



EmuMovies
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.

⚠ 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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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



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

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Rev-D (L)



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TEEN TITANS™



CONTROLS

L Button:
Pick Up/Throw
(use the left thumbstick
to direct your throw)

Control Stick:
Move Titan

Start:
Access Pause Menu/
Enter a multi-player
Story Mode game
(for players 2-4)

Control Pad L/R:
Press to switch
Titans

R Button:
Tap and hold to block attacks*

Z Button:
Exit a multi-player
Story Mode game
(for players 2-4)

Y Button:
Strong Attack
(tap or hold to charge)

X Button:
Special
Attack
(tap or hold
to charge)

A Button:
Fast Attack
(tap or hold
to charge)

B Button:
Jump

C Stick:
Adjust Camera



Basic Combos

A, A, Y

A, A, X

A, A, B

A, Y, A (Titan Super Move!)

NOTE: Only the first combo is available at the start of the game. The others are unlocked through gameplay.



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*You can defend against most attacks, but not all of them!

CALLING ALL TEEN TITANS!

An unexplained videogame has been sent to Titan Tower and it stars...the **Teen Titans**?! When they turn on the game, strange things begin to happen. Is the new game “playing” the Titans or has a mysterious villain breached their defenses and taken control of our heroes? Play as **Robin**, **Starfire**, **Beast Boy**, **Cyborg** and **Raven** in a thrilling adventure that threatens to wipe out the Titans for good!



MAIN MENU

Choose from the following at the Main Menu:

Story Mode

Start or continue your adventure here—either alone or with up to three friends—by choosing **New Game** or **Load Game**. If you choose **New Game**, you will be asked whether you want to **Create a New Save Game** file. Choose **Yes** or **No** to proceed. Then choose your **Difficulty Level**—**Easy**, **Medium** or **Hard**. Choosing **Load Game** will bring you to the memory card manager so you can pick your saved game file.

Master of Games

Battle it out against the computer or with up to three other players in Master of Games Mode! Choose who you fight as and who you fight against. On the Character Select screen, use the **Control Pad** to cycle through the character options and press the **B Button** to make a choice. (Whoever selects a character first will play as that character, but no two players can play as the same character.) Make your arena choice next by pressing the **B Button**. Remember, you can unlock additional characters and arenas by playing through the Story Mode!

Options

Choose from the following at the Options Menu:

Settings: Adjust Music Volume, SFX Volume, Voice Volume and Nintendo GameCube Controller Rumble Feature ON/OFF.

Controls: Display complete controller diagram.

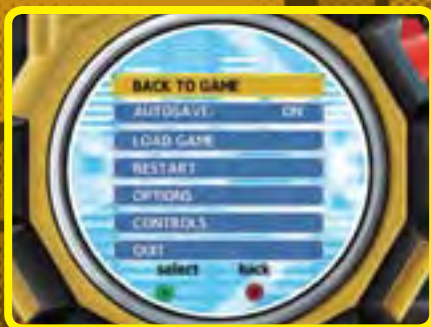
Extras: View bonus movies, unlocked artwork and other goodies!

Credits: Check out the super hero team that brought you Teen Titans!

PAUSE MENU

Press **Start** during play to bring up the Pause Menu where you can choose from:

- **Back to Game:** Return to the game in progress.
- **Auto Save:** Turn automatic save feature ON/OFF.
- **Load Game:** Load a previously saved game from the Memory Card.
- **Restart:** Start playing from the beginning of the level.
- **Options:** Adjust Music Volume, SFX Volume, Voice Volume and the Controller Rumble feature ON/OFF.
- **Controls:** Display complete Controller diagram.
- **Quit:** Exit the game and return to the Main Menu.



ON-SCREEN DISPLAY

The On-Screen Display shows important information, so keep an eye on it as you play the game.

- **Character:** Shows the current Teen Titan you are playing. The character icon will change each time you change Titans. The icon will also change into a super-deformed face when your character is low on energy, charges up attacks or takes damage.
Note: Computer-controlled Titans do not appear on the display.
- **Energy Meter:** Shows available energy. When your energy meter is empty, your Titan is knocked out for a few seconds.
- **Charged Attack Meter:** The available charge for any charged attacks.
- **Boss Energy Meter:** Tells you how close you are to beating the boss.
- **Continues:** Shows how many character continues remain. Every time your Titan is knocked out, you lose a continue. When the meter shows zero, the next knockout means mission failure.
- **Player Indicator:** Designates current players (P1=Player 1, P2=Player 2, P3=Player 3 and P4=Player 4).



SAVING THE GAME

Teen Titans autosaves after every completed level. To make sure you can start playing again where you left off, make sure you **Create A Saved Game File** at the Main Menu. Teen Titans requires 1 block on your Nintendo GameCube Memory Card.

SWITCHING TITANS

You can swap Titans at any time by pressing left or right on the **Control Pad**. The team cycles in this order: Robin, Raven, Cyborg, Starfire and Beast Boy. The on-screen character icon will change to show each Titan as you cycle through. Whether you are playing alone or with friends, every Titan is playable so long as that character is not knocked out or being played by another player.

Note: If the next Titan in order is knocked out, you just skip to the Titan that follows.

Each Titan has a unique set of moves, abilities and strengths, so some Titans are more useful than others in certain situations. The Titans can also work together to perform team attacks, giving you five times the super hero power to defeat enemies! (See Team Attacks on page 16 for more information.)

JUMPING

Your Titan will jump when you press the **B Button** (unless he/she is knocked out). You can also attack and jump at the same time to launch even more combos! (See Combat on page 10 for more information.)

Note: When Beast Boy jumps, he transforms!

PICKING UP & THROWING OBJECTS

The **L Button** has two main functions: press it once to pick up a nearby object and press it again to throw the object. Use the **Control Stick** to hurl an enemy or object in a particular direction. The Titans can also walk with an object before throwing it. Some thrown objects will explode or spill on impact; when you discover these, be sure to use them to your advantage during combat!

Note: Hitting an enemy three times in quick succession will stun him. When an enemy is stunned, that's the perfect time to pick him up and hurl him into something to finish him off!



COMBAT

There are three main attack buttons in Teen Titans:

- **A Button** = a fast but weaker attack
- **Y Button** = a strong but slower attack
- **X Button** = a special attack that reflects each Titan's personality and powers

Tapping an attack button launches a quick, explosive attack. **Hold-ing down** an attack button lets you unleash a spectacular charged attack. With the proper timing, these attacks can also be linked to create basic and advanced combos that build up your Charged Attack Meter and increase your point total. You can combine attacks with jumps to build more intricate combo strings too!

Titan Specific Attacks

Each Titan has a series of six attacks that are available at the start of the game, and a spectacular seventh attack you can unlock by finding the hidden full-screen attack power-up! In addition to the attacks listed on the following character pages, each character also has a wide range of additional combos you will earn through game play progress.

Robin™

The leader of the Teen Titans. With his martial arts, acrobatic speed and a utility belt full of gadgets, he can take down bad guys in a heartbeat! Robin's fast attacks and excellent melee skills let him pulverize enemies!

Y Button Staff Spin

X Button Birdarang

A, A, Y Buttons Boy Wonder Barrage

A Button
(hold to charge) Ninja Strike

Y Button
(hold to charge) Staff Swing

X Button
(hold to charge) Triple Discs



Bye Bye Birdies



Raven™

Her telekinetic powers allow her to levitate, create force fields, and release projectiles at her foes. Raven's excellent ranged and charged attacks harness her magical power! Evil, don't get on her bad side!

- Y Button** Mystic Wave
- X Button** Raven Attack
- A, A, Y Buttons** Mystic Storm
- A Button**
(hold to charge) Raven's Call
- Y Button**
(hold to charge) Circle of Trigon
- X Button**
(hold to charge) Raven's Rush
-  **Titan** Prophecy of Doom



Cyborg™

Don't be fooled by that great smile—this hero can fire energy blasts, pound countless enemies and smash through the floor without breaking a sweat! Cyborg's powerful ranged and melee attacks make him a champion near and far!

- Y Button** Roundhouse Punch
- X Button** Sonic Cannon
- A, A, Y Buttons** Cyber Stomper
- A Button**
(hold to charge) Power Punch
- Y Button**
(hold to charge) Sonic Smash
- X Button**
(hold to charge) Sonic Beam
-  **Titan** Titan Smash

Starfire™

Powerful in the air as well as on the ground, Starfire's endless supply of energy bolts makes enemies think twice about crossing her path. Starfire's fast ranged and powerful melee attacks make her an excellent all rounder!

Y Button Sun Blast

X Button Star Bolt

A, A, Y Buttons Slugwhorf Slugfest

A Button
(hold to charge) Koriandr's Kicks

Y Button
(hold to charge) Star Light

X Button
(hold to charge) Star Beam



T Tamarin Tempest



Beast Boy™

Baddies, beware his bite! Beast Boy will gladly transform into creatures that stop villains in their tracks. His access to different animal forms means Beast Boy always offers a unique experience!

Y Button Titan Punch

X Button Bananas!

A, A, Y Buttons Pachyderm Pound

A Button
(hold to charge) Monkey Business

Y Button
(hold to charge) Elephant Quake

X Button
(hold to charge) Ram Charge



T Gorilla Pound



TEAM ATTACKS

Being a Titan means being part of a super hero team! Team attacks let you eliminate enemies together by taking advantage of your fellow Titans' strengths. You can perform team attacks at close range or from a distance.

Close Range: When one Titan is holding an enemy, and a nearby Titan presses the **L Button**, they unleash a close-range team attack together as the second Titan blasts the baddie up and out.

From A Distance: When one Titan is holding an enemy and a distant Titan holds the **L Button** down, that's the signal for the first Titan to toss the enemy to the second teammate. The first Titan should look for the exclamation point over the other Titan's head, then throw the enemy and watch the second Titan take on the baddie! These team attacks can also be chained together, like a game of volleyball with the baddie as the ball!

Note: If multiple Titans want to receive an enemy, the enemy will be thrown to the nearest team member.

POWER-UPS & COLLECTIBLES

Pick up Teen Titans power-ups and collectibles to gain an advantage over your enemies or unlock hidden extras! Some will appear after you defeat enemies while others are hidden in certain environments.



Yellow Triangle Coins: 1 point



Orange Diamond Coins: 2 points



Red Hexagon Coins: 3 points



Charge: Instantly fills your Charged Attack Meter to 100%.

POWER-UPS & COLLECTIBLES (CONT.)



Speed Up: Increases a Titan's speed for a short time.



Slow Down: Slows down all enemies on screen for a short time.



Energy: Instantly fills your Energy Meter to 100%!



Full Screen Attack: Pick up this power up to perform a Titan specific full screen attack. (See Titan Specific Attacks on page 10.)



Extra Continue: Adds one extra continue to your current total.



Trigon Bird: Additional points and power ups.



The Source: Additional points and power ups.



Soto's Dog: Additional points and power ups.



Silkie: Additional points and power ups.



Larry the Titan: Pick up Larry the Titan to unlock goodies in the Extras menu.

POINTS, UPGRADING TITANS & THE STATS SCREEN

As you play Teen Titans, you'll receive points for successfully attacking enemies and picking up certain collectibles, so you can compare your progress with that of your friends. You'll also unlock new and more powerful combos for each of the Titans.

At the end of every mission, a statistics screen shows you how you did:

- **Charge (Attacks)**
- **Coins**
- **Super (Titan Super Moves)**
- **Combos (Performed)**
- **Total**

For each category you will be graded on how you performed. Grades range from A (Excellent) to C (Average). Titans, Go!



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