

**GAMEBOY ADVANCE**

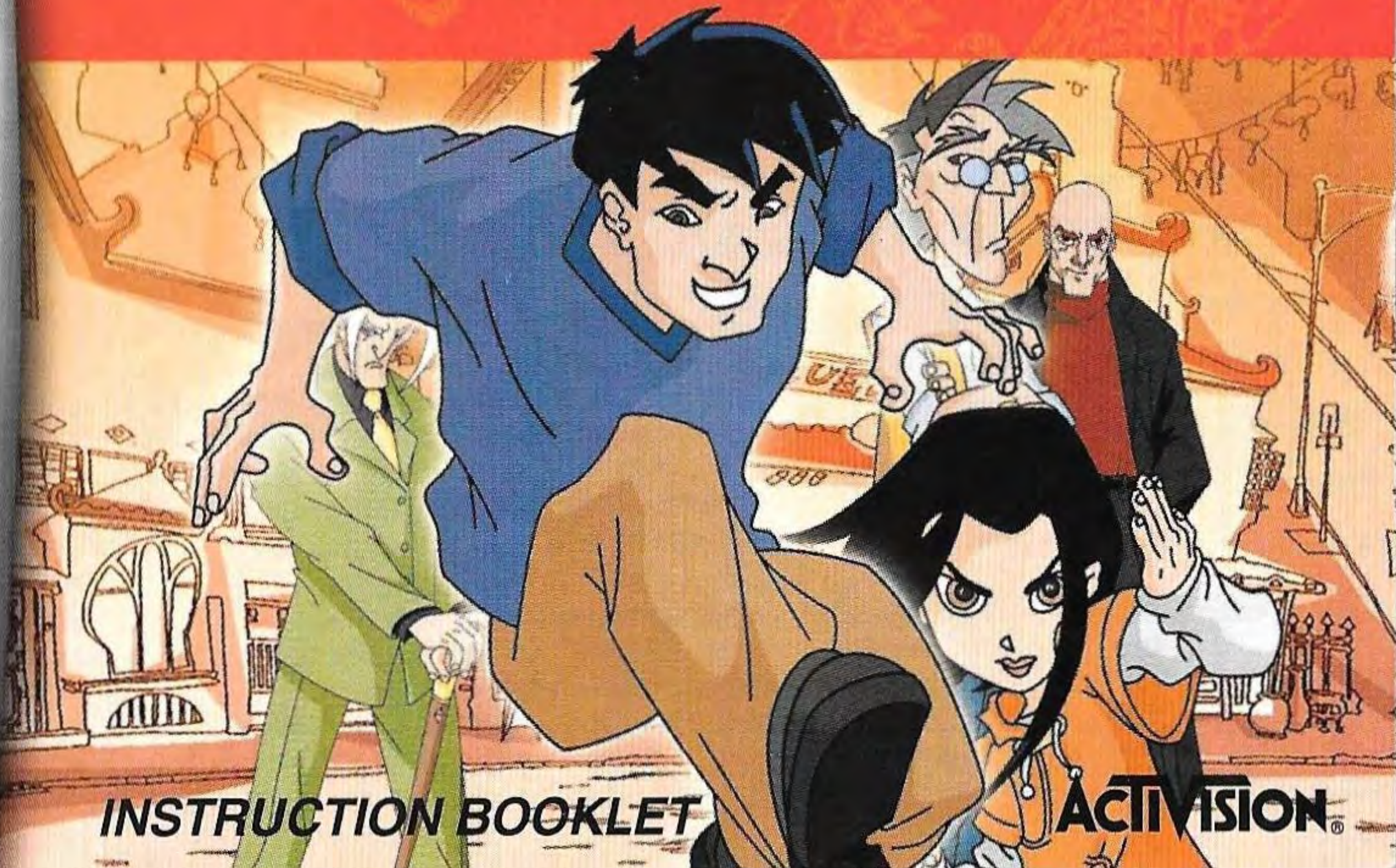
AGB-AJCE-USA

# JACKIE CHAN



# ADVENTURES™

LEGEND OF THE DARK HAND



**INSTRUCTION BOOKLET**

**ACTIVISION®**



**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.





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## 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.

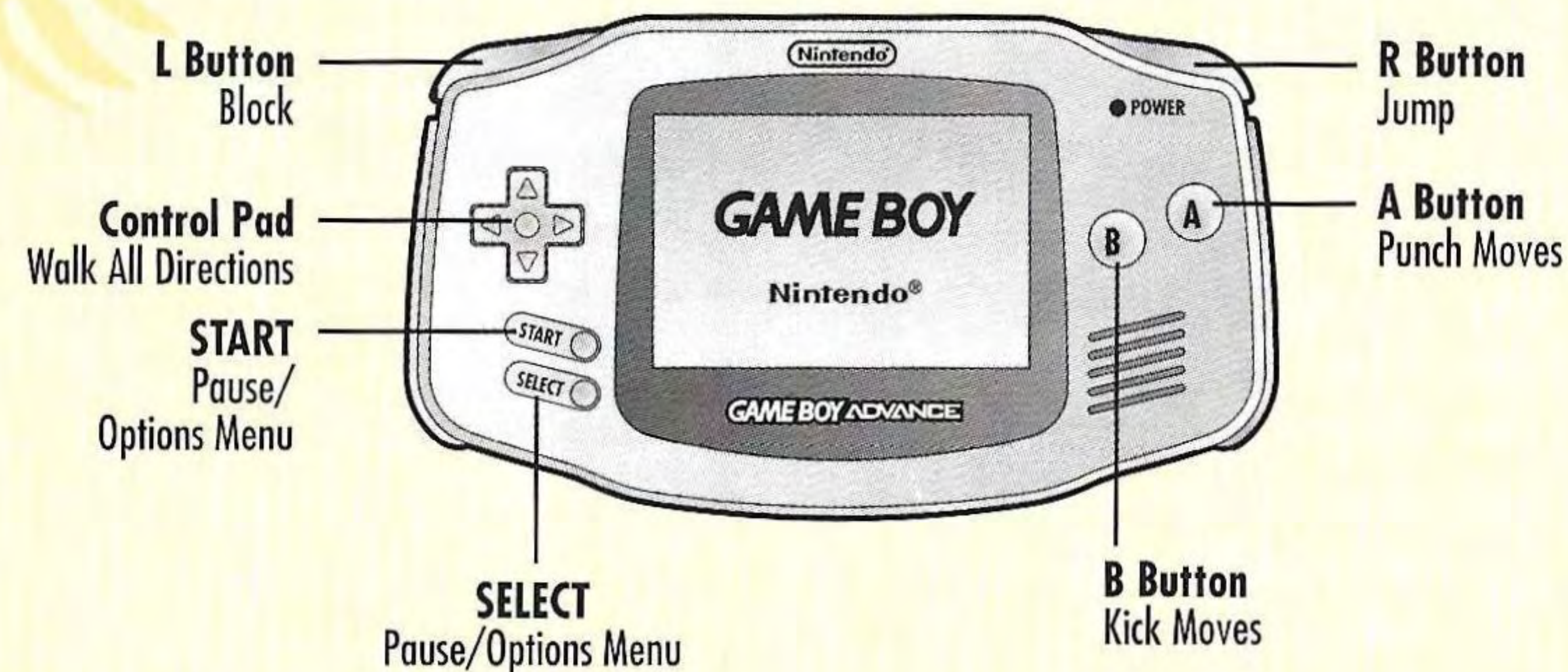
Turn the POWER switch ON.

*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 (← or →) = Slap Punch
- A + OD (← or →) = 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 (← or →) = Back Kick
- B + FD (← or →) = 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 + ↑ = Run up wall and Back Flip  
(Must be near wall)

### **Xu Scroll**

B + ↑ = Head Sweep Kick

### **Chou Scroll**

A + R + → = Running Head Butt

### **Mao Scroll**

A + ↑ = 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.

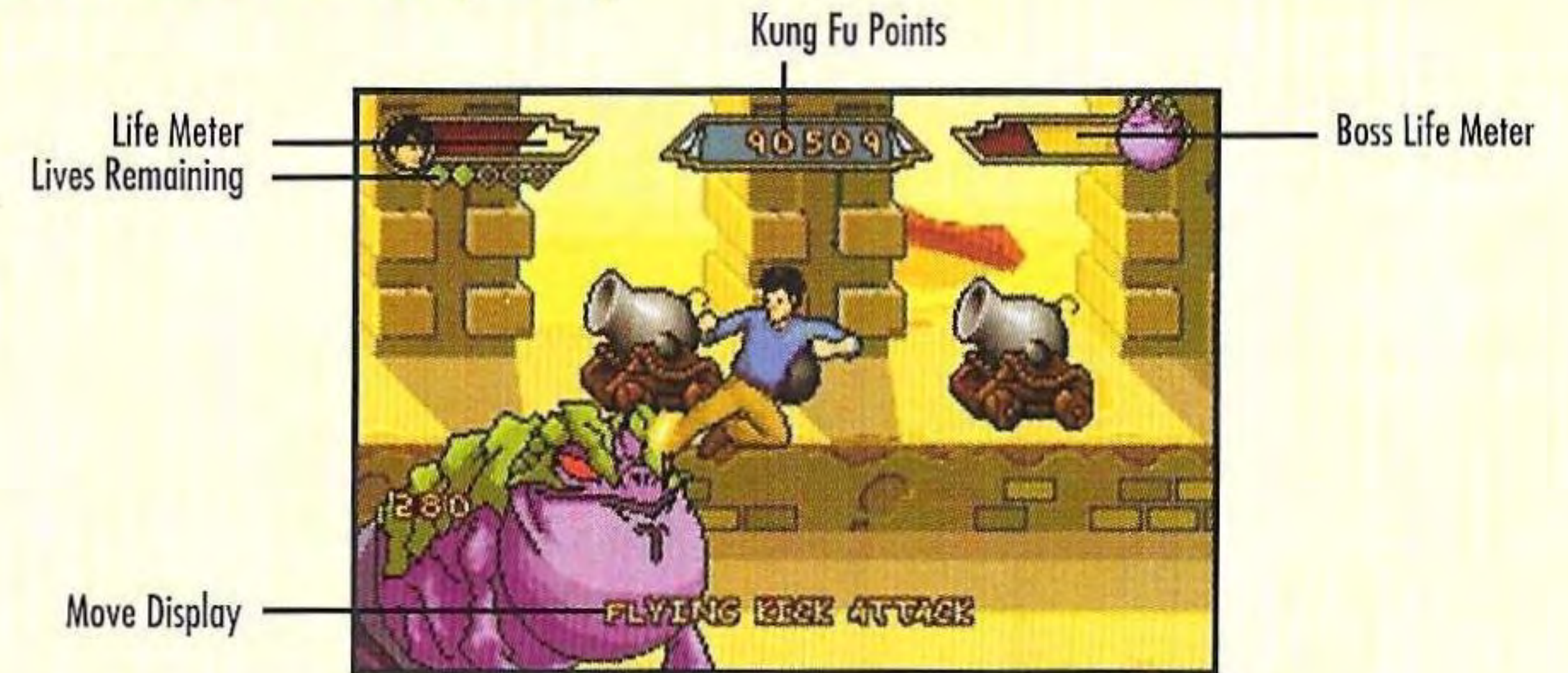




## High Score Entry Screen

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.



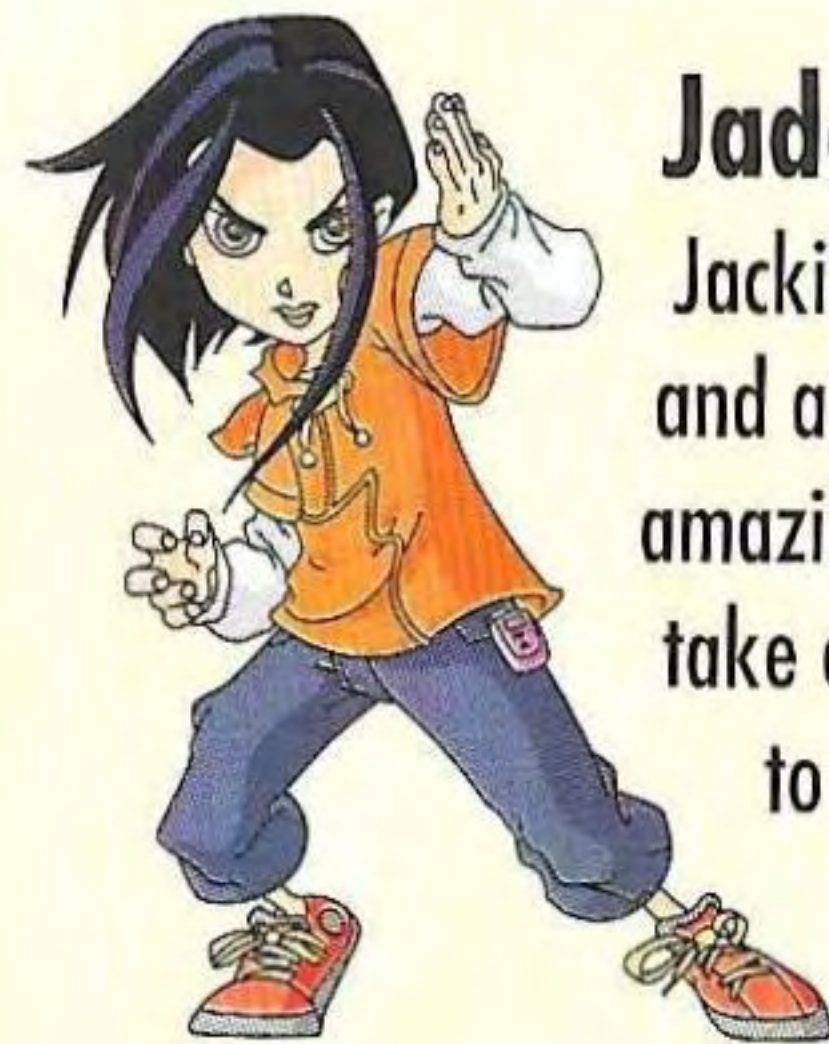
### Uncle

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.



### Jade

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

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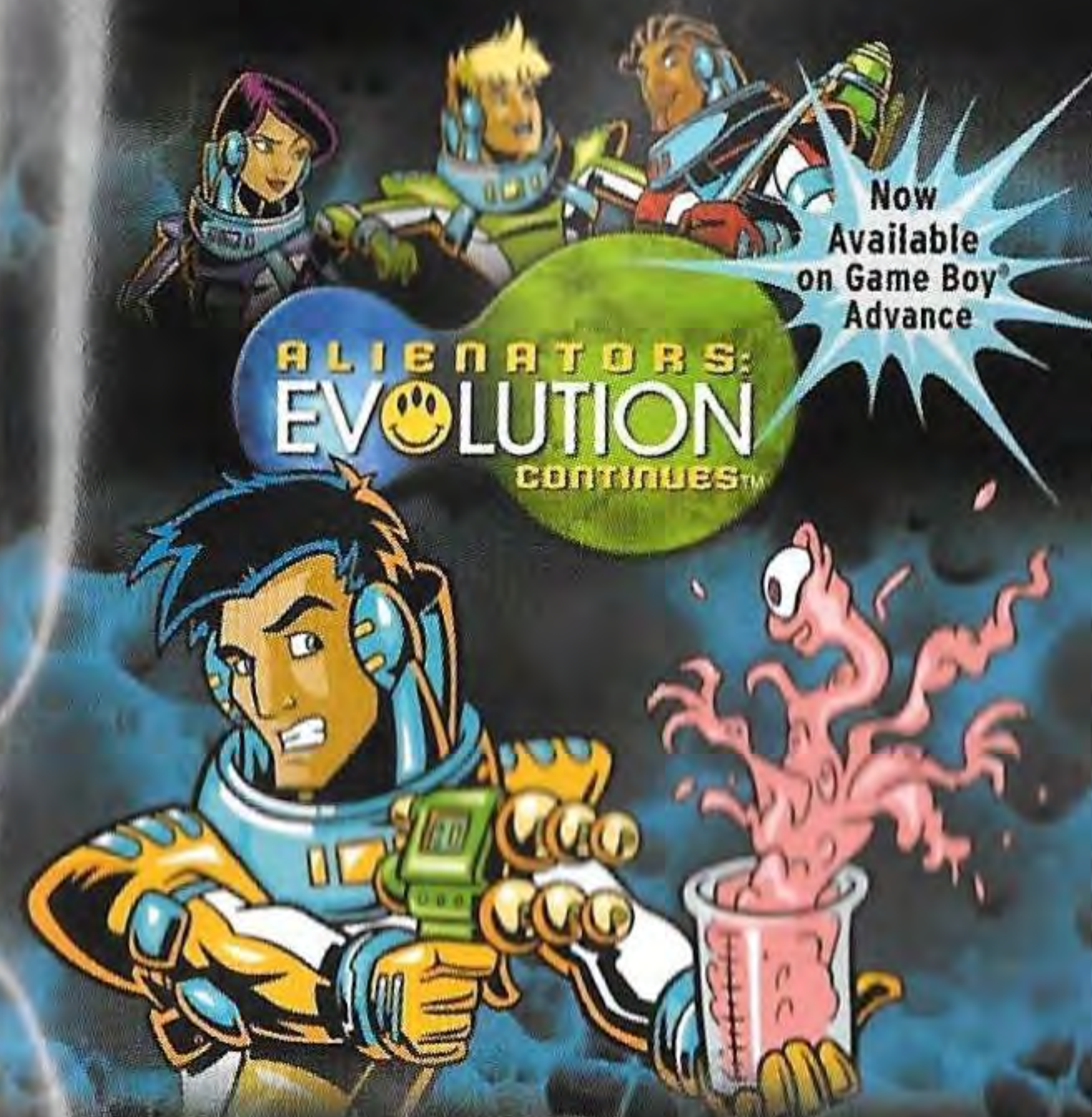
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GAME BOY ADVANCE



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