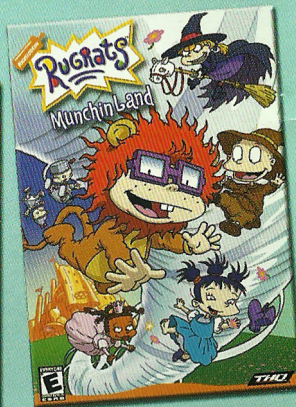
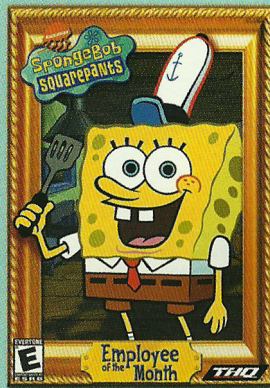
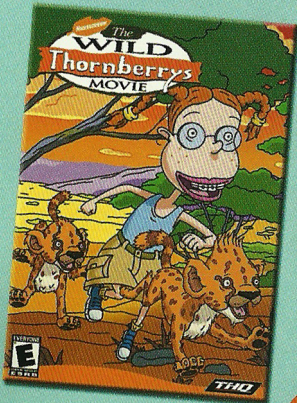


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**PC
CD
ROM**



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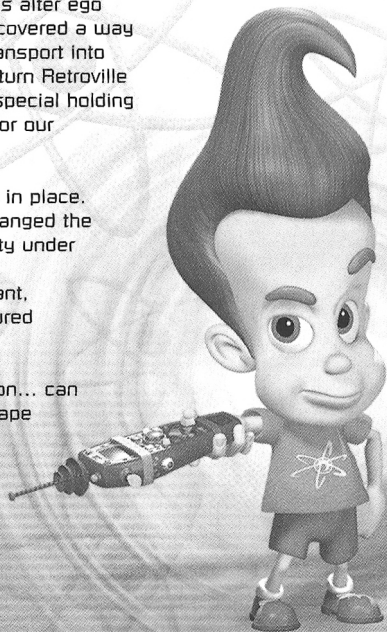
INTRODUCTION

Jimmy Neutron is attending a field trip at the Retroville Museum. He's bored of hearing Miss Fowl go on and on about the museum artifacts. He wishes something exciting would happen, and his wish is about to come true... but in a way he never imagined!

Jimmy Negatron, Jimmy Neutron's alter ego from another dimension, has discovered a way to swap places. His plan is to transport into Jimmy Neutron's dimension and turn Retroville upside down. He has created a special holding pen in the corner of his lab just for our favorite boy genius.

In a flash, Negatron's evil plan is in place. He's taken over Retroville and changed the Flurp Formula to put the entire city under his spell. And that's not all...he's transformed Carl into a raging giant, mummified Miss Fowl, and captured Libby and Jimmy parents.

Now for the big important question... can Jimmy Neutron successfully escape Jimmy Negatron's lab, break out of his dimension, and once again save Retroville?



SYSTEM REQUIREMENTS

Before you install The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron you should make sure that your PC meets the following hardware and software minimum requirements:

- Windows® 95/98/ME/XP
- Pentium® II 266 MHz processor or higher
- 64MB of RAM or higher
- 250 MB available hard disk space
- 8x CD-ROM drive or higher
- 16 Bit 640x480 DirectX compatible w/8MB
- 16-bit Sound Card
- Mouse

INSTALLING THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS™ VS. JIMMY NEGATRON

1. Begin at the Windows® desktop.
2. Insert the Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron CD-ROM into your disc drive. The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron will automatically begin.

If The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron does not automatically begin, you can start the program manually.

1. Click the Start button on the taskbar and choose Run.
2. Type D:\Run in the line labeled Open. (Where D:\ is the letter assigned to your CD-ROM drive)
3. Click the OK button.

Note: For best performance results, close all unnecessary applications before running The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron.

RUNNING THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS™ VS. JIMMY NEGATRON

Anytime you want to run the Jimmy Neutron vs. Jimmy Negatron™ game, you must place the Jimmy Neutron vs. Jimmy Negatron™ disc into the drive before you start the program.

UNINSTALLING THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS™ VS. JIMMY NEGATRON

1. Click the Start button and select Programs
2. Next, select THQ, then The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron
3. Click the Uninstall The Adventures of Jimmy Neutron Boy Genius™ vs. Jimmy Negatron menu item and follow the on-screen instructions.

START-UP STORY

The start-up story will begin the first time the CD-ROM is inserted into the CD-ROM drive. After you see the Title Screen and the Logo Screen, the start-up story begins. To skip the start-up story press the ESC key. As the game progresses your progress will automatically be saved at certain points in the game called checkpoints.

HELP

Press the F1 button for additional assistance. A help diagram will appear at the bottom of your screen showing the control positions and options.

THE CONTROLS

You can control Jimmy Neutron or any of Jimmy's vehicles during the game using a Keyboard, Joystick, or Mouse. It may be to your advantage to use more than one control device at the same time. For example, use the Keyboard arrows to steer vehicle while using the Mouse button to fire.

Keyboard

Specific key controls

Some keys have specific functions, depending on which vehicle or invention Jimmy is using.

Vehicle/Invention	Spacebar, CTRL	T	B	L	Z	SHIFT	ENTER, J
Run						Jump	Jump
Water balloon launcher / Burpzooka	Fire						
Flycycle		Turnaround	Brake			Jump	Jump
Rope	Climb						Jump off
Crane	Claw pickup/release						
Mini-sub	Claw pickup/release	Turnaround	Brake	Light		Speed	Speed
VR Tank	Fire	Turnaround	Brake				
Scooter			Brake			Jump	Jump
Jetpack						Hold down to fly	Hold down to fly
Rocketship	Fire	Turnaround	Brake			Speed	
Swim						Dive	

CONTROLS CONTINUED...

Key

Up Arrow, W
Down Arrow, S
Left Arrow, A
Right Arrow, D
H, F1
I
L
ESC
scene

Joystick

Joy/Pad Fwd
Joy/Pad Back
Joy/Pad Left
Joy/Pad Right
Button 1
Button 2

Button 3
Button 4

Mouse

Mouse Forward
Mouse Backward
Mouse Left
Mouse Right

Control

Forward/Up
Back/Down
Turn Left
Turn Right
Help Menu
Pickup Item Inventory
Spotlight ON/OFF (sub only)
Quit / Main Menu / Skip cut

Control

Forward
Backup
Turn Left
Turn Right
Primary Action
Jump / Hold down to fly with
jet pack/ speed with sub
and rocketship
Brake
Turnaround

Control

Forward
Backup
Turn Left
Turn Right

MAIN MENU

The Main Menu screen has the following six options to choose from:

Click on Load/Save to go to the Load/Save Screen.
Click on Pick Ups to see your inventory of found items.
Click on Options to go to the Options Screen to adjust sound level, music, and difficulty.
Click on Credits to find out who worked on the game.
Click on Resume to return to the game.
Click on Exit to leave the game.

SAVING AND LOADING A SAVED GAME

For first time players, the game begins automatically.

To save a game while playing, hit the ESC key and to go to the Main Menu. Click on the Load/Save Button which will take you to the Load/Save screen.

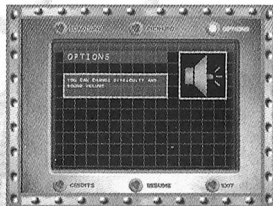
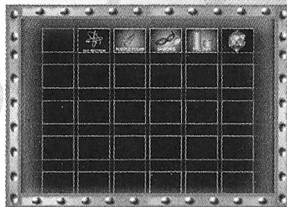
At the Load/Save screen, click on Save to save your current game and inventory items. Click on Return to return to your game. It is helpful to save your position many times during a game. To start a new game click New. To erase a saved game Click on Delete.



PICK UPS

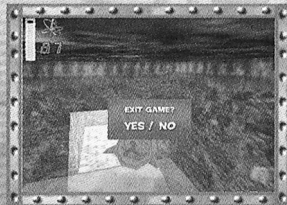
Clicking on Pick Ups from the Main Menu brings you to a grid screen of all available items. The items you've already found are highlighted. Search and gather items throughout the game for points and to complete the objectives at hand.

Pick up blue and red Neutrons to maintain energy. Your energy level indicator is on the upper left of your vehicle screens. Do not let it drop too low. Bonus yellow sparklers and red/blue circles give you mini boosts.



OPTIONS

Click on the Up/Down Arrow key to adjust sound fx level, game difficulty, and music level.



EXIT

To exit game, click on Exit. A prompt will appear and ask you if you want to exit. Click on "No" to go back to the game or click on "Yes" to exit.

INVENTIONS

Start by finding the pieces of the Water Balloon Launcher hidden in Jimmy Negatron's Lab. Other invention parts will be available in the different levels as needed. Each invention has a special feature or function it can perform.

Water Balloon Launcher

A direct fire, non-lethal water balloon launcher with a laser mounted sight for easy aiming. Hold down the Left Mouse Button to turn on laser sight. Move the Mouse in any direction to aim laser sight. Release the Left Mouse Button to launch.



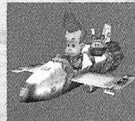
Hover Cycle

Goddard transforms into a slick hover cycle that floats on a cushion of air. Use the Keyboard, Joystick or Mouse controls to maneuver.



Rocket Ship

This is your fastest invention. It allows you to travel far, fast, and high. Use the Keyboard, Joystick or Mouse controls to maneuver. Press the "T" Key on the Keyboard to turn around quickly. When a Food Shooter is attached, press the Left Mouse Button to toss food.



Super Burp-Zooka

This invention uses the power of Jimmy's burps, delivering a wave of force that will stop even the biggest opponent for a short period of time. Collect Purple Flurp to fuel the burp-zooka. Hold down the Left Mouse Button to turn on laser sight. Move the Mouse in any direction to aim laser sight. Release the Left Mouse Button to fire.



CONTROLS CONTINUED...

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Up Arrow, W
Down Arrow, S
Left Arrow, A
Right Arrow, D
H, F1
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ESC
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Joy/Pad Fwd
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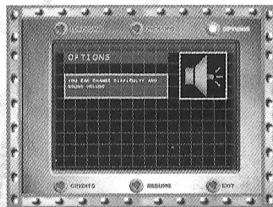
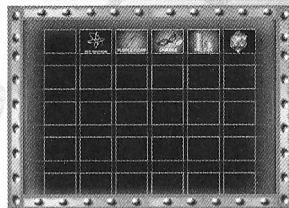
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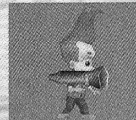
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INVENTIONS CONTINUED...

Mini Sub

At the River Wharf you must find the pieces and build a mini-sub. Use the Keyboard, Joystick or Mouse controls to maneuver. Press the "T" Key on the Keyboard to turn around quickly. Use the Spacebar, Left Mouse Button, or Ctrl Key to activate the grabber claw.



VR Tank

This is your special vehicle built for use inside the Virtual World. Use the Keyboard, Joystick or Mouse controls to maneuver. Press the Mouse Button to launch an anti-virus at the oncoming VR Bugs. Use the VR tank to save Libby and reverse the Buggy VOX.



Jet Pack

In Independence Day, use the Jet Pack to chase after Jimmy Negatron and bump into him with your Neutron Field Disruptor. Use the Keyboard, Joystick or Mouse controls to maneuver.



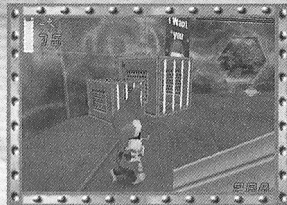
Scooter

In winter, use the scooter to chase after Jimmy Negatron and bump into him with your Neutron Field Disruptor. Use the Keyboard, Joystick or Mouse controls to maneuver.



PLAYING THE GAME

Control the unique vehicles and gadgets as you make your way back and try to foil the evil plans of your nemesis Jimmy Negatron. Collect items and complete objectives. Use your inventions and genius to return Retroville back to normal.



QUITTING THE GAME

To quit the game and return to your desktop, hit the ESC key to go to the Main Menu. Click on Exit. A prompt will ask you if you really want to quit – select YES to quit the game or NO to return to the previous screen.



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3. When you're on the website, you can register with your own user name and password, and become a THQ/Nick Prize Points member.
4. After you've registered, locate the 16 digit alpha-numeric code located on the THQ/Nick Prize Points card inside the video game box. Follow the instructions to enter this code in the space provided on the website.
5. Next, locate the 6 digit game number (located at the bottom of the next page) and enter it in the appropriate area on the website.
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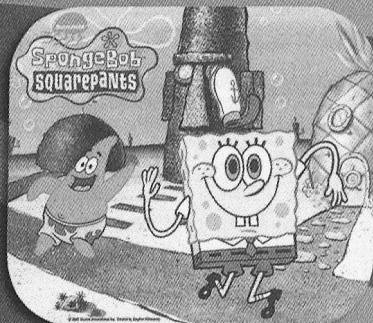
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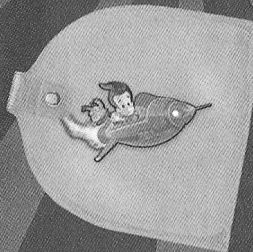
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