PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 or 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 or arms or eyes 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 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.
**GETTING STARTED**

- Make sure the power switch is OFF.
- Insert the *Lemony Snicket's A Series of Unfortunate Events™* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.

NOTE: The *Lemony Snicket's A Series of Unfortunate Events™* Game Pak is for the Game Boy® Advance and Game Boy® Advance SP systems only.
**Basic Controls**

**A Button:** Jump
To use secondary action, press the **A** Button again while in the air to activate Klaus’s Grappling Hook or Sunny's Parasol Glider when available.

**B Button:** Activate invention or Sunny Roll Attack
Return to gameplay (when in system or gameplay menus)

**L Button:** Secondary action (Inhaler Vacuum on Water Pump, Sunny Bite)

**R Button:** Object interact/character interact (press to toggle on/off)

**+ Control Pad:**
- Left and right – Character movement
- **Up** – Walk through doors, aim upward, climb ladders
- **Down** – Duck, climb ladders

**Start:** Pause, system menus (then use **L** or **R** Buttons to scroll through Inventory, Attic, Library and Invention screens)

**Select:** Character select

Select **Options** to save/load games, control text scroll and turn the music and sound on or off.
Our sad tale begins with unfortunate news being delivered to the three Baudelaire children: Violet, Klaus and Sunny. Mr. Poe, the town banker and executor of the Baudelaire family will, has informed the siblings that their dear parents have met a rather tragic ending. In fact, the Baudelaire mansion mysteriously burned down while the parents were inside!

The children, now orphaned, are sent to live with their distant uncle, the evil Count Olaf. Anything but a loving uncle, Olaf has more than the children's welfare in mind. With the help of his creepy group of villainous actors, he'll stop at nothing to get his hands on the huge Baudelaire inheritance!

Only the combined talents of Violet's inventions, Klaus's smarts and Sunny's sharp teeth can keep them safe. With any luck at all, the resilient and clever orphans might just escape Olaf's greedy clutches. Then again, they might not! If you want to play a cheerful game where everyone lives happily ever after, then we suggest you stop right now and select a different game.

BOOK 1
We find the three orphans in the custody of Count Olaf, locked away in his old, shabby mansion. The children must use their wits and talent to escape Olaf. In the end, you must battle the creepy, creepy women with very, very white faces, and ultimately, catch a train before the train catches you!
BOOK 2
Having escaped from the mansion, the children find themselves in the strange and slithery world of Uncle Monty. Explore his house and grounds, avoiding dangerous ink gunnas, pesky mosquitoes and slippery snakes. Waiting for you will be the evil Hook-Handed Man. Don't expect a friendly handshake!

BOOK 3
Once again, the children are on the run and are now living with their zany Aunt Josephine. Unfortunately, her house is perched precariously high above Lake Lachrymose, which is oozing with man-eating leeches. Did we mention it also happens to be hurricane season? Olaf, not to be blown away or outsmarted by the Baudelaires, is focused on his plan to get the Baudelaire family fortune. He has created a devious scheme that involves a wedding.
THE BAUDELAIRES

VIOLET
The eldest Baudelaire child. She’s brilliant, observant, protective and has a knack for creating handy inventions. Violet has the unique ability to climb ladders because Klaus is afraid of heights and baby Sunny is a bit short. The Apple Chucker is Violet’s invention of choice. She’s quite handy with it when provoked.

KLAUS
The middle child, Klaus, loves to read books and is extremely smart. His unique invention is the Water Pump, which can be upgraded to hold newt’s ink. Though he’s afraid of heights, brave Klaus ultimately swings to his sisters’ rescue with skillful use of the Grappling Hook.

SUNNY
More than just a baby, Sunny is resilient, resourceful and funny! She loves to bite and crunch on things, which can be useful in tight situations. Because of her small size, Sunny can enter spaces that are too small for her brother and sister. Four sharp teeth also allow her to bite and chew through objects in her path. She can also float above them with her Parasol Glider. Sunny also has the unique ability to roll over her enemies.

FRIENDS

UNCLE MONTY
The children’s eccentric uncle, who becomes their guardian in Book 2. He’s a reptile collector who’s planning on traveling to Peru until he receives a rather strange visit from a fellow “scientist.”
AUNT JOSEPHINE
The orphans’ zany aunt. She lives high atop Lake Lachrymose. She’s a very tearful lady who loves to talk about grammar.

ENEMIES

SPIDERS
There are two types of these creepy crawlies, so be careful!

INK GUANAS
These crawling lizards are full of ink, so watch out or you might get soaked!

SNAKES
Slithery and slippery, be careful of these creatures because they pack quite a bite!

LARGE MOSQUITOES
Pesky and annoying, these buzzing insects like to gnaw away at you.

LEECHES
Found only in the lake, their lust for blood is heightened if you’ve just eaten a meal.

BATS
They may be blind, but they can cause havoc if you don’t avoid them.

STAGE HAND
Be careful of this guy. He’s likely to show you the exit.
BALD-HEADED MAN
Not the brightest of the bunch, but he packs quite a wallop!

BIRDS
Not all birds are bad. Just be careful when they try to peck away at you.

BOSSes

COUNT OLAF
The Baudelaire orphans' evil uncle. Olaf will stop at nothing to get the Baudelaire family fortune.

HOOK-HANDED MAN
A valued member of Olaf’s drama troupe, the Hook-Handed Man is also one of the most menacing.

WHITE-FACED WOMEN
Two ghastly and identical women. "Is it pale in here or is it just you?"

THE NARRATOR

LEMONY SNICKET
The chronicler and narrator of this tale. Lemony introduces each level and will be your guide. He’ll offer various tips and hints throughout the game. Listen to him!
**Main Menu**

**New Game:** This is where you begin the children's adventure. From the Start menu, select a game slot to use and the game will begin. If you select a save slot with an existing game, you’ll be asked if you wish to replace it. Replacing a saved game permanently deletes the original saved game, and that would truly be an unfortunate event.

**Load Game:** From here you can load a previously saved game. Upon loading a saved game, you’ll begin at the start of the last level you attempted.

---

**Eye Icon:** Once you’ve completed a mini game, an Eye Icon will appear on the Main Menu. Go here to see the extras you’ve unlocked:

- **Skipping Stone**—Automatically unlocks once you’ve played the game.
- **Train**—Automatically unlocks once you’ve played the game.
- **Ocular**—Automatically unlocks once you’ve played the game.
- **Handsome Man**—This is only available for purchase when you collect 200 butterflies.
**HUD: On-screen Display**

When you accumulate items or change character status, the appropriate HUD (Heads-Up Display) information will be displayed on-screen, then fade after a few seconds.

**Misery Meter:** The children share a Misery Meter, located in the upper left-hand corner of the screen. The Misery Meter indicates how much health the orphans have. When the Misery Meter fills up, the children are exhausted and must start the level again.

**Selected Invention/Projectile:** The type of ammunition currently being used along with how much of it remains is displayed in the upper right-hand corner of the screen.

**Object Interaction Icon:** When this icon is shown, press the R Button to bring up the Object Interaction menu. Press the R Button again to return to the game.

**Character Interaction Icon:** When this icon is shown, press the R Button to bring up the Character Interaction menu. Press the R Button again to return to the game.
Pick-Ups

Joy/Happiness
Broken Heart Lockets: Hearts deplete your Misery Meter and add to your happiness. When dispatching spiders, ink guanas or other smaller enemies, these plucky power-ups often appear. Bigger hearts deplete the Misery Meter more than smaller ones.

Projectiles
Once you've pieced together an invention, you'll need some ammunition to help dispatch enemies.

Apples: Pick-up single apples or clusters of five. You can only hold a maximum of 50 apples at first, and they can run out pretty quick.

Water: Klaus uses his Water Pump to soak his enemies. You'll see water pipes scattered throughout the game. Stand underneath a pipe to fill up your Water Pump.

Collectibles
Photos: Use to purchase unlockables in the Attic menu.

Book Pages: Use to unlock in-game secrets through the Library menu.
**Butterflies:** Butterflies are key to gaining access to exclusive items from The Attic. The more butterflies you collect, the more items you can purchase.

**Invention parts:** Use to build inventions and add upgrades. You'll automatically go to the Invention menu once you've collected the last part of an invention.

**The Attic:** Use the photos and butterflies you collect to purchase bonus items here, like concept art, stills from the movie and invention upgrades.

**The Library:** The book pages you collect are stored here for your reference. Use this menu to view their contents. Book pages provide clues to unlocking game secrets. Once you've found six pages of one book, look for Book Activation icons to unlock secrets.
InVEntion MeNu

Once you pick up an item that’s part of your invention, you can access the Invention menu at any time by pressing START. However, you can’t put your invention together until you’ve collected all the pieces.

A silhouette of the invention is shown in the Invention menu. As you navigate the silhouette, the individual components of the invention highlight as they’re selected. To “build” your invention, select an item from the inventory pane and drop it into the appropriate highlighted segment in the invention pane. Use the +Control Pad to steer, and the R and L Buttons to rotate the invention piece.

When a new invention plan is unlocked, a fully silhouetted invention will be displayed.

INVENTORY Screen

The Baudelaire children have a shared inventory. There’s no limit to the number of objects you can hold. Press START to access the inventory screen. Use the +Control Pad to scroll through the inventory items and see a text description of each one. You can also use the R or L Buttons to scroll through to the Attic, Inventory and Library screens.
CREDITS

Art and Animation
Mario Ortiz
Nathan Lombardi
Rich Werner
Josh Riley
Mike Plattner

Additional Art
Shawn Wood
Michael Wilcox
Eric Heitman
Tim Gillette
Randi Briley
Kris Dittscheim

Level Design
Robert Kirkpatrick
Tom Snider
Tony Sharma

Composer and Sound Design
Ian Stecker

Writers
Michael Humes
Dream Smith

Testing
Eric "Frog" Elders
John Sharma

Special Thanks
Susan DeMere
Stephanie Hjerriger
Laura Robinson
Kevin Burdick
Paul Stokes
Christian Kimball
J.C. Connors

Tamara Knoss
Robb Vest
Mike Dorgan
Jason Bay
Steve Vallee
Bill Harding
Martin Keith
Sebastian Keitz
Brian Carlson
Mango and Seymour
Andrew Green
Shannon Rae
Eric Gingrich
Matthew Peters
Skye McCloud

Production Coordinators
Sam Gaglani
Micah Winkelshpecht

Senior Producer
Michael Fletcher

VP, North American Studios
Laird Malamed

President,
Activision Publishing
Kathy Vrabeck

MARKETING & PR
Associate Brand Manager
Jennifer Daniels

Director, Global
Brand Management
Rachel Silverstein

Activision

Associate Producers
Jay Gordon
Brent Boylen

VP, Global
Brand Management
David Pokress
Lisa Gaudio

Publicist, Corporate
Communications
Kate Mitchum

Manager, Corporate
Communications
Lisa Fields

Director, Corporate
Communications
Michelle Schroder

Trade Marketing Manager
Amy Longhi

Special Thanks
Jenny Stornetta

GRIPTONITE GAMES

Executive Producer
Steve Ettinger

Producer
Michelle Gingrich

Lead Designer
Dream Smith

Lead Developer
Stephen Nguyen

Lead Artist
Ryan Silva

Developers
Jason Emery
Jen Carlson

CREDITS

Art and Animation
Mario Ortiz
Nathan Lombardi
Rich Werner
Josh Riley
Mike Plattner

Additional Art
Shawn Wood
Michael Wilcox
Eric Heitman
Tim Gillette
Randi Briley
Kris Dittscheim

Level Design
Robert Kirkpatrick
Tom Snider
Tony Sharma

Composer and Sound Design
Ian Stecker

Writers
Michael Humes
Dream Smith

Testing
Eric "Frog" Elders
John Sharma

Special Thanks
Susan DeMere
Stephanie Hjerriger
Laura Robinson
Kevin Burdick
Paul Stokes
Christian Kimball
J.C. Connors

Tamara Knoss
Robb Vest
Mike Dorgan
Jason Bay
Steve Vallee
Bill Harding
Martin Keith
Sebastian Keitz
Brian Carlson
Mango and Seymour
Andrew Green
Shannon Rae
Eric Gingrich
Matthew Peters
Skye McCloud

Production Coordinators
Sam Gaglani
Micah Winkelshpecht

Senior Producer
Michael Fletcher

VP, North American Studios
Laird Malamed

President,
Activision Publishing
Kathy Vrabeck

MARKETING & PR
Associate Brand Manager
Jennifer Daniels

Director, Global
Brand Management
Rachel Silverstein

Activision

Associate Producers
Jay Gordon
Brent Boylen

VP, Global
Brand Management
David Pokress
Lisa Gaudio

Publicist, Corporate
Communications
Kate Mitchum

Manager, Corporate
Communications
Lisa Fields

Director, Corporate
Communications
Michelle Schroder

Trade Marketing Manager
Amy Longhi

Special Thanks
Jenny Stornetta
Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues. Internet/E-mail: http://www.activated.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. If you cannot find an answer to your issue, you can e-mail us using the support form. 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 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.
Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online so we can enter you in our monthly drawing for a fabulous Activision prize.
SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. PROGRAM INCLUDES THE SOFTWARE LICENSED WITHIN THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION, INCLUDING THE ASSOCIATED SOFTWARE AND MATERIALS, AND OPENING THE 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 contains no title or ownership in this Program and should not be construed as any rights in any part of this Program.

OWNERSHIP: All ownership rights and intellectual property rights in and to this Program and any and all copyrighted materials but not limited to any fonts, computer code, objects, characters, names, music, sound effects, graphics, dialogues, storylines, backgrounds, soundtracks, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program are owned by Activision or its Affiliates. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions as and other laws. This Program contains certain licensed materials and Activision reserves the right to enforce any provisions of this Agreement against the owner of any such materials. Removal, disable or overwrite/proprietary notes or labels contained on or within the Program.

YOU SHALL NOT:
- Exploit this Program or any of its various components, including but not limited to use at a cyber cafe, computer sharing center or any other location-hosted 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 overwrite/proprietary notes or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of applicable laws.
- Use duplication or distribution by the U.S. Government or a U.S. Federal, State or Local Government.

LIMITED WARRANTY: Warranty to the original consumer purchaser of the Program only for 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, upon request, will replace the Program delivered by Activision. In the event 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 contained in 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 dealer, directly or indirectly, made any alteration to the Program; (2) 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 $15.00 U.S. currency per cartridge replacement. Note: for mail-in replacement, please return the Program to Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

- U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "U.S. GOVERNMENT SOFTWARE" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Federal, State or Local Government is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252-227-7013 or in subparagraphs (c)(1)(ii), (c)(1)(iii), (c)(1)(iv) and (c)(4) of the Commercial Computer Software Restricted Rights clause at FAR 52.227-14, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

- INJURY (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 claims, losses, expenses arising directly or indirectly from your acts and omissions to act in using the Program 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, the remaining provisions shall continue in full force and effect. All questions concerning the applicability, performance, or interpretation of this Agreement shall be settled by the U.S. federal and California court of competent jurisdiction 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) 205-2000, Attn: Business Affairs, Legal Activision.com.
Behind every little fish is a great white lie.

Sure Oscar, you talk big, but now it's time to take it to the streets and prove you rule Reef City. Flex those fins, bust a move and get ready for a kickin' hip-hop adventure.

www.sharktalethegame.com

AVAILABLE NOW!

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

DreamWorks' Shark Tale TM & © 2004 DreamWorks LLC. Game code © 2004 Activision, Inc. Published by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. All Rights Reserved. Nintendo, Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. Lemony Snicket's A Series of Unfortunate Events © 2004 Paramount Pictures Corporation and DreamWorks LLC. All Rights Reserved. A SERIES OF UNFORTUNATE EVENTS and all related titles and logos are trademarks of DreamWorks LLC and Viacom International Inc.