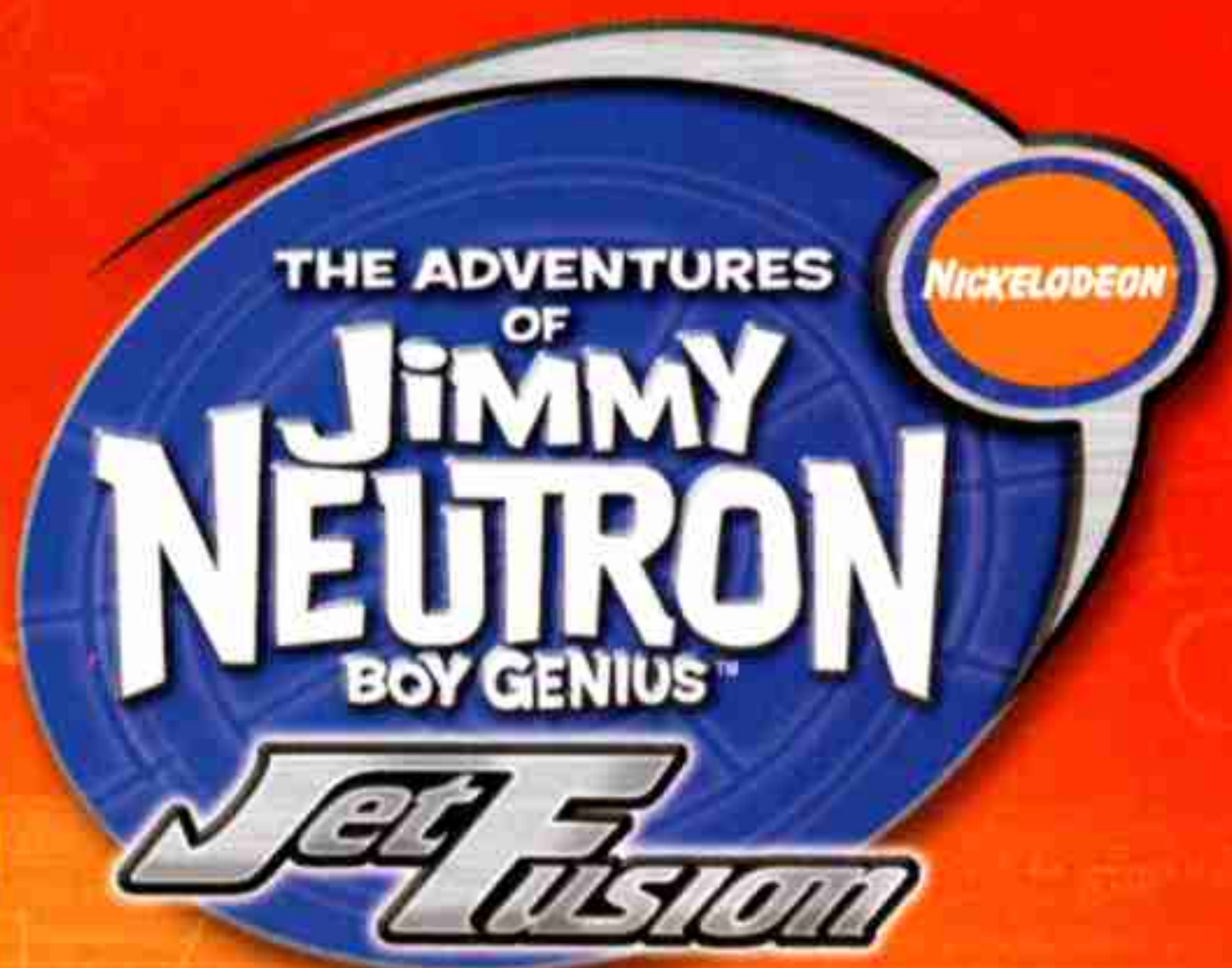




INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

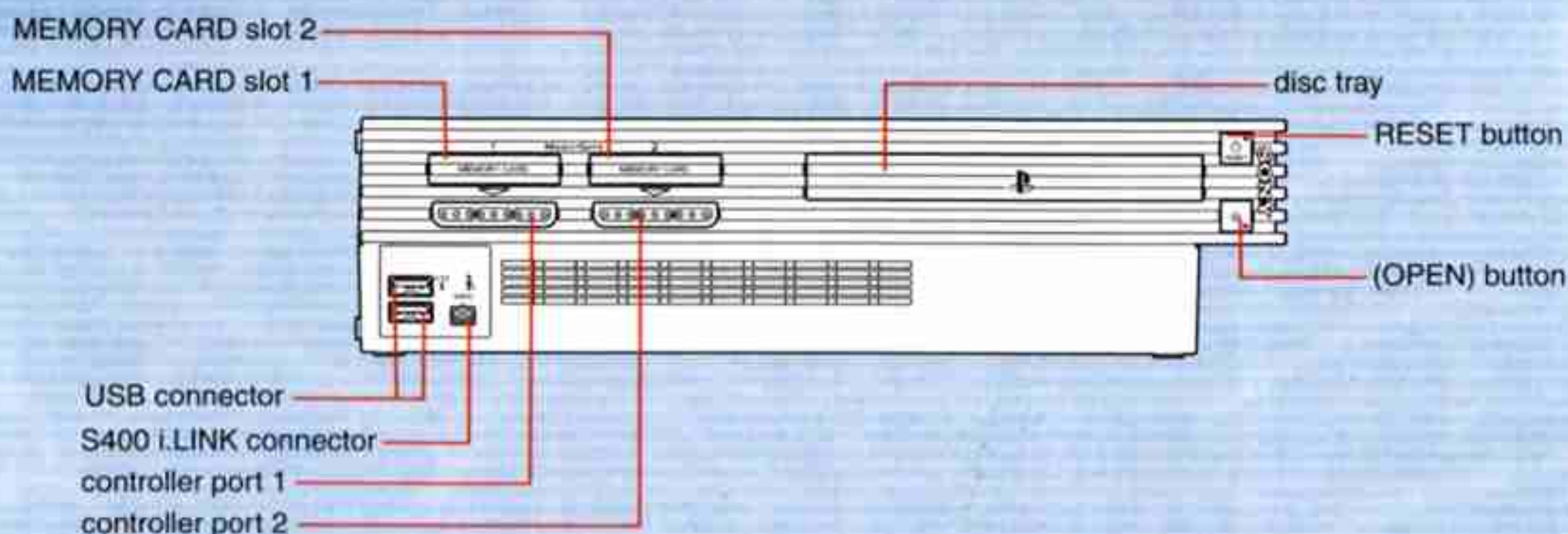
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started	2
Controls	3
The Story	6
Game Screen	7
Main Menu	8
Options	9
Extras	10
Load/Save	12
Pause Menu	14
Collectibles	16
Items	18
Levels	20
Characters	25
Enemies	26
Boss Enemies	29
Credits	30
Limited Warranty	36



GETTING STARTED



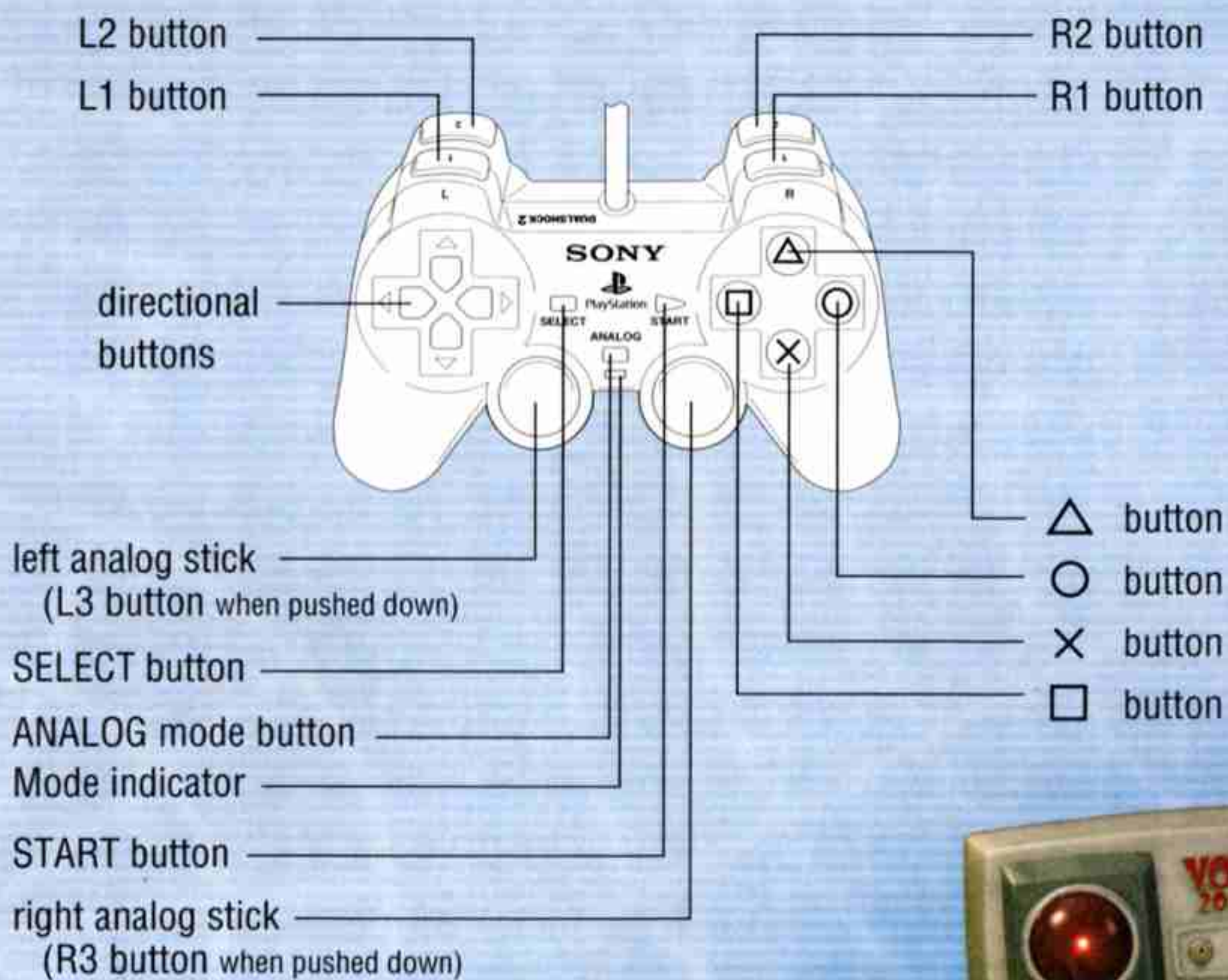
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place *THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS™: JET FUSION* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert Memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. You can load saved game data from the same card, or any memory card (8MB) (for PlayStation®2) containing previously saved *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* games. A minimum of 113KB of memory card space is required to save a game. For more information, see the LOAD/SAVE section on page 12.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

CONTROLLING JIMMY

Button

left analog stick
right analog stick
⊗ button
□ button
○ button
△ button
L1 button
R1 button
▶ button
L2 button (hold)
R2 button
SELECT button

Action

Move Jimmy
Move Camera
Jump
Primary Fire
Secondary Fire
Action/ Push or Pull Items
Previous Tool
Next Tool
Pause the Game
Play Dead Mode
Goddard Shield
Game Info Screen

NOTE: You can change the control settings by choosing Configuration from the Control Options Menu (see page 10 for more information).

Sometimes you need to control Jimmy's loyal robot dog, Goddard, when he's in his Play-Dead mode.

CONTROLLING GODDARD

Button

left analog stick
L2 button (release)
right analog stick
⊗ button
R1 button

Action

Move Goddard
Play Dead
Move camera
Jump
Hover

Jimmy also has to steer different vehicles during his adventure, like a Go-Cart, Raft, and Submarine!

RAFT, GODDARD CART, GODDARD SKI, AND GODDARD JET-BOARD CONTROLS

Button

left analog stick
⊗ button
○ button

Action

Turn Left and Right
Accelerate
Brake/Reverse

SUBMARINE CONTROLS

Button

left analog stick
⊗ button
○ button
□ button

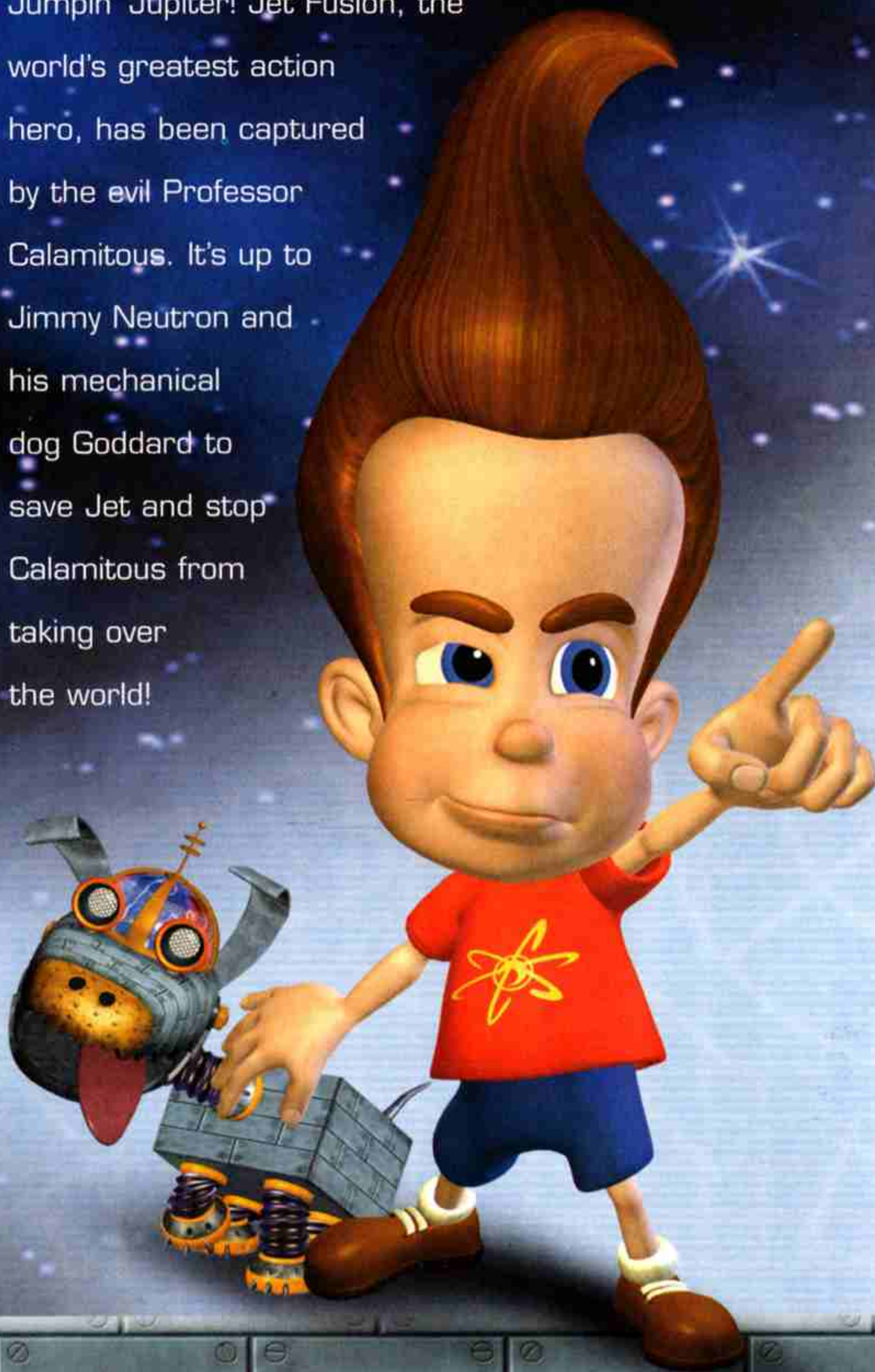
Action

Steer Submarine
(inverted controls)
Accelerate
Brake/Reverse
Fire Shockwave



THE STORY

Jumpin' Jupiter! Jet Fusion, the world's greatest action hero, has been captured by the evil Professor Calamitous. It's up to Jimmy Neutron and his mechanical dog Goddard to save Jet and stop Calamitous from taking over the world!



GAME SCREEN



HEALTH METER

Jimmy's Health Meter is the atom. Every time an enemy damages Jimmy, the Health Meter loses a ring. If you lose all three rings, Jimmy loses a try and reappears at the last checkpoint that he passed.

TRIES

This number tells you how many tries Jimmy has left. If you lose all of them, the game is over! You can find Extra Tries in the levels if you look carefully!

BATTERY POWER

The number next to the Health Meter tells you how much energy Goddard has. Using the Goddard Shield or Play-Dead Mode uses up Battery Power, so be sure to pick up Batteries and Mega Batteries wherever you find them. Batteries fill up five battery units, and Mega-Batteries restore 100 battery units.

AUTOSAVE ICON

This appears whenever the game is automatically saving your progress. You'll see it when you find an Invention piece, a Tool piece, or when you walk by a Purple Flurp Machine, because the game automatically saves your progress whenever you do any of these things!

MAIN MENU



Once the game loads, press the START button to get to the Main Menu. From here, you can start a new game, load a saved game, change your game options, or look at the extras you've found.

NEW GAME

You can have up to three different saved *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* games on one memory card. Select an empty save slot to start your adventure. If you don't have an empty save slot, you can start a new game by saving it over one of the existing saved games.

LOAD GAME

If you've already started playing the game and have saved your progress on a memory card, you can load it here and pick up from the level that you left off.

OPTIONS

This is where you can change certain game options. There are three different sets of options: Sound Options, Screen Options, and Control Options: See "Options" on page 9 for more information.

EXTRAS

When you pick up certain Collectibles in the game, you unlock hidden extras that you can check out on the Extras

Menu. For more information on Collectibles, see "Collectibles" on page 16. For more information on the Extras, see "Extras" on page 10.

OPTIONS



There are three different types of game options that you can change in the Options Menu: Sound, Screen, and Control.

SOUND OPTIONS

The Sound Options let you control the volume of certain sounds in the game.

Adjust SFX Volume: Make the sound effects (SFX) louder or quieter.

Adjust Music Volume: Make the background music louder or quieter.

SCREEN OPTIONS

The Screen Options change the way the game looks on your TV.

Wide Screen On/Off: If you have a wide-screen TV, turn this ON to stretch the image all the way across the screen. If you don't have a wide-screen TV, leave this OFF. If you don't know what kind of TV you have, ask Mom or Dad!

Subtitles On/Off: Turn this ON if you want to be able to read what the characters are saying while they're speaking. Turn it OFF if you don't want the subtitles on the screen.

CONTROL OPTIONS

The Control Options let you change the way your controller behaves in *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* configuration: If you want to change the function of the controller buttons, choose this option.

Vibration Function On/Off: Turn this ON if you want to use the DUALSHOCK®2 analog controller's Vibration Function. Turn it OFF if you don't want to use the Vibration Function.

EXTRAS



When you pick up certain Collectibles during the game, you unlock some new features in the Extras Menu. For more information on Collectibles, see "Collectibles" on page 16.

GALLERY

The first time you go to the Gallery, you'll just see a grid of squares. But for each White Candy you pick up in the game,

GODDARD

one of those squares becomes a piece of *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion* art! Select an unlocked image with the left analog stick and press the ⊗ button to see a larger view of the picture.

MOVIES

Intro Movie: This movie is always unlocked, and you can view it at any time.

Outro Movie: You unlock the Outro Movie by finishing the game.

Bio Cards: To see this Bonus Item, you need to collect all of the Movie Objects in the game. To get all of the Movie Objects in the game, you need to smash all of the Onibi Lanterns, Venus Flytraps, Flurp Barrels, Floating Flurp Barrels, and Turrets in the levels (see the level descriptions for the number of smashable items in each stage).

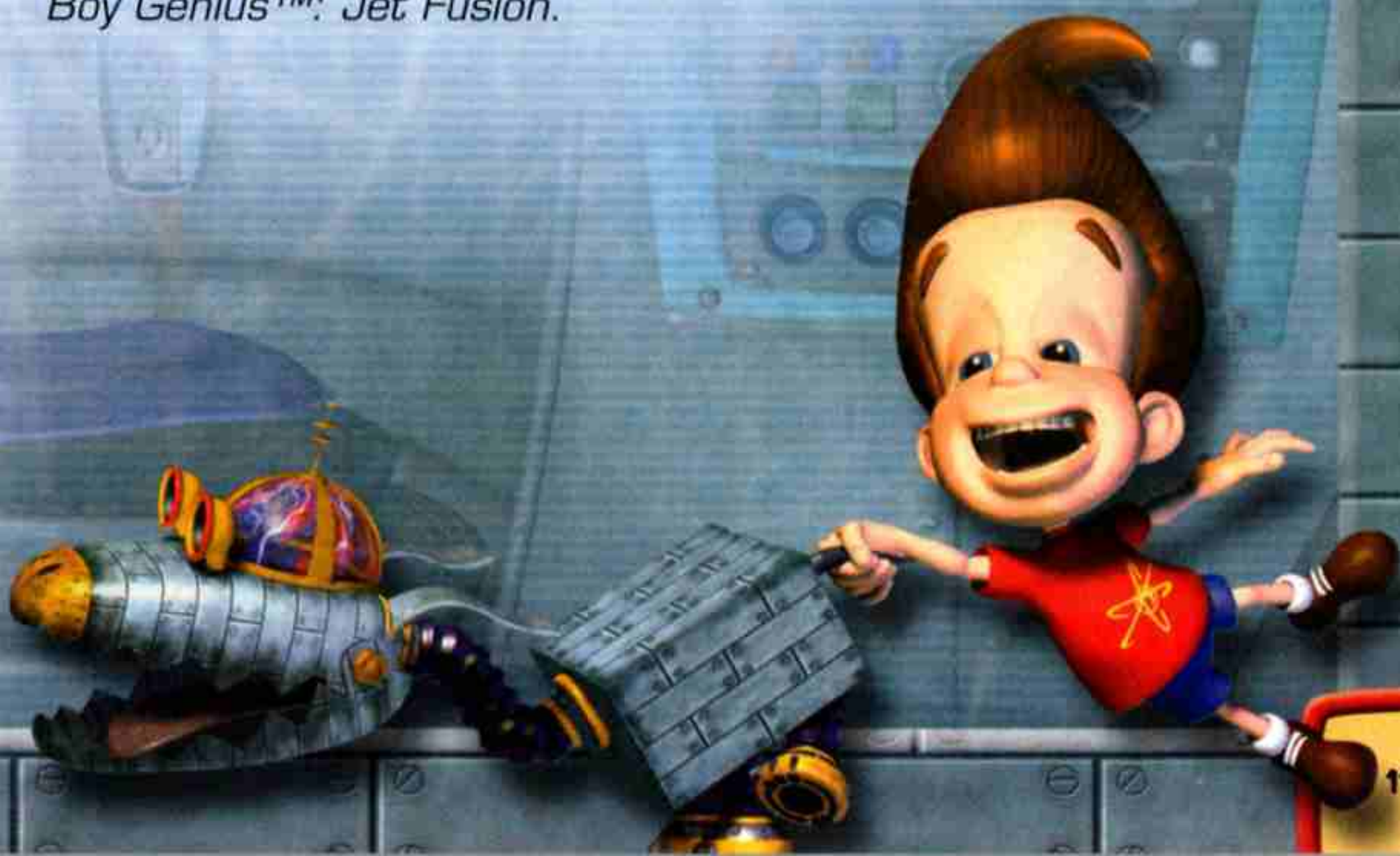
Outtakes: You unlock the Outtakes movie by collecting all 60 NavChips in the game.

TRAILERS

Select this option to see trailers for upcoming THQ/Nickelodeon video games.

CREDITS

Check out who worked on *The Adventures of Jimmy Neutron Boy Genius™: Jet Fusion*.



LOAD / SAVE

SAVING A GAME



You can save your game at any time by pressing the START button, highlighting "Save Game" with the left analog stick, and pressing the  button. You'll then have to choose which of the three save game slots you want to use.

NOTE: Every time you collect a piece of Jimmy's Inventions or find a piece of one of Jimmy's Tools, the game automatically saves your progress on the save game slot you used most recently.

PURPLE FLURP MACHINES



Whenever you see a Purple Flurp Machine, run up to it to automatically save your game. If you lose all three rings from your Health Meter, you'll reappear at the Purple Flurp Machine.



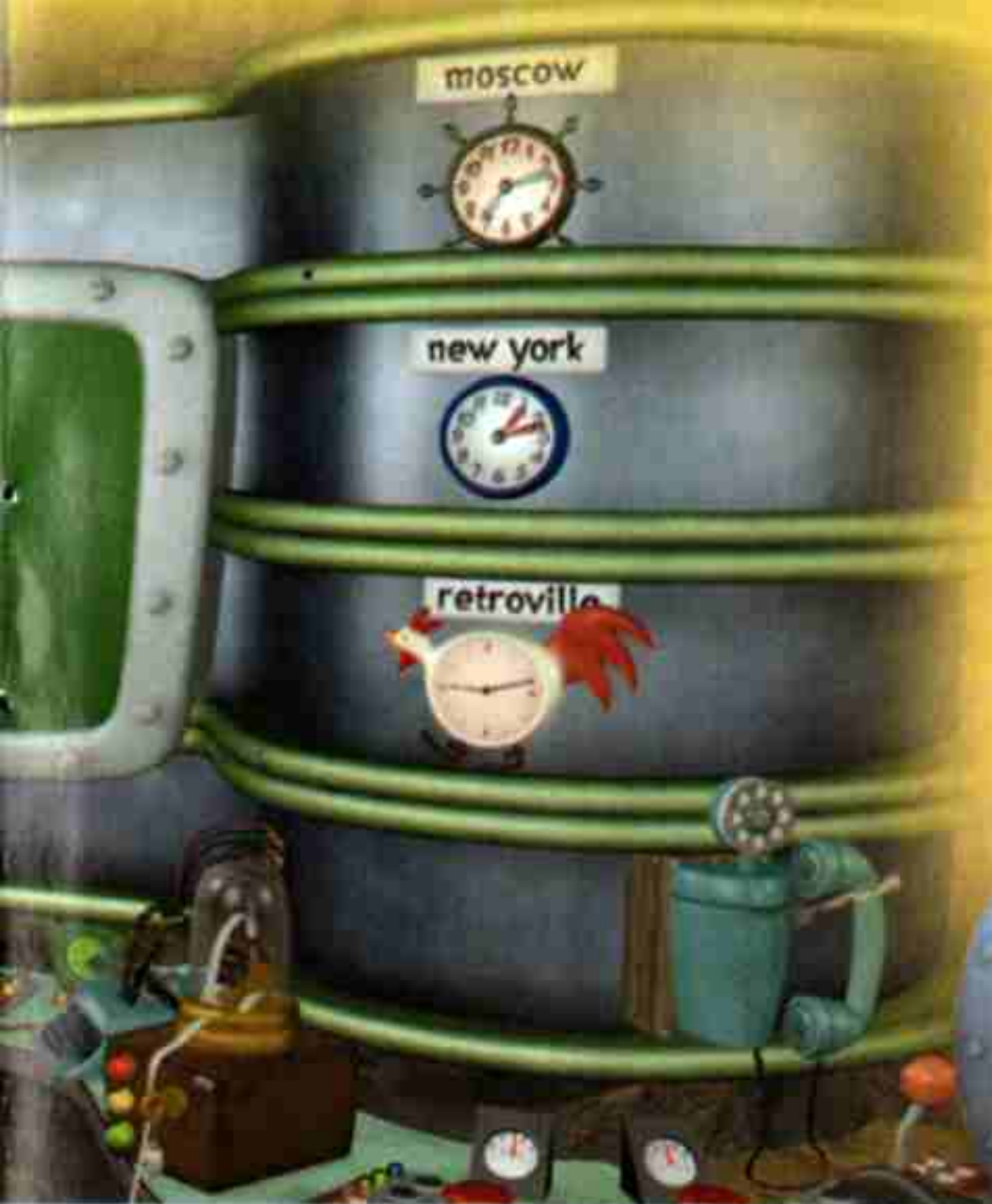
LOADING A GAME

You can only load a game from the Main Menu. Highlight "Load Game" with the left analog stick and press the  button. Select the game you want to load and press the  button again to load it.

SELECTING A LEVEL



Once you load a saved game, you are taken to the Level Select screen. You can choose to continue from the last level you reached, or you can go back and play levels that you have cleared previously. This is a good way to explore levels and find all of the hidden items in them!



PAUSE MENU



When you press the START button during the game, you pause the game and bring up the Pause Menu, which has the following options on it:

Continue: Resume playing the game.

Save Game: Save your game progress to a memory card.

Game Info: Check out information about your current level (see "Game Info" on page 15).

Options: Takes you to the Options Menu, just as if you'd gone there from the Main Menu (see "Options" on page 9).

Exit Level: Quit the current level and return to the Level Select screen.

Main Menu: Quit the game and return to the Main Menu.

Exit Mini Game: This only appears when you're playing a Mini Game, and it lets you quit the Mini Game.

DELI

GAME INFO



The Game Info for each level displays important information about the level:

Map: See the map of the entire level.

Enemies: Check out what sorts of bad guys Jimmy needs to outsmart in the level.

Tools: View information on the Tools that Jimmy has created so far.

Collectibles: View the Collectibles that Jimmy has found and still needs to locate in the level.

Goddard Upgrades: Check out this option to see which upgrades Jimmy has found for Goddard.

Level Information: See a list of facts about the level, including your goals and the number of invention pieces you must find.

NOTE: You can view the Game Info at any time during the game by pressing the SELECT button, or you can pause the game with the START button and choose Game Info from the Pause Menu.



COLLECTIBLES

Jimmy needs to find several different types of Collectibles in his adventure. Collectibles allow Jimmy to perform certain tasks and complete different goals.

BATTERIES

Batteries power Goddard's Play Dead and Shield modes, and if you're willing to do some exploring on each level, you'll be sure to find plenty of them!



*Normal
Battery*



*Mega
Battery*

A normal battery refills five battery units, while the rare Mega-Batteries restore 100 battery units.



GODDARD UPGRADES

Just like in the movie and TV show, Jimmy's always tinkering with Goddard and giving him new abilities. If you can find the Goddard Upgrades in the levels, you can give Goddard new abilities that allow Jimmy to reach and explore new areas of the game.

TOOLS



In the first stage of each world, Jimmy needs to find three pieces of a Tool that he uses in that world to solve puzzles and defeat enemies:

Pulse Light Ray



Jimmy can use the Pulse Light Ray to stun Bullies and sneak past them, but it doesn't work on foes that wear sunglasses, hats, or masks. Remember that you can bounce light rays off of reflective surfaces!

Magnetic Turner



The Magnetic Turner affects any metallic item in the game that isn't nailed down. Jimmy can also use the Magnetic Turner to spin mirrors and wheels and push or pull levers.

Gust Buster Fan



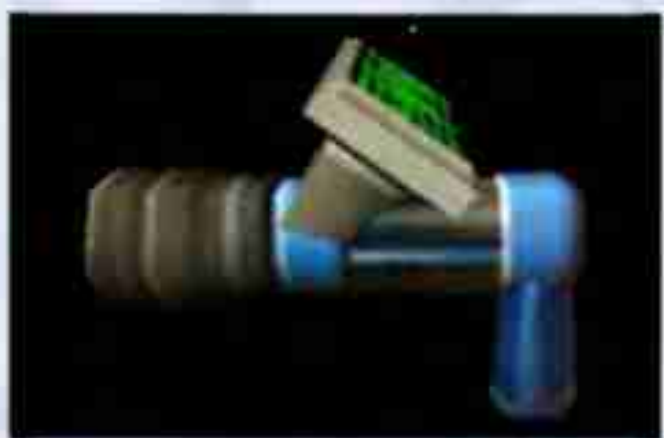
When Jimmy turns the Gust Buster Fan on an enemy, he can slow down their movement and send their attacks back at them. He can also use it to push boulders and enemies around.

Bubblegum Splatter



Use the Bubblegum Splatter to stick pesky enemies to floors and walls. Jimmy can also use the Bubblegum Splatter on himself to seal himself in a bubble and cross areas that he couldn't cross without it.

Neutron Duplicator

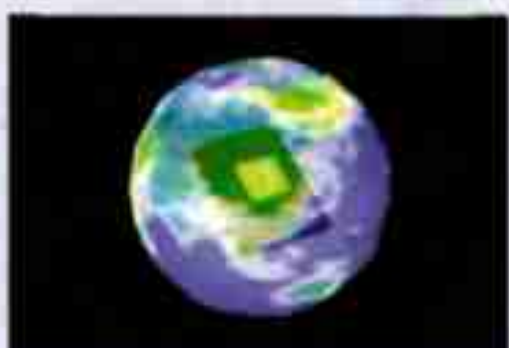


Only a genius like Jimmy could create the Neutron Duplicator, which makes a holographic Jimmy Neutron double that can be used to lure enemies away from the real Jimmy!

ITEMS

Items are other pick-ups like Collectibles that help Jimmy along in his adventure. Keep a sharp eye out for these!

NAVCHIPS



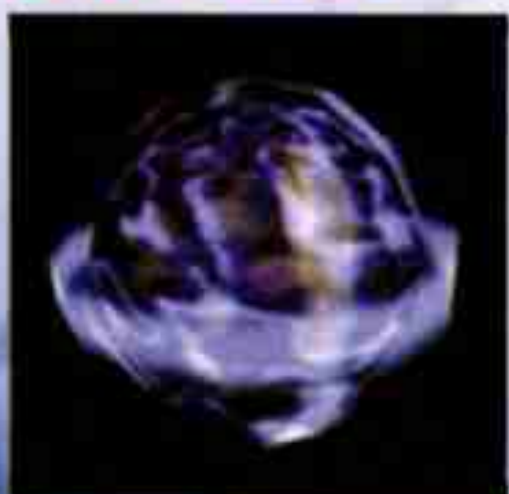
When Jimmy collects enough NavChips, he can warp to the next level. Without enough NavChips, Jimmy won't be able to move on in his quest!

PURPLE FLURP



Jimmy's favorite soft drink refills his Health Meter. Each can of Purple Flurp gives Jimmy back one ring of his Health Meter. If he's already got three rings in the Health Meter, the Purple Flurp doesn't do him any good.

BONUS TRY



If you lose all three rings in your Health Meter, having at least one Bonus Try will allow you to continue from the last place you saved. Pick up as many Bonus Tries as you can to keep continuing!

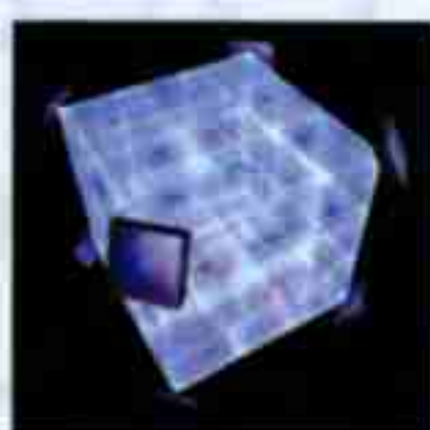
WHITE CANDIES



Jimmy finds these White Candies scattered all over the levels he explores. Each White Candy that you find unlocks one image in the Gallery (for more information on the Gallery, see "Extras" on page 10).

STORAGE DEVICES

Storage Devices hold White Candies, Batteries, Purple Flurp, and Bonus Tries. You need the proper Tool to open each type of Equipment Box.



Light Boxes are opened with the *Pulse Light Ray*.



Metal Boxes are opened with the *Magnetic Turner*.



Boxes of Twigs are opened with the *Gust-Buster Fan*.



LEVELS

After being transported into a virtual universe, Jimmy needs to complete goals across five different virtual worlds, and along the way, he needs to transport all the people out of the virtual world. Each virtual world is divided into several stages that have their own primary and secondary goals which will take Jimmy one step closer to the real world.

WORLD 1

Jimmy's class has been asked to do a book report, and Jimmy figures that the best way to do his is to create the Virtual World Reproduction Machine (VWRM), which will show the class the world described in the book.



STAGE 1: LINDBERGH SCHOOL

Primary Objective:

Create the Virtual World Reproduction Machine

Secondary Objectives:

Create the Pulse Light Ray

Find the Goddard Upgrade: Shield

WORLD 2

In World 2, Lindbergh School and all of Retroville have been transformed into an Asian village from the Jet Fusion book he used the VWRM on. After getting a call for help from Jet Fusion himself, Jimmy must battle Ninjas, Onibis, living Ultra Lord figurines, and finally his friend Sheen, who has been transformed into Ultra Ninja Lord!



STAGE 1: THE ASIAN VILLAGE

Primary Objective:

Create the Supersonic Chopstick Launcher

Secondary Objectives:

Assemble the Magnetic Turner

Find the Goddard Upgrade:

Goddard Cart

Defeat 15 Onibi Lanterns

Collect 10 White Candies

Collect 10 NavChips

STAGE 2: THE MYSTIC SHRINE

Primary Objective:

Create the Robo-Ninja

Secondary Objectives:

Defeat 10 Onibi Lanterns

Collect 10 White Candies

Collect 5 NavChips

STAGE 3: THE ULTRA LORD DOJO

Primary Objective:

Boss Battle - Defeat Sheen

Secondary Objective:

Collect 5 White Candies

WORLD 3

World 3 is set on a volcanic tropical island covered with thick jungle and inhabited by dangerous Cannibals. Jimmy starts deep in the jungle and must make his way to a far-off volcano. You'll need to get past Cannibals, Crocodiles,



Lava Dragons, and the boss of the volcano – the Goddess of Fire (and Jimmy's transformed teacher), Miss Fowl!

STAGE 1: THE LOST JUNGLE

Primary Objective:

Invent the Magmatic Shield

Secondary Objectives:

Assemble the Gust Buster Fan

Find the Goddard Upgrade: River Raft

Defeat 15 Venus Fly Traps

Collect 10 White Candies

Collect 10 NavChips.

STAGE 2: THE VOLCANO OF DOOM

Primary Objective:

Invent the Lava Walker

Secondary Objectives:

Defeat 10 Venus Fly Traps

Collect 10 White Candies

Collect 5 NavChips

STAGE 3: THE CRATER OF FIRE

Primary Objective:

Boss Battle -

Defeat Miss Fowl

Secondary Objective:

Collect 5

White Candies

TOP SECRET

WORLD 4

World 4 sends Jimmy off to sea in an adventure that takes him along the surface of the water and under it! Jimmy faces a variety of enemies, from Pirates to Sentry Whales. He'll also have to dodge water bombs and mines on his way to Professor Calamitous' secret lab. Once he makes it there, he's still got to beat his longtime rival, Leviathan Queen (Cindy), and her dog Humphrey!



STAGE 1: THE BUCCANEER'S DEN

Primary Objective:

Invent the Vertical Winch Machine

Secondary Objectives:

Assemble the Bubblegum Splatter

Find the Goddard Upgrade: Goddard Ski

Open 15 Flurp Barrels

Collect 10 White Candies

Collect 10 NavChips.

STAGE 2: THE DARK DEEP

Primary Objective:

Invent the Hard Light Tube

Secondary Objectives:

Open 10 Floating Flurp Barrels

Collect 10 White Candies

Collect 5 NavChips

STAGE 3: THE LEVIATHAN THRONE

Primary Objective:

Boss Battle - Defeat Cindy and Humphrey

Secondary Objective:

Collect 5 White Candies



WORLD 5

Jimmy starts World 5 outside of the Communications Station. He must chase down Professor Calamitous and retrieve the Golden Idols that the professor has taken before he can use them for his own evil plans. At the end of the world,



Jimmy faces his greatest challenge: the combined threat of Prof. Calamitous and his Calamibot!

STAGE 1: THE COMMUNICATIONS STATIONS

Primary Objective:

Start inventing the Jimmy Bot

Secondary Objectives:

Assemble the Neutron Duplicator

Defeat 15 Laser Turrets

Collect 10 White Candies

Collect 10 NavChips

Find the Goddard Upgrade: Goddard Jet-Board

STAGE 2: THE DOWNHILL EXPRESS

Primary Objective:

Collect the remaining pieces of the Jimmy Bot

Secondary Objectives:

Defeat 10 Laser Turrets

Collect 10 White Candies

Collect 5 NavChips

STAGE 3: CALAMITOUS' LAIR

Primary Objectives:

Finish inventing the Jimmy Bot

Boss Battle - Defeat Professor Calamitous and Calamibot

Secondary Objective:

Collect 5 White Candies

CHARACTERS

JIMMY NEUTRON



Jimmy is Retroville's resident boy genius, and his inventions are always getting him and his friends into trouble. He's always managed to make it out of sticky situations so far, but this time he might be in over his head!

GODDARD



Jimmy's robot dog Goddard is his best friend and constant companion on his adventures. By finding the proper Goddard Upgrades, Jimmy can teach this dog some new tricks that make it much easier to rescue Jet Fusion!

JET FUSION



Jimmy Neutron's favorite action hero, secret agent Jet Fusion, has nerves of steel and muscles to match. After graduating from Harvard, Princeton, and MIT and serving briefly as a stunt man and extreme sport maniac, he was recruited by the Big Top Secret Organization (BTSO). His brilliance and physical talent made him the model secret agent with the perfect cover:

Action Movie Super Star. After he met Jimmy Neutron (his number-one fan), they teamed up to defeat the evil Professor Calamitous and his dangerous daughter Beautiful Gorgeous.

PROFESSOR CALAMITOUS



Professor Finbarr Calamitous is one of the most brilliant and evil minds on the planet, and he'd be even more dangerous if he didn't have the bad habit of never finishing what he starts! The tiny, near-sighted genius is determined to get fellow Retroville genius Jimmy Neutron to finish his projects for him.

ENEMIES

BULLIES



Bullies are found in World 1. They patrol the hallways of Lindbergh School and never miss an opportunity to attack Jimmy.

NINJAS



Jimmy runs across Ninjas in World 2. They lurk in bushes and hide in shadows and jump out at you when you least expect it!

ONIBI



These mystical energy creatures appear in World 2 and are created in magic lanterns. Destroy the magic lanterns to get rid of them!



ULTRA LORD FIGURINES



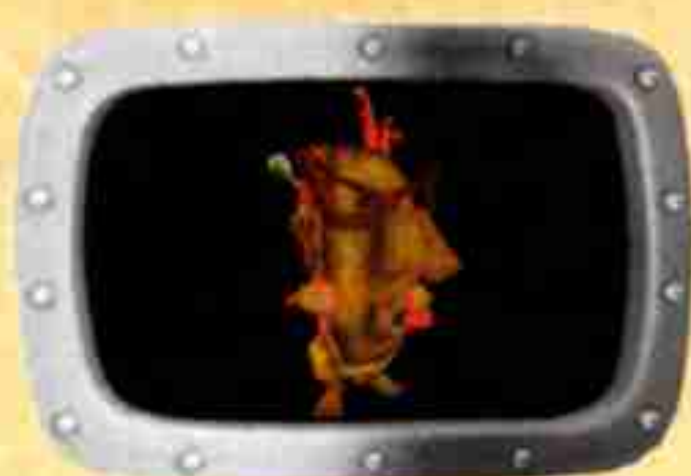
These figurines were once normal toys until they were brought to life by Jimmy's Virtual World Reproduction Machine. Now they roam the gardens of World 2, waiting for a chance to attack Jimmy.

CANNIBALS



In World 3, Retroville Park is taken over by a tribe of hungry Cannibals who'd love to have Jimmy for dinner.

WITCH DOCTORS



Where the Cannibals lurk in World 3, the Witch Doctors aren't far behind. Don't stand still around them, because one whiff of their freezing dust will freeze you to the spot, and even Goddard won't be able to help you!

CROCODILES



These rugged reptiles lurk down by the river in World 3. Their heads may look like solid platforms that you can jump onto, but their jaws are quicker than you think, so don't hang around too long!

LAVA DRAGONS



Jimmy finds these fellows in World 3. They may look friendly, but don't be fooled — they're just smiling because they're hungry. Keep your distance if you don't want to get burned!

PIRATES



Down at the transformed Retroville harbor in World 4, Pirates battle for control of the seas. Don't get too close to these scurvy dogs!

SENTRY WHALES



These robotic whales patrol the depths beneath Retroville harbor in World 4, and they guard the entrance to Prof. Calamitous' secret underwater lab. It's best to stay out of sight of these big boys.

SECURITY BOTS



Jimmy has to dodge several of these wheeled warriors in World 5, when he winds up outside of Prof. Calamitous' desert lab. They're designed to keep the secrets in and the intruders out, but they're easily fooled by holograms.

SCIENCE BOTS



Science Bots are the hard workers of World 5's research facility. Intruders that they catch inside of the facility are quickly whisked away to become guinea pigs in Prof. Calamitous' experiments!



BOSS ENEMIES

ULTRA NINJA LORD



Although Sheen is Jimmy's best friend, the transformation of Retroville has turned him into the Ultra Ninja Lord, guardian of the first idol of power! Jimmy must defeat him at the end of World 2.

GODDESS OF FIRE



Jimmy's beak-nosed teacher was caught up in the warping of Retroville and now sits atop a volcano as the Goddess of Fire! You'll face her at the end of World 3 for the second idol of power.

LEVIATHAN QUEEN AND HUMPHREY



Jimmy and Goddard have never gotten along with Cindy and Humphrey, and that doesn't change one bit when they meet at the end of World 4. Cindy (the Leviathan Queen) and Humphrey lurk

in an underwater research station below the Retroville docks, and they hold the final key to Calamitous' plans!

CALAMIBOT



Calamitous' most fiendish invention, the Calamibot is fully operational by the time Jimmy reaches the Space Lab at the end of World 5. The duel with the mechanized monster is Jimmy's final challenge in his quest to restore Retroville to normal.

CREDITS

We hope you enjoyed
playing *The Adventures
Of Jimmy Neutron
Boy Genius™: Jet Fusion*.

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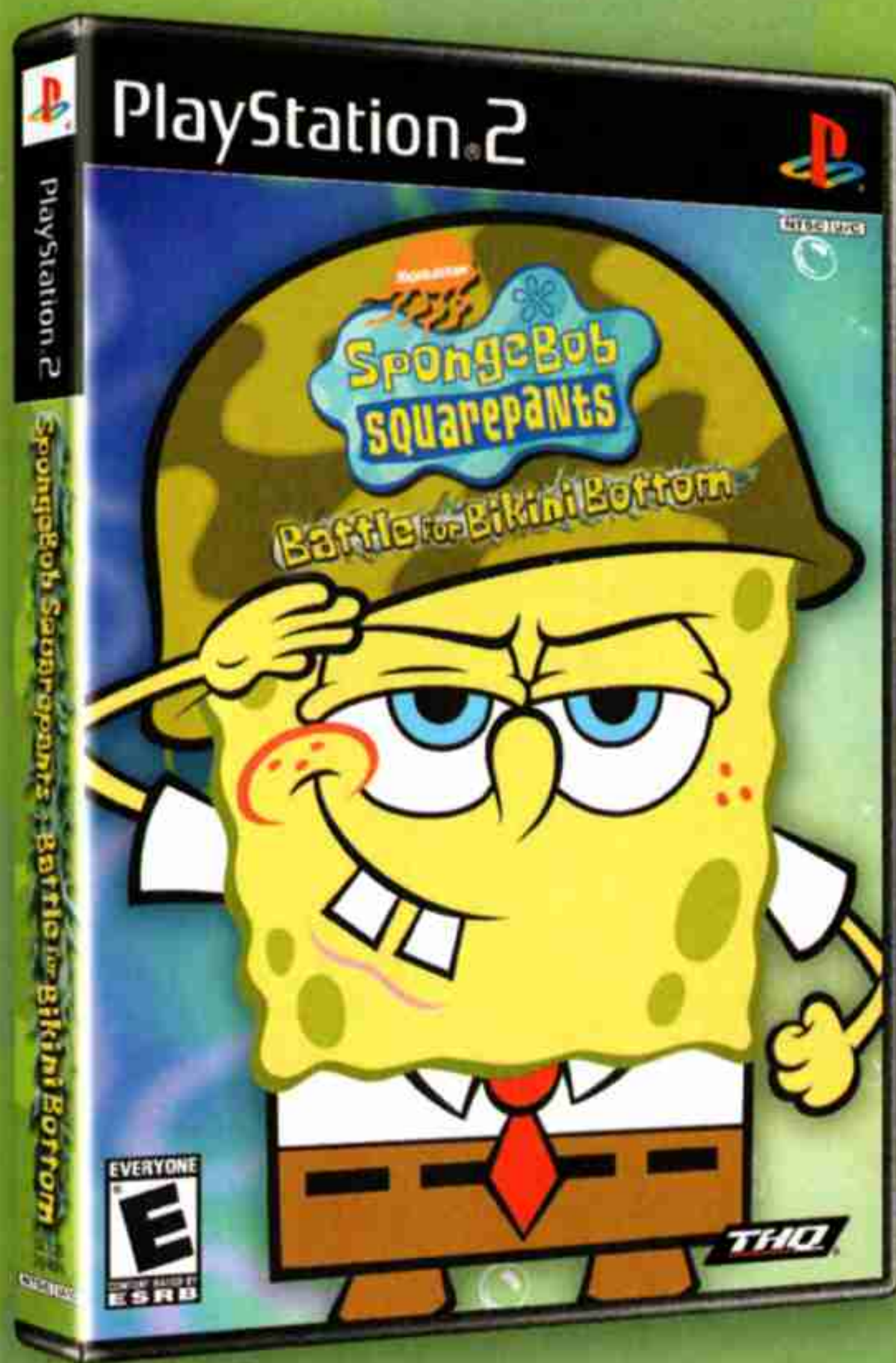
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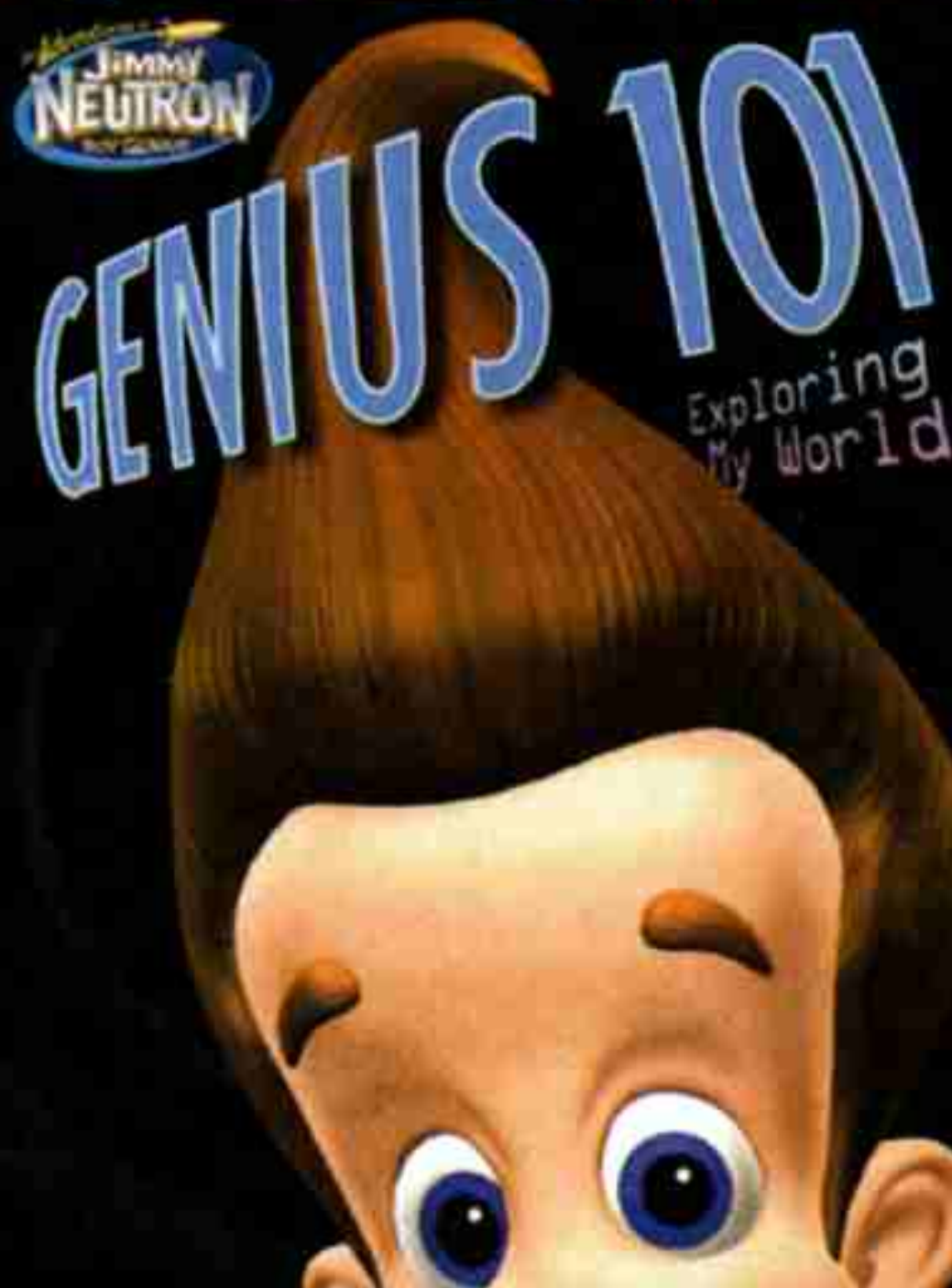
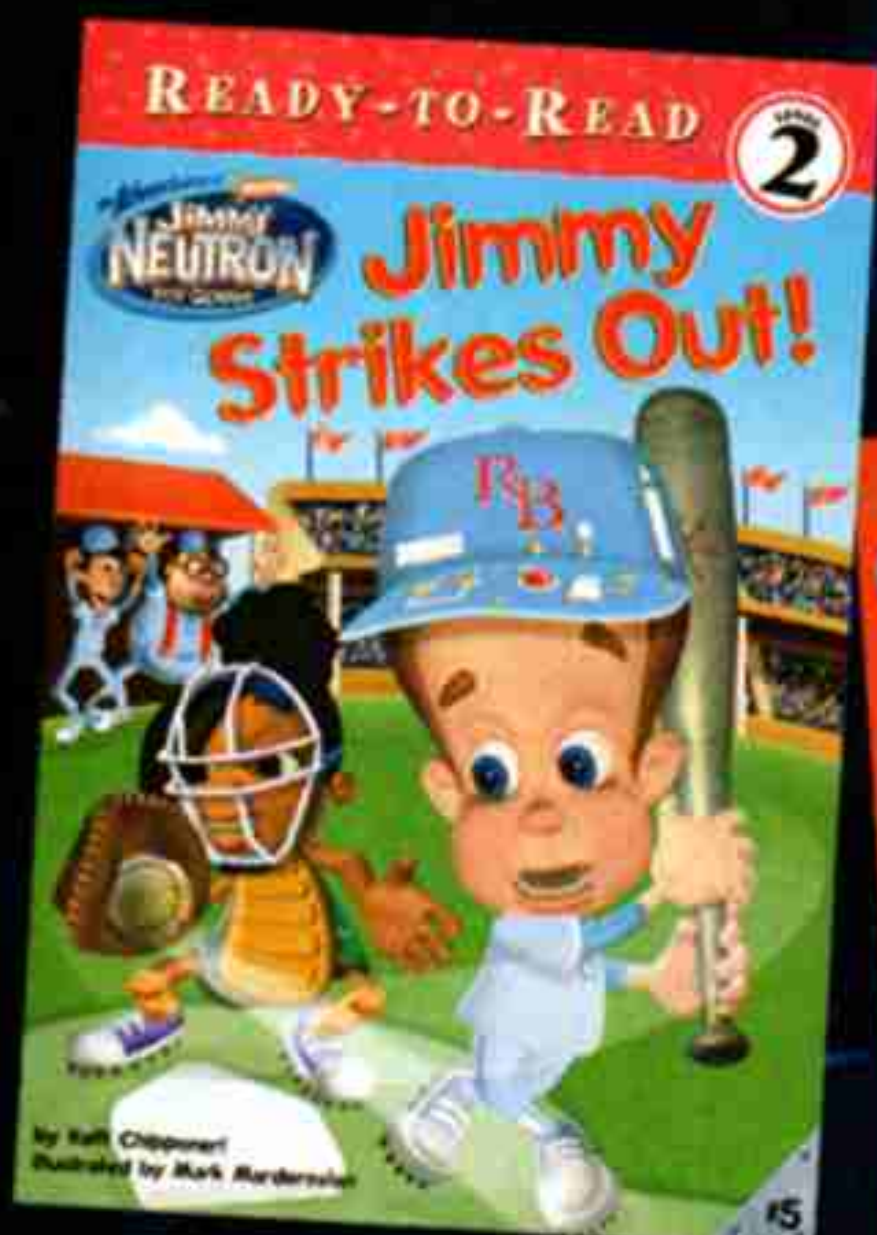
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