initially highlighted. (In this case, Armor).



Up and Down on the Control Pad scrolls through the items and the A Button equips.

Pressing START will un-pause and return to the game. Pressing the A Button will equip the selected item.

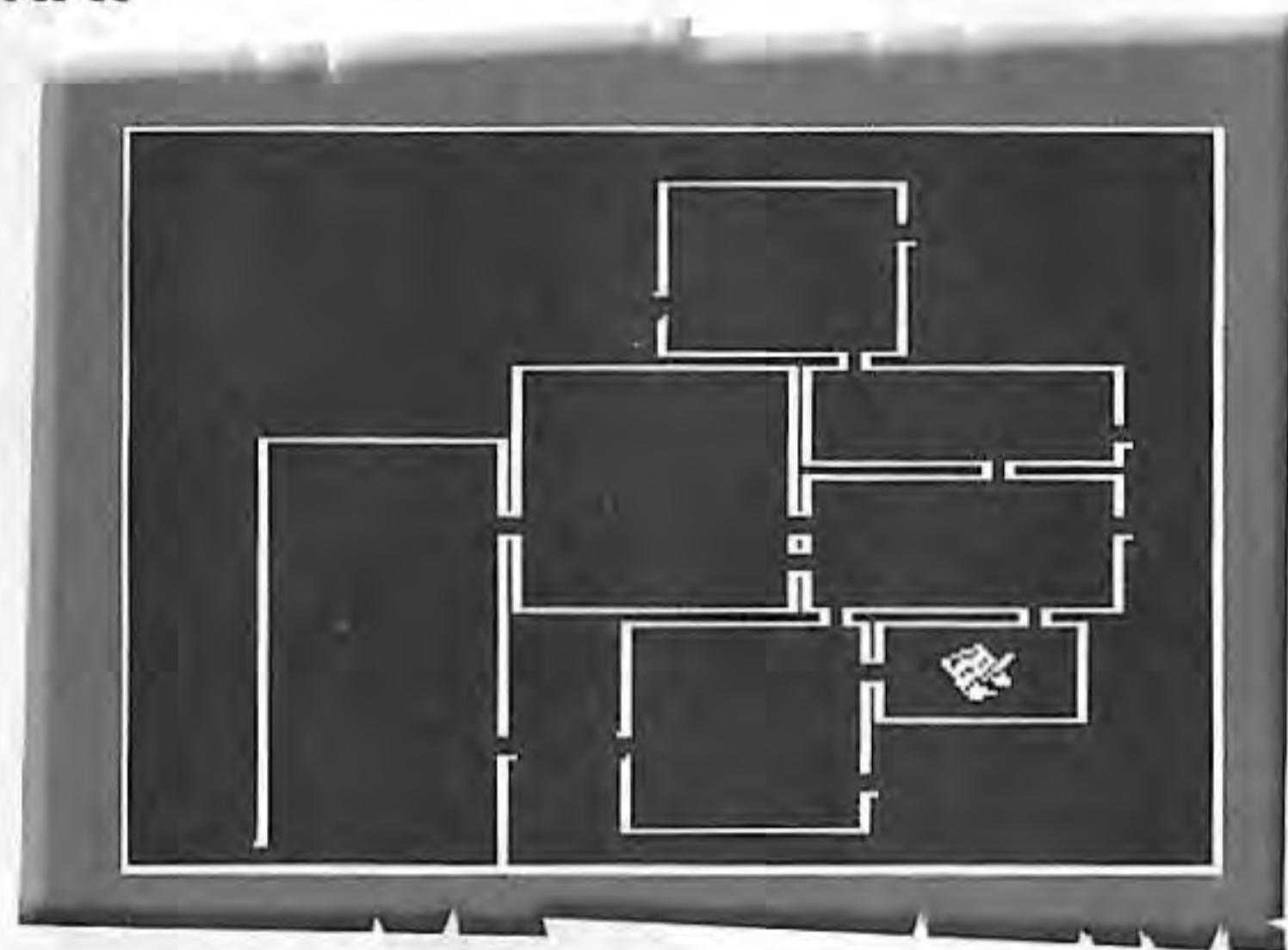
Pressing the B Button will return to the Equip Screen. When you highlight an item two things happen:

1. The information box at the bottom of the screen displays any relevant information about the item.
2. The energy and statistics boxes are automatically updated to show what the new values will be if the item is equipped. If the value of the statistic will be higher, then it will appear in a green box with a small Upward pointing arrow; if lower, then it will appear in a red box with a small Downward pointing arrow.

If the equipment box cannot list all held equipment, then a large arrow will appear on the screen showing that it can be scrolled to view more equipment.



MAP



Pressing SELECT in-game, or choosing it from the Status Screen, can select the map. The map reacts in the same way whichever way it has been selected, but if it is chosen from the Status Screen then the Buttons will react a little differently:

1. Pressing the B Button will return to the Main Status Screen.
2. Pressing SELECT does nothing.
3. Pressing START un-pauses and returns to the game.

When you press SELECT mid-game you are taken to the Map Screen and the game is paused. This shows every room and location that Samurai Jack has already visited as a colored box. Samurai Jack is in the highlighted room. A box with a piece of paper in it denotes a room that contains a save point.

The map will most likely be displayed in full, so using the Control Pad will scroll the map in the desired direction. When first activated, the map will (by default) always be centered to your location.

MISSION LOG

The mission log is like a diary of events in the game. It will tell you about all current missions and sub-missions yet to be completed.

When a mission is completed it is removed from the mission log.

OPTIONS

When the player selects "Options" from the Main Status Screen the player is taken here. See the "Options Section" for more detail.

CHARACTER INTERACTION

While walking around the world, Samurai Jack can speak to certain people he meets. If Samurai Jack is able to speak with someone in the area, an exclamation mark will appear over the character's head as he approaches.

Some people will initiate the conversation with Samurai Jack. When this happens, you must follow the instructions for talking.



TALKING

After the conversation begins, pressing the A Button will skip to the next section.

CHOICES

In certain situations, Samurai Jack will have the option to choose his response. To do this, you must press Up and Down using the Control Pad, and press the A Button when you have made your choice.

SPECIAL ITEMS

As Samurai Jack goes around the world he will be given items as gifts or following successful battles. Each item will allow Samurai Jack to do something different and aid him in his bid to defeat the Evil Aku.

BOW:

Arrows can hit enemies at long range. They can also hit switches out of reach and jam certain mechanical equipment.

Aiming the bow.

By holding Down the L Button Samurai Jack will keep the arrow primed. While holding the bow he is rooted to the floor. Pressing the Control Pad in a direction will make Samurai Jack aim the bow in that direction. Release the L Button to fire the arrow. Samurai Jack returns to the stand position.

SHIELD:

The shield has the ability to block almost any attack. While Samurai Jack holds the shield he is rooted to the floor and cannot move.

HAMMER:

The hammer has the ability to smash down weak walls. Weak walls are visibly worn and cracked.

SAVING THE GAME

Certain rooms contain a save point. You will notice the saved points in-game as a stone plinth. To use a save point you must stand over the plinth and press the A Button (Samurai Jack will not attack).

On-screen prompts will appear asking you if you wish to save. Using the Left and Right on the Control Pad, press the A Button to confirm selection. The selected option is highlighted green and appears in bold text. When confirmed it flashes momentarily.

If you select the NO option, then Samurai Jack's health and special energy are restored and the game continues/un-pauses.

If you select the YES option then the game is saved. The Options disappear and a "Progress Saved" message is displayed. Samurai Jack's health and special energy are restored and the game continues.

EQUIPMENT TYPES

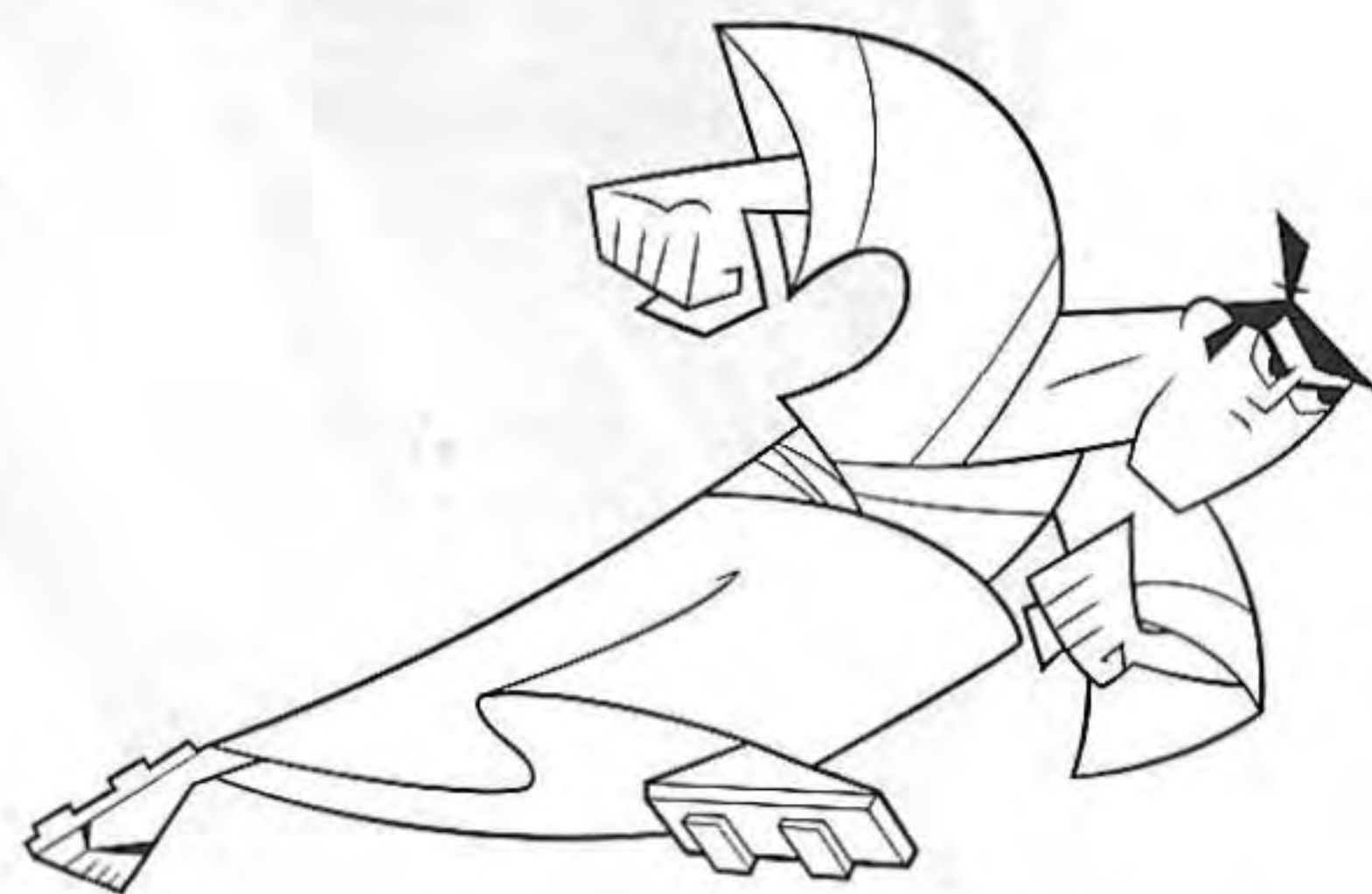
Some enemies you defeat will leave an item that Samurai Jack can use. Some will be armor, others will leave equipment and some will leave consumable items that will replenish Samurai Jack's health.

Some of the items will be of a special type, which will offer bonuses against the different types of enemies in the game.

Primary Strengths and weaknesses		
Enemy types	High Impact	Low Impact
Mechanical	Shadow	Light
Earth	Earth	Wind
Wind	Wind	Earth
Fire	Fire	Ice
Ice	Ice	Fire
Shadow	Shadow	Light
Light	Light	Shadow

It's up to you to equip Samurai Jack for the right environment.

OPTIONS



When the player selects "Options", the screen fades quickly to the Options Screen. Using the Up and Down on the Control Pad, press the A Button to confirm selection. Press the B Button to return to the Main Menu.

Once an option has been selected with the A Button it will become highlighted. The player can then adjust the setting for the option, or if the option has its own screen, the new screen will appear.

OPTIONS

SOUND EFFECT (SFX)

Use Up and Down on the Control Pad to highlight SFX, use Left and Right on the Control Pad to highlight your choice, ON or OFF to turn the sound effects on or off.

MUSIC

Use Up and Down on the Control Pad to highlight Music, use Left and Right on the Control Pad to highlight your choice, ON or OFF to turn the sound effects on or off.

BRIGHTNESS

Use Up and Down on the Control Pad to highlight Brightness, use Left and Right on the Control Pad to raise or lower the brightness.



BUTTON LAYOUT

If you press the A Button on the Button Layout option you will be taken to the Button Layout Screen. Select layout/configuration using Left and Right on the Control Pad. Press the A Button to confirm your choice and return to the Options Screen, or the B Button to discard any changes and return to the previous menu.

SECRETS

If you press the A Button on the Secrets option you will be taken to the Secrets Screen. Select Movie Player to watch the unlocked cinematics. Select Jukebox to change the background music.



EQUIPMENT TYPES/DATA CLEAR/FIRST WARNING



The choice by default is set to NO. Use the Control Pad to highlight the option and press the A Button to select. A warning is displayed to ensure that this option is not chosen by accident. The player can exit by either pressing the B Button or selecting the NO option and pressing the A Button.

First Warning.
The choice is by default set to NO. If the player selects YES and presses the A Button then the second warning appears.



OPTIONS



Once you have chosen to delete your saved game, you will be asked for confirmation. You must select YES again manually and press the A Button to proceed.



Once you have confirmed your wish to delete the saved game, then a message confirming the deletion will be shown.

CREDITS

VIRTUCRAFT

PROGRAMMING

Tony Stockton
David May
Paul Flint

SOUND

Paul Tonge

ART

Paul Scott
Mike Hanson
Marcus Russell
Lee Cawley
Paul Windett

GAME/TECHNICAL DESIGN

Matthew Smith

ASSOCIATE PRODUCER

John Walsh

HEAD OF DEVELOPMENT

Kevin Norburn

EXECUTIVE PRODUCERS

Brian Beuken
Diane Hill

SPECIAL THANKS

Dominic Collins
Travis Walton

Mark Kelly
Danielle Beuken
Elliot Wood

CARTOON NETWORK

CREATOR OF SAMURAI JACK

Genndy Tartakovsky
SR. MANAGER, INTERACTIVE
Chelsea Reeves

MANAGER, INTERACTIVE

Lara Kiang

STORY EDITOR

Amy Keating Rogers

ART DIRECTION ON COVER ART, SR. DESIGNER

Jay Rogers

PROJECT MANAGER, CREATIVE

Eric Nelson

SPECIAL THANKS

Jamie Porges, Vice President
Phillip Hom
Bryan Mon
Leticia Lacy
Dan Krall
Todd Fredrickson

CREDITS

WARNER BROS. INTERACTIVE ENTERTAINMENT

PRODUCER

Heidi Behrendt

ASSOCIATE PRODUCER

Adam Schwenk

DIRECTOR OF PRODUCTION

Brett Skogen

MARKETING

Jim Molinaro

Marielle Henault

SPECIAL THANKS

Philippe Erwin, Vice President

Scott Johnson, Director

Jason Ades

BAM! ENTERTAINMENT

VP WORLDWIDE DEVELOPMENT

Alain Tascan

DIRECTOR OF EUROPEAN DEVELOPMENT

Joe Booth

EXECUTIVE PRODUCER

Marcus Fielding

Kurt Busch

ASSOCIATE PRODUCER

Bill White

PUBLISHING SUPPORT GROUP MANAGER

Robert Daly

PRODUCT SUPPORT GROUP ENGINEERS

Paulo Baier

Kelly Calabro

Phoenix Valencia

SVP WORLDWIDE MARKETING

Jill Braff

PRODUCT MARKETING MANAGER

Valerie Thiltgen

EUROPEAN PRODUCT MARKETING MANAGER

Lia Tsele

PR DIRECTOR

Susan Kramer

PR MANAGER

Mika Kelly

EUROPEAN PR MANAGER

Cat Channon

DIRECTOR OF EUROPEAN PR

Dawn Beasley

Bam Limited Warranty & Customer Service

BAM ENTERTAINMENT, Inc. warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Bam Entertainment agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its facilities, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Bam Entertainment.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship. If the product was damaged by any of the above factors this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty.

Returns within the 90-Day Warranty Period

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Bam Entertainment will mail a replacement Recording Medium and/or Manual to you.

Returns after the 90-Day Warranty Period

If the defect in the Recording Medium or Manual resulted from the abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after the 90 days from the date of purchase, please return the product along with (1) a check or money order for \$10.00 made payable to Bam! Entertainment, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Bam Entertainment will mail a replacement Recording Medium and/or Manual to you.

BAM! ENTERTAINMENT, Inc.

ATTN: Customer Service

333 West Santa Clara St., Suite 716,

San Jose, CA 95113

Customer Support

Web: <http://www.bam4fun.com/support.html>

E-mail: support@bam4fun.com

For more information on this and other Bam products, visit us on the web at www.bam4fun.com

Information in this document, including e-mail, internet addresses and phone number references are subject to change without notice.



BAM! Entertainment Inc., 333 West Santa Clara St., Suite 716, San Jose, CA 95113

CARTOON NETWORK, the logo, SAMURAI JACK and all related characters and elements are trademarks of and © Cartoon Network.

WBIE LOGO, WB SHIELD: TM & © Warner Bros. (s03)



© 2002 BAM! Entertainment, Inc. BAM! AND THE ASSOCIATED LOGOS ARE TRADEMARKS OF BAM! ENTERTAINMENT, INC.

PRINTED IN USA