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Vivendi Universal Games
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GAME BOY ADVANCE



AGB-BIAE-USA
ICE AGE 2TM
THE MELTDOWN



INSTRUCTION BOOKLET



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

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

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ICE AGE 2™ THE MELTDOWN

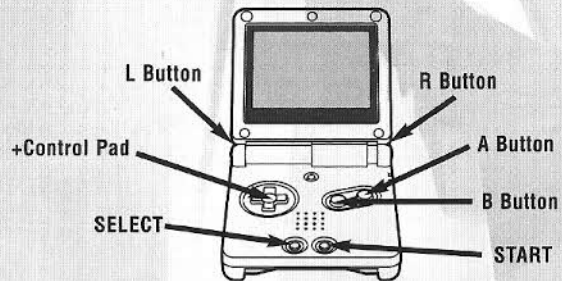
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STARTING THE GAME

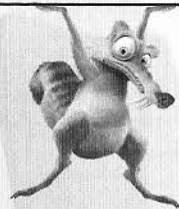


1. Turn OFF the power switch on your Nintendo® Game Boy® Advance.
Never insert or remove a Game Pak when the power is ON.
2. Insert the *Ice Age 2 The Meltdown* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch.
4. The Legal Screen appears, followed by the introduction sequence.
5. When the Title screen appears, press START to advance to the Main Menu. (pg. 6)

GAME CONTROLS

SCRAT RUSH

CONTROL	ACTION
+ Control Pad	Move Scrat Left and Right
A Button	Lunge / Bounce
B Button	Jump (Press in the air for double jump)
L Button	Slide. Knocks down smaller obstacles and enemies
R Button	Slide. Knocks down smaller obstacles and enemies
START	Pause / Pause Menu
SELECT	Not used



PUZZLE-ADVENTURE MODE

CONTROL	ACTION
+ Control Pad	Move Manny, Diego or Sid
A Button	Action Button (Context sensitive. See page 12)
B Button (Press and Hold)	Press and hold to freely look around current map
L Button	Swap character
R Button	Swap character
START	Pause / Pause Menu
SELECT	Stranded Animals Menu

BOSS BATTLES

CONTROL	ACTION
+ Control Pad	Left/Right rotates raft - Up/Down paddles forward and backward
A Button (Press and Hold)	Manny's trunk spray
B Button	Diego's forward claw attack
L Button	Reverse
R Button	Forward
START	Pause / Pause Menu

INTRODUCTION

The Ice Age is coming to an end! The ice dam is melting, and a pair of sinister aquatic reptiles—Maelstrom and Cretaceous—have shown up to speed things along. Take control of three unlikely friends—Manny, Sid and Diego—and guide them through a series of unique puzzle-laden environments to rescue stranded animals. In between these levels, you can help Scrat collect all of his acorns in special high-speed Scrat Rush challenges.

Manny, Sid and Diego start the big migration of mammals from "The Waterpark" to the far end of a wide valley where a fallen sequoia tree serves as an escape for the fleeing population. Along the way, the trio meets another mammoth, Ellie, and her two mischievous possum "brothers", Crash and Eddie, who decide to join in the adventures.

GETTING STARTED

TITLE SCREEN

Insert the *Ice Age 2 The Meltdown* Game Pak into the Game Boy® Advance and turn on the system. Press **START** on the title screen to begin the game.

MAIN MENU SCREEN

To select one of these options, push Up or Down on the **+Control Pad** and press the **A Button**:

NEW GAME: Start a NEW GAME.

CONTINUE: Choose a previously SAVED GAME to play.

OPTIONS: Go to the OPTIONS menu.

NEW GAME

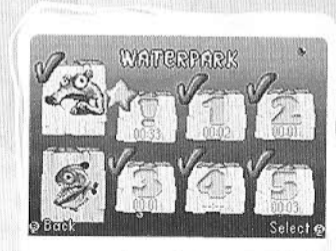
1. Use the **+Control Pad** to select a save slot and press the **A Button**. If the save slot already contains game data, you will be asked if you wish to erase the old data. Choosing NO or pressing the **B Button** will allow you to select another save slot. Choosing YES will clear the slot.
2. Select a creature's portrait to represent your save slot by pressing Up or Down on the **+Control Pad** and pressing the **A Button**. This will take you to the Level Select menus.

CONTINUE

1. Use the **+Control Pad** to highlight the slot of a previously saved game.
2. Press the **A Button** to select your previous game.
3. Once on the map screen, use the **+Control Pad** to choose which world area you wish to explore and press the **A Button**. This will take you to the Level Select menus.

LEVEL SELECT MENUS

1. The Level Select screen gives you access to any unlocked adventure levels in the selected world area, as well as the Scrat Rush levels and the Boss levels (assuming all other levels have been completed).
2. Use the **+Control Pad** to move around and select any available level to enter. Levels must be completed in chronological order, however, so you aren't allowed to jump ahead, but you may replay previously completed levels.
3. The time code below each level number indicates your best level completion time.
4. Press the **B Button** to back out of this Menu.

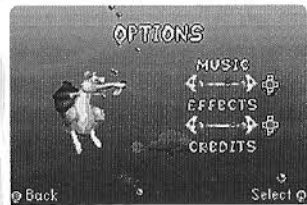


OPTIONS MENU

TO ADJUST GAME OPTIONS:

1. To adjust the music volume, highlight the MUSIC option by using the **+Control Pad**. Once MUSIC is highlighted, press left on the **+Control Pad** to decrease the music's volume and right to increase the volume. The slider will adjust accordingly.
2. To adjust the sound effect volume, highlight the EFFECTS option by using the **+Control Pad**. Once highlighted, press left on the **+Control Pad** to decrease the volume and right to increase the volume. The slider will adjust accordingly.
3. To view the game's credits, use the **+Control Pad** to highlight CREDITS. Press the **A Button** to view the credits.

At any point, press **B Button** to back out of the credit sequence and return to the previous step.



PLAYING THE GAME

SCRAT RUSH

After beginning a new location on the world hub, players first control Scrat in a high-speed, side-scrolling mini-game: Scrat Rush. The goal is to get Scrat to the end of the level while collecting as many acorns as possible. An indicator in the HUD keeps track of how many acorns Scrat has. A bonus multiplier counts the amount of acorns Scrat has at the end of the level. The more acorns the player has, the higher the bonus.

Acorn Count

Time Remaining

Scrat

Instructive Icons



