NINTENDO GAMECUBE™

BILLY HATCHER
and the Giant Egg
™

RP
RATING PENDING
CONTENT RATED BY
ESRB

SONIC TEAM

SEGA

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.
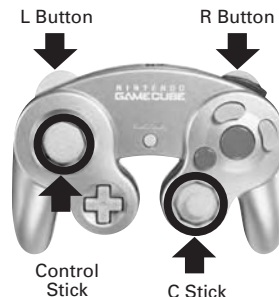
L Button   R Button

Control Stick   C Stick

1-4 Player Simultaneous
THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.
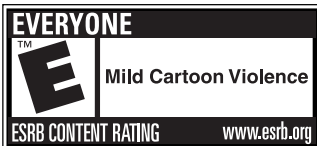
Game Boy Advance Compatible
THIS GAME IS COMPATIBLE WITH THE GAME BOY ADVANCE PORTABLE VIDEO GAME SYSTEM.

Memory Card
THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Progressive Scan compatible
THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

Thank you for purchasing Billy Hatcher and the Giant Egg™. Please note that this software is designed only for use with Nintendo GameCube™. Be sure to read this instruction manual thoroughly before you start playing.

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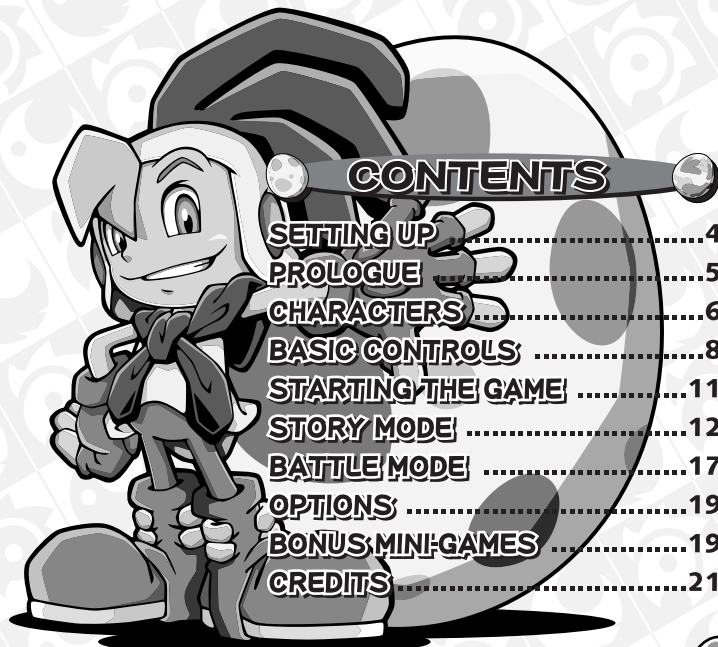
SETTING UP

Hardware Setup

Billy Hatcher and the Giant Egg™ is a one to four player game. Connect the Nintendo GameCube™ Controller to Controller Socket 1 for one player, or Controller Sockets 1, 2, 3 and 4 for up to four players respectively.

Using Progressive Scan TV

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the Ⓑ Button while the Nintendo GameCube™ logo is being displayed until the message "**DO YOU WANT TO DISPLAY THE GAME IN PROGRESSIVE SCAN MODE?**" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

Using Dolby Surround PRO LOGIC II

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.

This game is presented in Dolby Surround Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic II, and select "**Dolby Surround PRO LOGIC II**" in the Options Screen of the game to experience the excitement of surround sound.

Save Files

Billy Hatcher and the Giant Egg™ is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). 2 blocks of free memory space are required to create a save file. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved. Please refer to the Nintendo GameCube™ booklet (pages 18-20) for directions on how to format and erase Memory Card files.

PROLOGUE

Morning Land is a peaceful realm inhabited by chickens. One day, a terrible fate befell the land. Black Crows empowered by a mysterious magic appeared as ferocious monsters bent on keeping the world in eternal night. The Chicken Elders whose voices bring dawn each day were captured and sealed within golden eggs. Without their morning cries, the world will remain engulfed in darkness and human hearts will be consumed by evil. Now, only young Billy Hatcher and his friends from the human world can defeat the Crows, release the elders and return morning to the world.
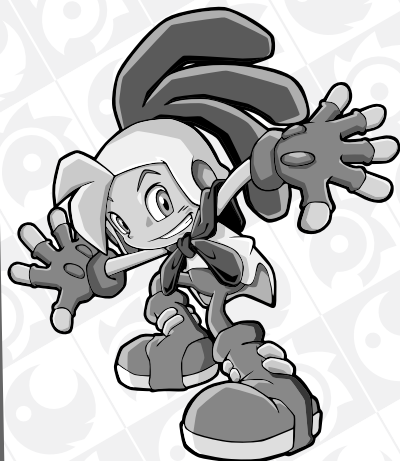
Billy Hatcher

Billy is an inquisitive boy from the human world. With the courage bestowed upon him by the Chicken Lords, he dons the legendary chicken suit and embarks on a grand adventure to save Morning Land from eternal night.

Rolly Roll

Rolly is a lighthearted and carefree girl. She always tries to help others when in trouble, but can be a little scatterbrained.

Chick Poacher

Chick may look small but his spirit is strong, giving him a misplaced air of superiority. He has a tendency to act before thinking, which always makes his friends a little nervous.

Bamtam Scrambled

Bamtam is a gentle giant and only uses his strength to look after his friends. Despite his rough outward appearance, he adores cuteness but hates injustice.

Baby Chicks

Residents of Morning Land. Approach the baby chicks for assistance and advice as you progress through the game.

Chicken Elders

Each of the regions of Morning Land is ruled by an elder, who brings morning to the world each day with a hearty "cock-a-doodle-do." The Crows however have captured the elders and sealed them within golden eggs.

Crows

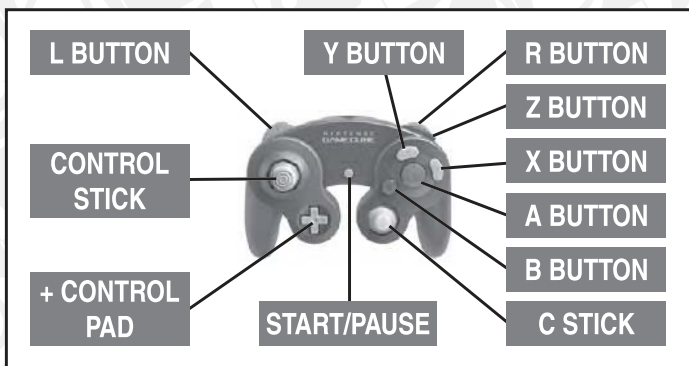Through some strange power, the Crows have taken the form of ferocious monsters and plan to engulf the world in eternal night.

BASIC CONTROLS

L BUTTON	Y BUTTON	R BUTTON

		Z BUTTON

CONTROL STICK		X BUTTON

		A BUTTON

		B BUTTON

+ CONTROL PAD	START/PAUSE	C STICK

Menu Controls

START/PAUSE	Game Start
Control Stick	Move cursor (Select Menu Item)
+ Control Pad	Move cursor (Select Menu Item)
Ⓐ Button	Enter Selection
Ⓑ Button	Cancel (Return to Previous Screen)

During the Game

START/PAUSE	Pause the game (Pause Menu)
Control Stick	Move character
Ⓐ Button	Jump / Egg Driver / Bounce Jump
Ⓑ Button	Egg Shoot / Egg Dunk / Speak
Ⓧ Button	Command Egg Animal
Ⓨ Button	Use Item
Ⓛ Button	Center Camera / Lock-on
Ⓡ Button	Rooster Call / Dash / Roll (while jumping)
Ⓒ Stick	Rotate Camera

Player Actions

In addition to the basic controls, the following player actions can also be performed.

Rolling Eggs

Approach an egg using the Control Stick and push towards it to take control. You can now run with the egg in any direction.

Jumping with an Egg

Press the Ⓐ Button while rolling an egg.

Egg Shoot

Press the Ⓑ Button while controlling an egg.

Egg Dunk

Press the Ⓑ Button while jumping with an egg.

Dash

Press the Ⓡ Button while rolling an egg.

Long Jump

Press the Ⓐ Button during a Dash.

Egg Driver

Hold down the Ⓐ Button while jumping with an egg.

Bounce Jump

Press and release the Ⓐ Button while jumping with an egg.

Hatching Eggs

The procedure for hatching eggs is detailed as follows.

❶ First, find an egg. There are many different kinds of eggs containing items and Egg Animals. The content of the egg is determined by the design.

❷ Feed the egg by rolling it over fruit and watch it grow. When fully grown, it will start glowing. Now is the time to hatch the egg.

❸ Stand facing the egg and press the Ⓡ Button to use the Rooster Call. This will cause the egg to hatch releasing an Egg Animal or item.
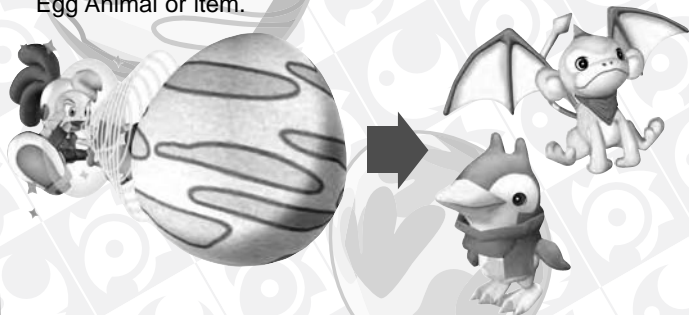
Setting Up

Press START/PAUSE during the Title Screen to access the Game Data screen. The Game File contains three Game Slots. Use the Control Stick or + Control Pad to select the Game Data you wish to play and press the Ⓐ Button to bring up the Game Data Menu.

Game Data Menu

Use the Control Stick or + Control Pad to select START to begin/continue the game, COPY to make a copy of the Game Data, or DELETE to erase the Game Data and press the Ⓐ Button to enter. When copying, select another Game Data slot to save the copied data into and press the Ⓐ Button to enter.

Mode Select Screen

After you have chosen a Game Data, the Mode Select Screen will be displayed. Use the Control Stick or + Control Pad to select from the following and press the Ⓐ Button to Enter.

STORY	Play the game to reveal the story (see p.12).
BATTLE	Multiplayer game in a split screen environment (see p.17).
OPTIONS	Change settings for sound and Rumble Feature (see p.19).

✪ To save a Game File onto a Nintendo GameCube™ Memory Card, at least 2 Blocks of free space must be available.
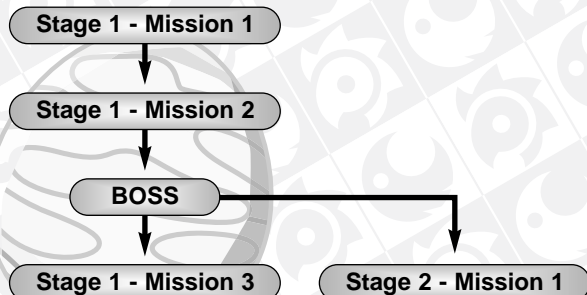
STORY MODE

If the selected Game Data is empty, a new game will begin automatically. An introductory sequence will be shown before the game begins.

When continuing a game in progress, the Stage and Mission Select screens will be shown in turn. Only current and previously completed Missions can be selected. Use the Control Stick to select a Stage and Mission and press the Ⓐ Button to enter each.

Game Flow

Stage 1 - Mission 1

↓

Stage 1 - Mission 2

↓

BOSS

↓

Stage 1 - Mission 3   Stage 2 - Mission 1

At the beginning of each Mission, instructions will be given. When the conditions have been cleared, you can progress to the next Mission.

After the second Mission in each stage, the Dark Gate will open and you must challenge the Boss. When defeated, you may either proceed to the next Mission in that stage, or begin Mission 1 in a new stage.

Stage Select Screen

- **Stage Image**
- **Stage Name**
- **Stock**
- **Rank**
- **Coins**
- **Emblems**

Viewing the Game Screen

- **Life Gauge**
- **Time**
- **Egg**
- **Mission**
- **Lock-on Cursor**
- **Items**
- **Egg Gauge**
- **Egg Animal**

● **Stock**
Number of lives remaining.

● **Emblems**
Number of Emblems collected.

● **Rank**
Present rank (S-A-B-C-D), score and record time (completed missions only).

● **Coins**
Number of Chick Coins collected (completed missions only)

● **Life Gauge (remaining energy)**
Decreases as player sustains damage.

● **Lock-on Cursor**
Lock-on to nearby enemies.

● **Mission**
Information varies depending on the mission.

● **Time**
Time taken.

● **Items**
Items collected.

● **Egg Gauge**
Condition and growth of the selected egg.

✪ An additional Egg Gallery lets you see all of the eggs that have hatched so far.

Pause Menu

During gameplay, press START/PAUSE to bring up the Pause menu and select from the following.

CONTINUE
Continue the game.
RESTART
Restart the current mission.

SELECT
Return to the Stage Select Screen.
END GAME
Exit to the Title Screen.

Stages

Forest Village
Elder: Oma-Oma
Billy begins his adventure in this small forest village, centered around a giant waterfall and a river leading to a lake. Windmills can also be seen dotted about the place.

Pirates Island
Elder: Uri-Uri
A small island inhabited by a clan of pirate chickens. A pirate ship with the Crow Boss onboard passes nearby, and there's also talk of buried treasure...

Dino Mountain
Elder: Ura-Ura
A mountain once occupied by dinosaurs. Corrupted by the Crows, fossilized dinosaur remains form 3 dangerous cliffs cascading red hot magma and balls of molten lava.

Items

A variety of items can be found within eggs and hidden around the game field. Pick these up to improve your gameplay.

Emblem of Courage
Receive an Emblem of Courage as you complete each mission. These may come in useful at a later point...

Chick Coin
Collect these to receive a special prize.

Chicken Coin (blue)
Used in the mini-game missions. 1 point is received for each coin collected.
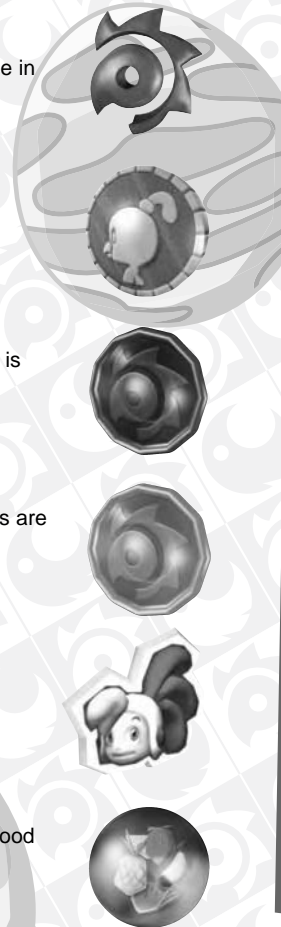
Chicken Coin (red)
Used in the mini-game missions. 5 points are received for each coin collected.

1 UP
Pick up to receive one extra life.

Food
Pick these up to grow the eggs. Larger food items produce faster growth.

Egg Animals

Within certain eggs hide mysterious egg animals that hold power over elemental forces. The egg animals can be befriended and given commands to help Billy and his friends tackle situations that would otherwise be impossible to overcome.

Name: **Richie**
Power: **Ice**

Name: **Cipher**
Power: **Fire**

Name: **Clippen**
Power: **Water**

Name: **Recky**
Power: **Lightning**

Name: **Peliwan**
Power: **Wind**

There may be others waiting to be released too, so hatch as many as you can!

BATTLE MODE

Battle Mode lets you challenge friends in a split screen display.

Character Select

Each player must select the character to play as using the Control Stick and then press the Ⓐ Button to enter. Each player must choose a different character. When all players have been selected, press START/PAUSE on any controller.

Battle Select

Once the characters are selected, the Battle Select screen will be displayed. Use the Control Stick to select the game rules as detailed below and then press the Ⓐ Button to begin the game.

RULE	Select either Survival, Time or Hatch.
STOCK	Select either 1, 3 or 5 lives per character.
TIME	Select either 1, 3 or 5 minute time limit.
POINT	Select the points needed to win.
STAGE	Select from stages previously unlocked.

There are three kinds of Battle Mode game.

TIME BATTLE	The player that topples the most opponents within the time limit wins.
STOCK BATTLE	Players fight each other until zero lives remain.
HATCH BATTLE	Hatch egg animals to receive points. The player with the most points wins.

✪ In Battle Mode, additional Controllers are required for each player.

Viewing the Screen

The Battle Mode game screen is viewed as follows.

Time Battle

Player 1

Player 2

Timer

Player 3

Player 4

Survival Battle

Life Gauge

Egg Gauge

Stock

Hatch Battle

Points

- **Life Gauge (remaining energy)**
  Decreases as player sustains damage.
- **Timer**
  Game Time remaining (Time Battle Mode only).
- **Stock**
  Number of lives remaining (Survival Battle mode only).
- **Points**
  Number of points received (Hatch Battle mode only).
- **Egg Gauge**
  Condition and growth of the selected egg.

OPTIONS

In Options you can change the settings for audio and Rumble Feature during gameplay. Use the Control Stick or + Control Pad to select either Audio or Rumble Feature and press the Ⓐ Button to enter. Settings are stored as Game Data.

AUDIO	Select Monaural, Stereo or Surround.
RUMBLE FEATURE	Select ON/OFF.

BONUS MINI-GAMES

This game is designed to work with the Game Boy® Advance handheld video game system. To connect the Game Boy® Advance to the Nintendo GameCube™ you will need a Nintendo GameCube™ Game Boy® Advance cable (sold separately). See the instructions that come with the cable for additional connection information.

Hidden within certain eggs are Bonus Mini-game items. Find these to unlock Bonus Mini-games in the Stage Select screen for play or downloading onto a Game Boy® Advance via a Nintendo GameCube™ Game Boy® Advance cable.

Necessary Items

- Nintendo GameCube™ system 1
- Game Boy® Advance system 1
- Game Disc of Billy Hatcher and the Giant Egg™ 1
- GameCube™ Game Boy® Advance cable 1

How to Connect

❶ Connect the cable to Controller Socket 4 of the Nintendo GameCube™.

✳ See the connection diagram on page 19 for where to insert the cable.

❷ Connect the cable to the Game Boy® Advance.

❸ Turn on the power of the Nintendo GameCube™ Console.

❹ Turn on the power of the Game Boy® Advance.

❺ Follow the Story Mode instructions on p.12 and select the Mini-games item at the Stage Select screen.

Troubleshooting

Connection between the Nintendo GameCube™ and Game Boy® Advance may not occur correctly in the following cases:

● A cable other than Nintendo GameCube™ Game Boy® Advance cable is used.

● The cable is not inserted properly.

● The cable is not connected to the Nintendo GameCube™ or Game Boy® Advance properly.

● The power on the Nintendo GameCube™ or Game Boy® Advance is turned OFF while transferring information or the Nintendo

CREDITS

The following credits list the staff responsible for the localization, marketing, and manual for the US version of Billy Hatcher and the Giant Egg. Credits for the original development staff are listed in the game itself.

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NOTES

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:
* web site . . . . http://www.sega.com
* e-mail . . . . support@sega.com
* telephone 1-716-650-6701

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