

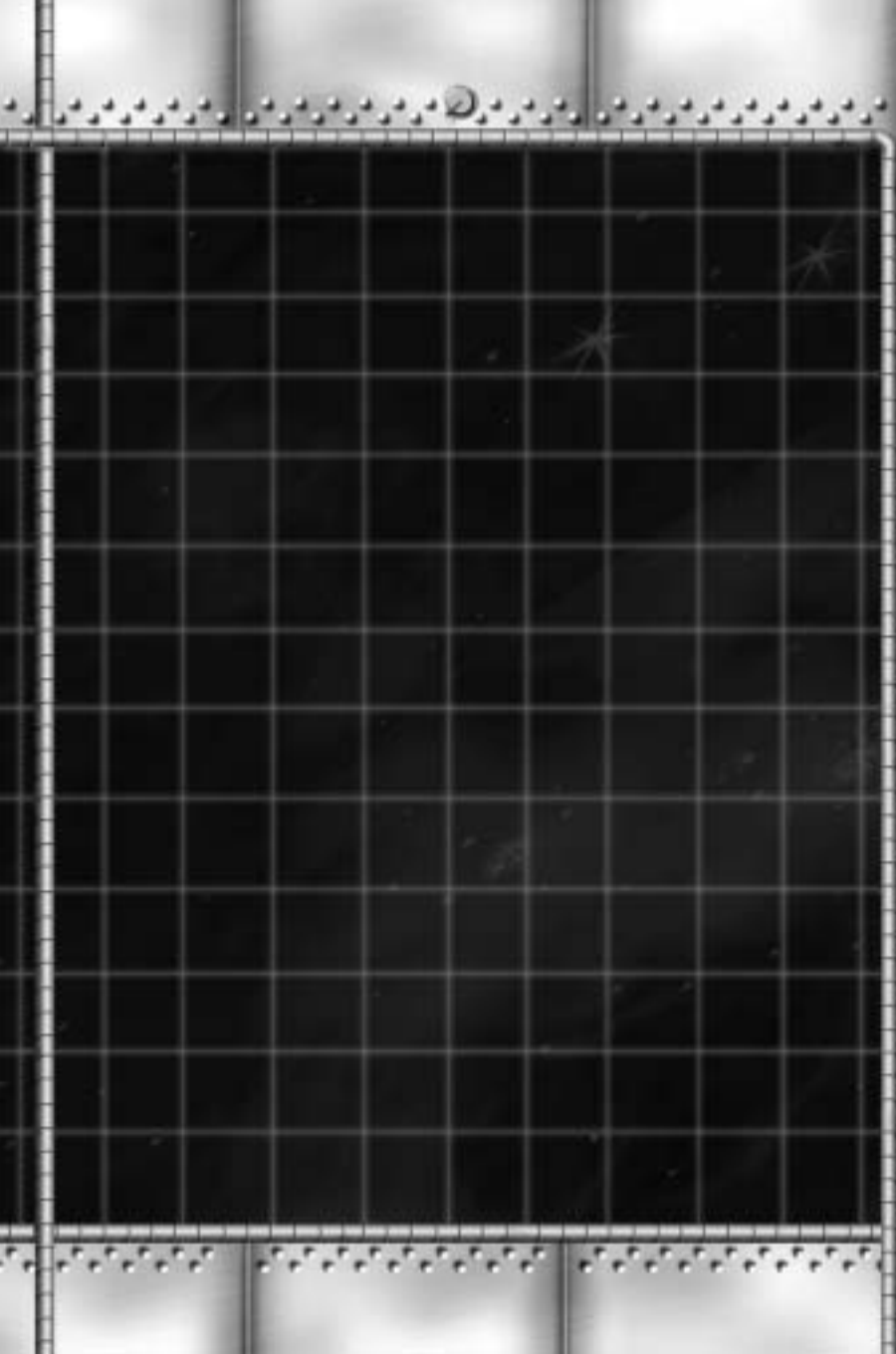
The background of the entire cover is a vibrant space scene. Jimmy Neutron is the central figure, a young boy with a large tuft of brown hair, wearing a red shirt and blue pants, smiling as he pilots his blue rocket ship. The rocket is shaped like a fish, with a large red eye on its nose and a yellow stripe along its side. It has red fins and is leaving a bright yellow and orange trail of fire as it flies. To the left of the rocket, a small, grey, donkey-like creature with a blue helmet and a yellow visor is flying. In the upper left, an orange blimp with a propeller and a small figure inside is visible. The title 'JIMMY NEUTRON' is written in large, bold, white letters with a blue outline, and 'BOY GENIUS' is in smaller, bold, yellow letters with a blue outline. The background is a deep blue space filled with stars, a large full moon in the upper right, and a green and blue planet with brown rocks floating in the lower half.

JIMMY NEUTRON

BOY GENIUS

INSTRUCTION BOOKLET

THQ



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JIMMY AND GODDARD

Jimmy Neutron

Just your average, everyday, pre-teen super genius. Jimmy built his own fully-functioning robotic dog for the science fair last year. Usually, his experiments and inventions backfire, forcing him to scramble for a solution before his parents, teachers or NASA find out what he's up to. Even when disaster looms, Jimmy never gives up – he always figures “it’ll just take one more little tweak for everything to work perfectly.”

The science fair is coming up again, and Jimmy is working on his latest entry. He needs to add just a few more items from around Retroville to make the Teleport Invention work properly.

Goddard

Goddard is the best friend a boy can have, considering he's made of sprockets, circuits and widgets instead of fur, slobber and fleas. He can transform into a variety of useful tools for Jimmy. Goddard likes to eat cans for breakfast, and even though he's a robot, he still can't resist chasing cats. Goddard can usually be seen following Jimmy around Retroville, but he is much more than a simple robotic dog! Jimmy can turn him into a Scooter to get around town quickly, or a Grappler to collect out of reach items!



SYSTEM REQUIREMENTS

Minimum System Requirements:

- 8x CD-ROM
- 4MB Video Card
- Pentium® II 233 MHz
- Sound Card
- 32 MB of RAM
- 200 MB of Hard Drive Space
- DirectX 8 (included on disc)

Recommended System Requirements:

3D Hardware Accelerated Video Card that is 100%
Direct 3D® compatible.



INSTALLATION

INSTALLING

1. Insert the Jimmy Neutron Boy Genius™ CD-ROM disc into your drive.
2. If you have the Auto Insert notification feature enabled for your CD-ROM, just left click on the install button and skip the next two steps.
3. Select **START** and then **RUN** from the Windows Taskbar.
4. Type `d:\setup` (d refers to your CD-ROM drive. If your CD-ROM drive is not d; type the appropriate drive letter).
5. Follow the instructions that appear on your screen.

After installation is complete, an icon for Jimmy Neutron Boy Genius™ will be in the THQ menu item within your Programs Menu. An icon will also appear on the desktop. To access the Programs Menu, click on **START** in the Windows Taskbar, then select **PROGRAMS**.

RUNNING

Any time you want to run the Jimmy Neutron Boy Genius™ game, you must place the Jimmy Neutron Boy Genius™ CD-ROM disc into the drive before you start the program. Insert the Jimmy Neutron Boy Genius™ CD-ROM into your drive and perform the following:

1. If you have the Auto Insert notification feature enabled, simply left click on the **PLAY** button.
2. You may also double click on the desktop icon, or select **START** from the Windows Taskbar and search through Programs for the THQ Menu.

UNINSTALLING

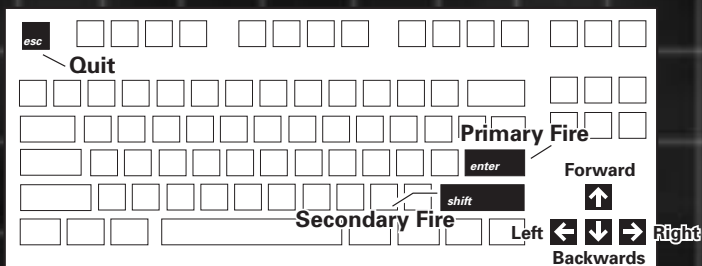
1. If you have the Auto Insert notification feature enabled, insert the Jimmy Neutron Boy Genius™ CD-ROM into the drive, then left click on the Uninstall button.
2. You may also uninstall the program by using the Add/Remove Programs Control Panel or from the Start Menu. Choose **START** from the Windows Taskbar to search through Programs for the THQ Menu. Click on the Uninstall Jimmy Neutron Boy Genius™ icon to uninstall the game.

This program will delete any files that were installed by InstallShield during the installation program. Any data files that were created after the game was installed will not be deleted.

CONTROLS

KEYBOARD

KEY	CONTROL
Up Arrow	Forward
Down Arrow	Walk backwards / Hold down to turn around
Left Arrow	Turn left
Right Arrow	Turn right
ENTER	Primary fire
SHIFT	Secondary fire / Jet Pack burst
M	Menu Toggle
O	Objectives Menu
TAB	Inventory / Gadget toggle
ESC	Quit
	Main Menu
	Skip cut-scenes



MOUSE

KEY

Mouse Forward

Mouse Back

Mouse Left

Mouse Right

Left Button

Right Button

Middle Button/Wheel

CONTROL

Forward

Walk backwards / Hold down to
turnaround

Turn left

Turn right

Primary fire

Secondary fire / Jet Pack burst

Inventory / Gadget toggle



MAIN MENU

Use the Main Menu in Jimmy's laboratory to access all the features and to customize the game settings. You can also look at the items you've been able to find, or can check out Jimmy's new inventions!

Play Game

Choose **PLAY GAME** to begin a new game or, if paused, to return to the action.

Load/Save

Save and Load your games using this great invention! You can go back to the Main Menu at any time by clicking on **RETURN** at the bottom of the screen.

Load

Use the mouse or arrow keys to highlight a saved game. Now click on **LOAD** at the bottom of the screen. The selected game will load, allowing you to continue where you left off!

Save

During a game, press the **ESC** key to view the Main Menu. Now choose **LOAD/SAVE** from the Main Menu. Use the mouse pointer to highlight **NEW** at the bottom of the screen and left click. Type in the secret code name you would like to use for the saved game, then left click on **SAVE** at the bottom of the screen. When the new code name appears in the notepad, your game has been saved and you can exit the program.

Delete

You can also delete any unwanted game files. Highlight a saved game to remove with the mouse or arrow keys. Now highlight **DELETE** at the bottom of the screen to completely remove the saved game. Once deleted, you will not be able to play that saved game.



Options

Use the Options Menu console to change your Audio and Video game settings.

Music

Click on the arrows to increase or decrease the Music Volume.

SFX

Click on the arrows to increase or decrease the Sound Effects Volume.

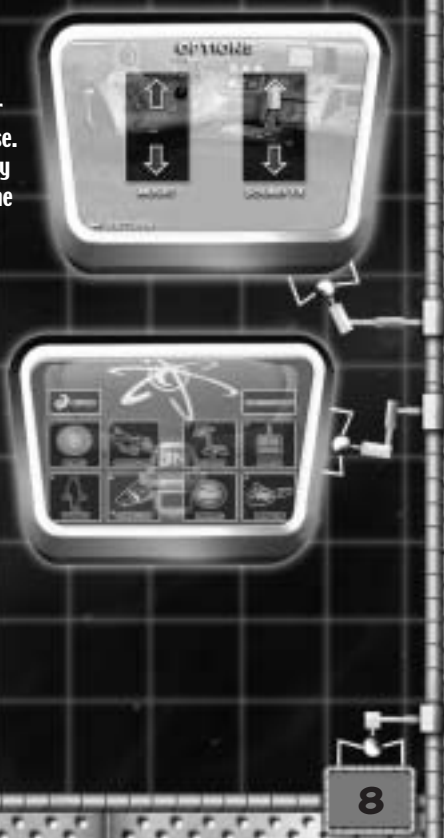
Inventions

Use the Inventions Menu to practice your skills with each of Jimmy's inventions, or to select a new invention for Jimmy to use. While playing the game, press the Tab key to access the Inventions Menu or, from the Main Menu, choose INVENTIONS.

Note: You will only be able to select and practice an invention already found in the game. If you are not able to select an invention on this screen, you still need to find it!

Practice Mode

Whenever Jimmy finds a new invention, you can enter the practice mode to try it out. You can return to the practice room at any time from the Inventions Menu! Use the mouse or arrow keys to select an invention, then select PRACTICE MODE to enter the practice room.



Bubble

Jimmy can bounce high using his new invention, the Bubble. While inside the Bubble, Jimmy will be protected from unknown flying objects.

Rocket Ship

Select the Rocket Ship to fly around town in style!

Scooter

With Goddard's help, you can move around a lot faster on the modified Scooter!

Remote

Guide Goddard into hard to reach areas by using the Remote.

As

you control Goddard, you will see everything through his eyes.

Invisible

Become invisible to sneak past anything!

Shrink Ray

Use the Shrink Ray to turn large, menacing beasts into ankle high annoyances.

Baseball

Launch baseballs towards certain targets to complete your mission objectives!

Grappler

Use the grappler to swing across dangerous areas!



Pickup Items

Grab items throughout each level to add points to your total score! Choose **PICKUP ITEMS** from the Main Menu, or press the "I" key while playing the game, to view the list of items you've already placed in Jimmy's backpack.

A number will appear next to each item showing the amount of items you've been able to collect. Jimmy will need to use some of these items to complete Mini Objectives (see Game Objectives section on page 12).

Here is a list of some of the items you can find. There are more items scattered throughout the game – try to find them all!

- **Flowers** – Jimmy's mom sure likes flowers! Go back to Jimmy's house and put the flowers in each vase.
- **Rocket** – Find the rocket launching platforms to fire a rocket into outer space!
- **Goddard Food** – Goddard gets hungry, too! Find his food dish in Jimmy's lab to feed him.
- **Darwin** – Find and shrink the unusual goldfish and put them in Jimmy's backpack. Go to the Lab to return them to their fish bowls.
- **Blue Neutrons** – Collect the blue neutrons to power Jimmy's Jet Pack! When you're out of fuel, find another blue neutron to fly again.
- **Candy** – Fill the candy jars in Jimmy's house with candy!
- **Fruit** – Return to Jimmy's house to fill the fruit bowls.
- **Coins** – Add the coins to the piggy bank in Jimmy's house.

Hint: Explore every area as much as you can to find every item. The more Mini Objectives you can complete, the more points you will have!



PLAYING THE GAME

Talking to Characters

Jimmy will need to talk to his friends, and other characters, to discover new information! When you see another character, approach him or her to start the conversation.

When you begin the game, Jimmy is in his lab with Goddard and Carl. While Jimmy is fixing his teleporting invention for the Science Fair, Carl goes to the other side of the lab and begins playing with one of Jimmy's inventions. Get to the other side of the lab to talk to Carl (and figure out your first objective).



Flying with the Jet Pack

Jimmy will always have the Jet Pack invention at his disposal. To fly, press and hold the Secondary Fire button (SHIFT key on keyboard, Button 2 on joystick, or Right Click on mouse). Move left or right using the arrow keys, or pressing LEFT/RIGHT on the joystick or mouse.



While flying, the meter at the top of the screen will show how much fuel you have left. When on the ground, the Jet Pack will automatically refuel, allowing you to fly again. Collect the blue and red Neutrons for more Jet Pack fuel!

Note: The longer you hold the Secondary Fire button before moving left or right, the higher you will fly!

Game Objectives

As you talk to other characters, Jimmy will write down a list of objectives into his notebook. You need to complete each objective before you can advance to the next level. To view the list of objectives at any time, press the "O" key.

Whenever Jimmy finds an item, he will be given a small task, or Mini Objective. These Mini Objectives can be completed at any time and will give you more points.

Note: You do not need to complete the Mini Objectives in order to advance to new levels.

Teleporting

At the beginning of the game, Jimmy is completing his Teleporting invention. This allows Jimmy to enter any phone booth and return to an area he's already been to, or knows how to get to. Simply walk into a phone booth and select an area you would like to visit. Jimmy will automatically be Teleported there.

Points

Complete each objective and collect as many items as you can to gain valuable points. Points can also be earned by talking to characters, unlocking new inventions, and finding hidden areas. Every time you save the game, your point total will be shown on the Save/Load Screen.



QUITTING THE GAME

To quit the game and return to your desktop, press the **ESC** button to view the Main Menu, then select **EXIT** and left click.

Remember to save your game before selecting **EXIT**! If you do not save the game, you will not be able to return to the same place in the game.



QUICKSTART IN HET NEDERLANDS

INSTALLATIE

HET SPEL INSTALLEREN

1. Plaats de cd met Jimmy Neutron Boy Genius™ in het cd-romstation.
2. Als je de functie Automatisch afspelen hebt ingeschakeld voor je cd-romstation, klik je met de linkermuisknop op de knop Install (installeren) en sla je de volgende twee stappen over.
3. Klik op Start op de taakbalk van Windows en vervolgens op Uitvoeren.
4. Typ D:\setup (waarbij "D" verwijst naar je cd-romstation). Als de stationsletter van je cd-romstation niet "D" is, typ je de juiste stationsletter.
5. Volg de aanwijzingen op het scherm. Nadat de installatie is voltooid, staat er een pictogram voor Jimmy Neutron Boy Genius™ in de programmagroep THQ in het menu Programma's en op het bureaublad. Je opent het menu Programma's door op Start op de Windows-taakbalk te klikken en Programma's te kiezen.

HET SPEL STARTEN

Als je Jimmy Neutron Boy Genius™ wilt spelen, plaats je de cd-rom met Jimmy Neutron Boy Genius™ in het cd-romstation voordat je het spel start en voer je de volgende stappen uit:

1. Als je de functie Automatisch afspelen hebt ingeschakeld, klik je gewoon met de linkermuisknop op de knop Play (spelen).
2. Je kunt ook op het pictogram op het bureaublad dubbelklikken of op de knop Start op de Windows-taakbalk klikken en onder Programma's naar de programmagroep THQ zoeken.

HET SPEL VERWIJDEREN

1. Als je de functie Automatisch afspelen hebt ingeschakeld, plaats je de cd met Jimmy Neutron Boy Genius™ in het cd-romstation en klik je met de linkermuisknop op de knop Uninstall (verwijderen).
2. Je kunt het programma ook verwijderen met het onderdeel Software in het Configuratiescherm of vanuit het menu Start. Klik op Start op de Windows-taakbalk en zoek onder Programma's naar de programmagroep THQ. Klik op het pictogram Uninstall Jimmy Neutron Boy Genius™ om het spel te verwijderen. Hiermee verwijder je ook alle bestanden die tijdens de installatie zijn geïnstalleerd. Gegevensbestanden die zijn gemaakt nadat je het spel hebt geïnstalleerd, worden niet verwijderd.

BESTURING

TOETSENBORD

TOETS

Pijltoets omhoog

Pijltoets omlaag

Pijltoets links

Pijltoets rechts

Enter

Shift

M

0

1

2

3

4

5

6

7

8

Tab

Esc

BESTURING

Vooruitlopen

Achteruitlopen / Ingedrukt houden
om je om te draaien

Naar links draaien

Naar rechts draaien

Eerste vuur

Tweede vuur/Jet-packsprong

Menu aan/uit

Menu Objectives (doelen)

Krimpstraal/Jet-pack snel selecteren

Scooter-uitvinding snel selecteren

Baseball-uitvinding snel selecteren

Klimijzer-uitvinding snel selecteren

Satelliet-uitvinding snel selecteren

Onzichtbaarheid-uitvinding snel selecteren

Raketschip-uitvinding snel selecteren

Zwaartekrachtbel-uitvinding snel selecteren

Inventaris/Uitvinding selecteren

Stoppen

Hoofdmenu

Scènes overslaan

MUIS

KNOP

Muis naar voren

Muis naar achteren

Muis naar links

Muis naar rechts

Linkermuisknop

Rechtermuisknop

Middelste knop/Wiel

BESTURING

Vooruitlopen

Achteruitlopen / Ingedrukt houden
om je om te draaien

Naar links draaien

Naar rechts draaien

Eerste vuur

Tweede vuur/Jet-packsprong

Inventaris/Uitvinding selecteren

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If you are experiencing technical problems with this game, please contact UK technical support:

Online

Visit the www.thq.co.uk website and click on Help

Telephone

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Mon - Fri 08:00 to 19:00 GMT

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