JACKIE CHAN ADVENTURES...



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



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.



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.

Nintendo[®]

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

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

Contents

Starting the Game	
Game Boy® Advance Controls	(
Button Themes	
Special Scroll Attacks	
Jackie Chan Adventures™	7
Main Menu	1
Pause Menu	1
Save Game Menu	11
High Score Entry Screen	12
On-Screen Display	1;
Power-Ups	
Kung Fu Scoring System	
Characters	
Credits	2
Customer Support	24
Software License Agreement	

Starting the Game

Make sure the POWER switch is OFF.

Insert the Jackie Chan Adventures™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

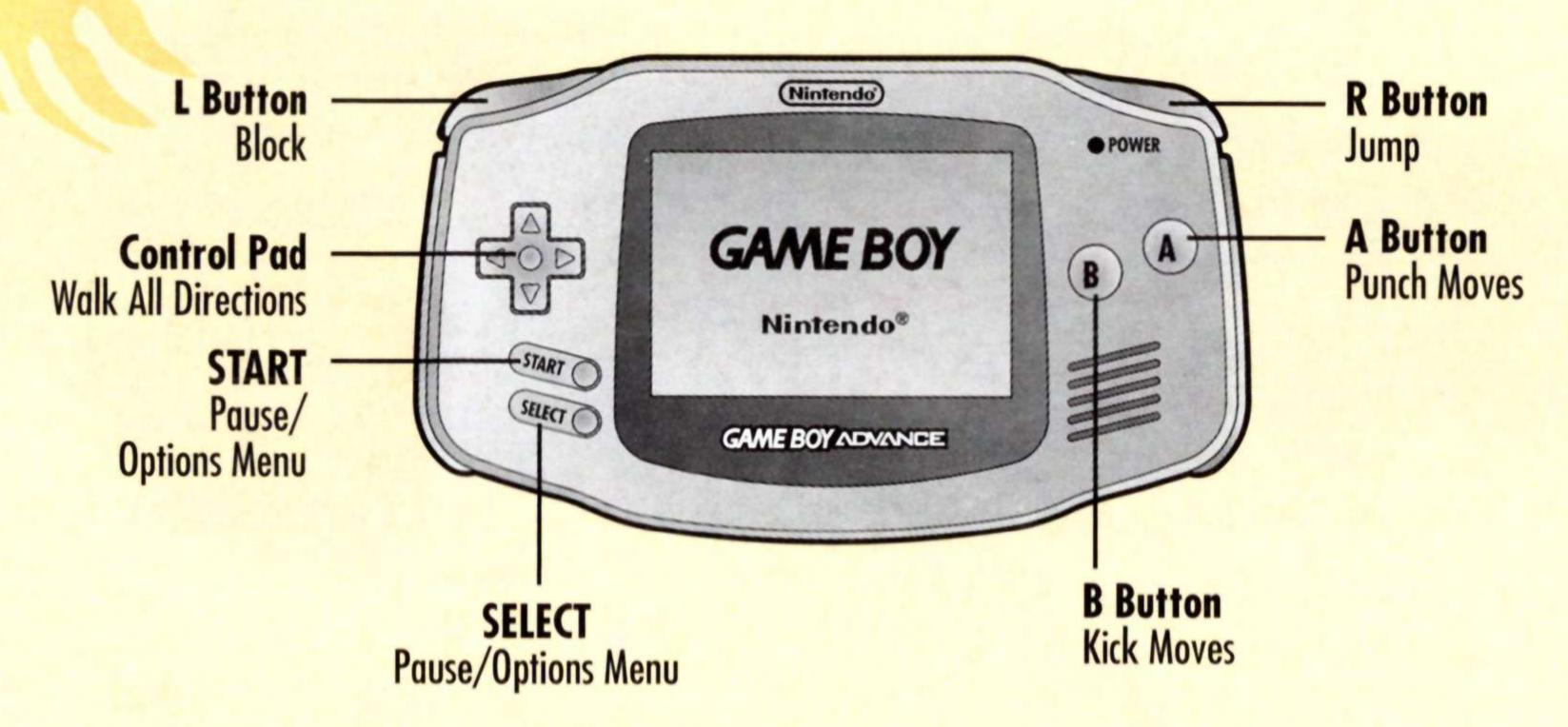
Turn the POWER switch ON.

Note: Jackie Chan Adventures™ Game Pak is for Game Boy® Advance systems only.

Game Boy® Advance Controls

All of the instructions refer to the default control scheme shown here.

Basic Controls



Button Themes

Legend

L = L Button

R = R Button

↑ = Control Pad Up

↓ = Control Pad Down

→ = Control Pad Right

← = Control Pad Left

B = B Button

A = A Button

FD = Direction Jackie is facing

OD = Opposite direction from which Jackie is facing

DT = Double Tap

, = Then

Basic Moves

L = Block

R = Jump

R + Control Pad direction =

Jump in a specific direction

↑ = Run Up

↓ = Run Down

→ = Run Right

← = Run Left

DT + OD = Back Hand Flip

DT + FD = Roll in the direction Jackie is facing

Punch Moves

A = Jab Punch A + A = Two Punch Combination

$$A + FD (\leftarrow \text{ or } \rightarrow) = Slap Punch$$

 $A + OD (\leftarrow \text{ or } \rightarrow) = Back Punch$

DT + OD, A = Hand flip ending with a back punch

R + L = Pick up object

A = Use object as weapon (when object is held)

B = Throw object (when object is held)

Kick Moves

B = Front Kick

B + B = Two Kick Combination

$$B + OD (\leftarrow or \rightarrow) = Back Kick$$

$$B + FD (\leftarrow or \rightarrow) = Thrust Kick$$

DT + OD, B = Hand flip ending with a back kick

DT + FD, B = Roll in the direction Jackie is facing ending with a front kick

Block Moves

L = Triggers one of three Jackie defensive blocks

Special Scroll Attacks

As Jackie recovers the ancient scrolls, he will gain new Kung Fu moves. Each scroll grants a unique power for Jackie to use in his quest to defeat the sinister Dark Hand.

Fu Scroll

A + B Spinning Scissor Kick.

Shen Scroll

 $B + R + \uparrow = Run up wall and Back Flip (Must be near wall)$

Xu Scroll

 $B + \uparrow = Head Sweep Kick$

Chou Scroll

 $A + R + \rightarrow = Running Head Butt$

Mao Scroll

 $A + \uparrow = Flurry Punch$

Wu Scroll

B, B, B = Three Kick Combination

Yin Scroll

A, A, A = Three Punch Combination

Zi Scroll

R = Increased Jump Height

Jackie Chan Adventures™

Jackie Chan, globetrotting archaeologist, enjoys a break from his travels while tending to his Uncle's antique shop. One day, a very large and rude customer demands, "Magic Scrolls," and one destroyed antique shop later, Jackie's break time is over!

What are these Scrolls, and why are they so important? Jackie must embark on a journey across the world to find out, and he better hurry! For if he doesn't, the mysterious Scrolls just might end up in the evil clutches of the "Dark Hand!"



Main Menu

Use the Control Pad to navigate through the menu options. Press the A Button to activate your selection. Press the B Button to go back to the previous menu.



New Game

Select New Game to begin your adventure.

You will be asked to choose between Easy, Normal, and Hard difficulty. Use the Control Pad to move the cursor up and down to highlight a difficulty level. Press the A Button to confirm your selection and enter the game or press the B Button to return to the Main menu.

Training

Select Training to enter Jackie's dojo to brush up on your martial arts skills. Press START when you have finished and wish to return to the main menu.

Options

Select Options in order to adjust the sound volume, view high scores or to watch the credits for the game. Press up and down on the Control Pad to highlight an option. Press the A Button to select the current option. Press the B Button to return to the Main menu.



Sound & Music

Highlight this selection and press the A Button to turn the sound on and off. Press the B Button to return to the Main menu.

High Score Viewer

Highlight this selection in order to view the high score table for all levels in the game. Press the A Button to advance to the High Score Viewer. Press left or right on the Control Pad to scroll through the tables for each level. Press the B Button to return to Options.

View Credits

Highlight this selection in order to view the credits for the game. Press any button to return to the title screen.

Continue

Choosing this option will allow you to restore a previously saved game. Once selected, you will be taken to your last save point.

Pause Menu

Press SELECT or START while playing the game to access the Pause menu. Select Back to return to the game. Select Sound to turn the sound On and Off. Select Quit to leave the game.

Save Game Menu

At the end of each level you will be able to save your game progress. Press left or right on the Control Pad to select Yes or No.

Selecting Yes will save your progress and return you to the game. Selecting No will return you to the game without saving your progress. Only one game can be saved on the Game Pak at a time. Choosing to save your game will overwrite your previously saved game.



High Score Entry Screen

If you achieve a high score on any level you will have the opportunity to enter your initials into the high score table. Press left or right on the Control Pad to scroll through the letters of the alphabet. Press the A Button to enter the selected letter and move to the next space. Press the B Button to remove a letter and move to the previous space. Press the A Button on the third space to enter your initials into the high score table.

On-Screen Display



Lives Remaining: Shows Jackie's remaining lives.

Life Meter: The red/yellow/green bar displays how much health Jackie has remaining.

Kung Fu Points: Shows how many points Jackie has accumulated through the current

game level.

Boss Life Meter: Displays how much health the current boss has remaining.

Move Display: Shows what Kung Fu move Jackie has just performed.

Power-Ups



Health Vials

There are health power-up icons throughout each game play level.

Search hard to reach areas and break open objects in order to find them.

The Manchurian Tea Potion gives Jackie 10 points of health. Uncle's Mystical Potion can restore 30 points of health.



Scrolls

Jackie is spanning the globe in search of eight sacred scrolls. Each scroll gives Jackie a new combat move to help keep the Dark Hand at bay. Scrolls are kept in special ornate dragon boxes. Keep a sharp lookout for these boxes because it's essential that Jackie recover the scrolls before the Dark Hand.

Kung Fu Scoring System

Each time Jackie performs a combat move, the move and a point total appears on the screen. Points will accumulate throughout the level and Jackie's skill is evaluated at the end. For instance, a low point total will earn Jackie a White Belt while an amazing score will earn Jackie a Black Belt. Players who earn a Black Belt will be rewarded with a bonus life.

Point Multipliers

One way to multiply Jackie's Kung-Fu points is to string together successful attacks. For every 10 successive moves that Jackie lands without taking a hit, a bonus multiplier is added to the score for the attack.

Characters

Jackie Chan

A specialist in ancient artifacts, Jackie consults for many museums around the world. He had lived above his uncle's antique shop in San Francisco, until recruited by Section 13 to battle the Dark Hand. Humble and dedicated, Jackie is always the first to help someone out of a jam.



Uncle

Jackie's uncle owns and operates the San Francisco antique shop where Jackie works. Uncle is a wizard in a befuddled genius kind of way. As wise as he is wise-cracking, Uncle plays an invaluable role in Jackie's search for the eight sacred scrolls.



Jackie's 11-year-old-niece, Jade, is a feisty tomboy and an amateur martial artist. She is awed by Jackie's amazing fighting abilities, and sometimes encourages him to take on more dangerous missions than he should. Jade is always eager to join Jackie on these escapades, and as a result, sometimes gets in over her head.

Captain Black

As commander of the covert law-enforcement agency Section 13, Captain Black is a good guy underneath a tough exterior. He is not a believer in the "magical" powers of the sacred scrolls, but knows that if Valmont and the Dark Hand want the scrolls, Section 13 has to get them first.



Valmont

As the dapper leader of the Dark Hand, Valmont heads one of the most dangerous crime organizations in the world.



Hak Foo

The giant Hak Foo is Valmont's main enforcer and is always one step ahead or behind Jackie in the quest to uncover the eight sacred scrolls. Hak Foo is an ultimate warrior and a difficult opponent for Jackie to face because of his size.



Chow, Ratso and Finn

The three henchmen of the Dark Hand report directly to Valmont. These goons and their minions can never seem to get things done without raising havoc, and it is usually up to the Shadowkhan to clean up their mess.

Shadowkhan

The black-clad warriors of the Dark Hand are endless in number and fierce in skill. The Shadowkhan emerge from the shadows to help Shendu in his battle for domination.

Shendu

Shendu is the true mastermind behind the Dark Hand. He is an ancient demon trapped in a centuries-old artifact. If he and the other demons from his realm are unleashed, the Dark Hand will achieve their goal of world domination.

Credits

Torus

Managing Director:
Bill McIntosh

Producer: Kevin McIntosh

Lead Programmer: Grant Davies

Programmers:
Brett Armstrong
Matt Ellison
Chris Hancock
Brian Post
Michael Smith

Programming Support:
Daniel Collins
Dave Gaunt

Steve White Marcel Egtberts Nick Kovac

Art Director:
Jeremy Geddes

Lead Artist: Marcus Mestrov

Artists:
Stuart Campbell
Tyshan Carey
Teuvo Heikkila
Ivan Kenny-Sumiga
Stuart Rogers

Additional Art: Andrew McIntosh Joe Tabor Game Designer: Michael Solomons

QA Manager: Andrew Major

QA Team:
James Langford
Brad Lewis
John Weaver
Justin Wilkins

Sound and Music:Manfred Linzner

Special Thanks:
Pamela McIntosh
Simon Short
Ben John
Steve Leonard

Activision Credits
Published by:
Activision, Inc.

Producer:Marc Turndorf

Associate Producers: Jay Gordon, Brian Pass

V.P. NA Studio: Murali Tegulapalle

Executive VP Worldwide
Studios:
Larry Goldberg

Story & Additional
Game Design:
Jay Gordon, Brian Pass,
Marc Turndorf

Business and Legal Affairs: George Rose, Mike Walker, Michael Larson

Global Brand Manager: Jenny Stornetta

Marketing Associate:
Jennifer Daniels

Publicist: Michael Larson

Vice President, Global Brand Management: Tricia Bertero

QA Project Lead: Omari Valentine

QA Senior Project Lead: Kragen Lum

QA Manager, Console Testing: Joe Favazza Database Manager: Kyle Carey

Testers:
Eddie Flores, Charles Price,
Paul Goldilla, Jonas Anderson

Fight Consultant: Jay Gordon

Customer Support Mgr:
Bob McPherson

Customer Support Leads: Rob Lim, Gary Bolduc, Mike Hill

VP Creative Services:
Denise Walsh

Creative Services Mgr: Jill Barry

Special Thanks:

Mom Dad

Mark Caplan

Leatitia May

Eric Thomsen

Indra Gunawan

Chris Archer

Christian Astillero

Brian Bright

Jason Wang

Bryant Bustamante

Greg and Fiona Brook

Melissa Chapman

Nadine Theuzillot

Michelle Nino

Brian Clarke

Kirk Pynchon

Sam Nouriani

Emily Bollin

Paula Cuneo

Stacey Drellishak

Michael Fletcher

Jeremy Gage

Ed Clune

Greg Goldstein

Todd Komesu

Adam Goldberg

Dave and Michelle Popowitz

Eric Grossman

Chris Hewish

Eric Koch

Kip and Cathy Bollin

Peter Muravez

Tim Vanlaw

Seth and Rachel Flaum

Jeff Poffenbarger

Willie Bolton

Nicholas Favazza

Jason Potter

Matt Powers

Mike Stephan

Jim Summers

Dave Stohl

Joe Shackelford

Nicole Willick

Blaine Christine

Trey Smith

Lindsey Hayes

Marco Scataglini

Olivia Valentine

Nathan Lum

Jeff Matsuda

Tara Polacik Sorensen

Tracey Tardiff-Hill

Jennifer Vitiello

Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- · Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

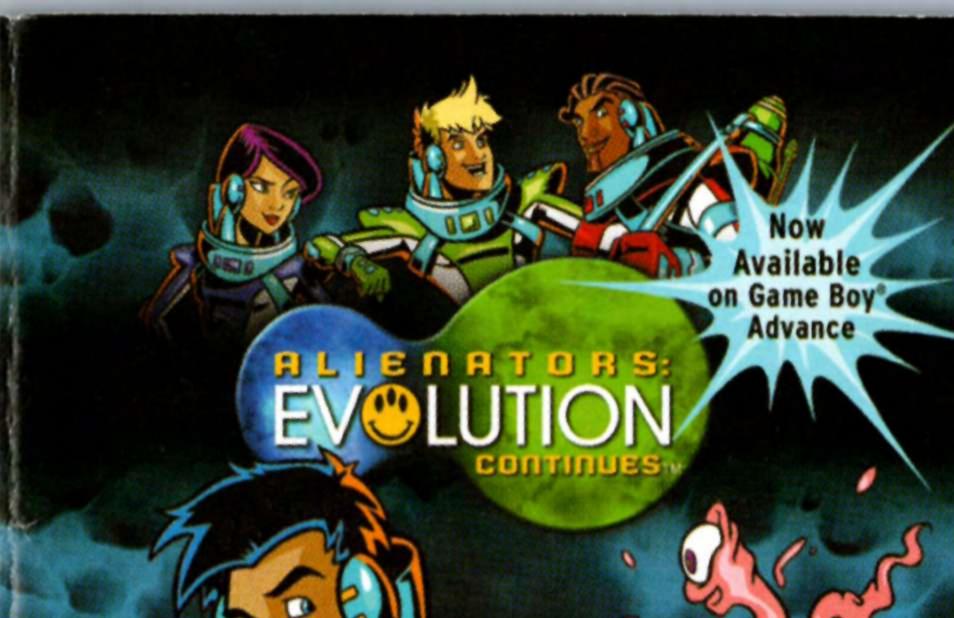
TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

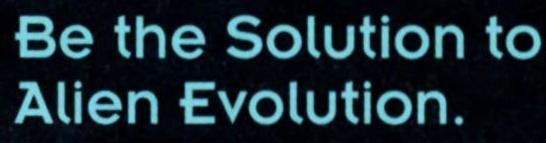
U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.







Battle "the Genus" to save Earth from alien supremacy.



Zap enemies using the Devolver weapon, grenades and more!



Fight as Dr. Ira Kane, interacting with characters from the show.







GAME BOY ADVANCE



activision.com

Alienators: Evolution Continues TM 2001 DreamWorks L.L.C. © 2001 DreamWorks L.L.C. and DIC Entertainment L.P. 3-Eyed Logo based on 'Smiley,' TM Smiley Licensing Corp. Game code © 2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All Rights Reserved. Developed by Digital Eclipse. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

Jackie Chan Adventures: TM & © 2001 Adelaide Productions, Inc. All Rights Reserved. Game code © 2001 Activision, Inc. and its affiliates.

Published and distributed by Activision Publishing. Inc. Activision is a registered trademark of Activision. Inc. and its affiliates. All Rights

Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All Rights Reserved. Developed for Game Boy® Advance by Torus Games. The ratings icon is a trademark of the Interactive Digital Software Association.

All other trademarks and trade names are the property of their respective owners.

80277.260.US

PRINTED IN U.S.A.