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System Requirements

Minimum System Requirements:

Windows® 95/98/ME and 100% compatible computer system
Pentium II 233 MHz
80 MB available hard drive space
32 MB of RAM
2 MB Video Card
4x CD ROM
Keyboard and Mouse
16 bit Sound Card
DirectX 8

Recommended System Requirements:

Pentium II 266 MHz
64 MB of RAM
2 MB Video Card
8x CD ROM



Installing & Running

Installing

1. Insert the Rocket Power™ Extreme Arcade Games 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 Rocket Power™ Extreme Arcade Games will be in the Nickelodeon\Rocket Power 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 Rocket Power™ Extreme Arcade Games program, you must place the Rocket Power™ Extreme Arcade Games CD-ROM disc into the drive before you start the program. Insert the Rocket Power™ Extreme Arcade Games 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 Nickelodeon Menu.

Quitting & Uninstalling

Quitting the game

While playing Rocket Power™ Extreme Arcade Games, press the ESC key at any time to view the Pause Menu. Select EXIT to return to the Main Menu.

While on the Main Menu, select EXIT to quit the program and return to the desktop.

Uninstalling

1. If you have the Auto Insert notification feature enabled, insert the Rocket Power™ Extreme Arcade Games 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 Nickelodeon Menu. Click on the Uninstall Rocket Power™ Extreme Arcade Games 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.

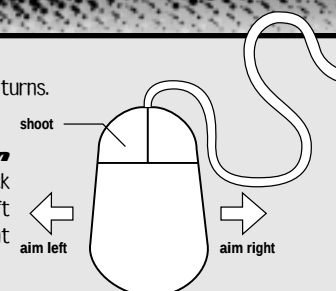


Game Controls

Hockey Shot

In a 2 Player game of Hockey Shot, each player takes turns. The controls are the same for a 1 Player game.

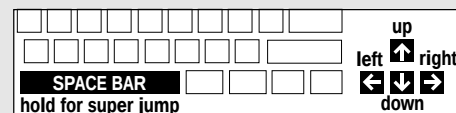
1 Player	2 Player	Action
Left Click	Left Click	Shoot the puck
Mouse Left	Mouse Left	Aim Left
Mouse Right	Mouse Right	Aim Right



Rocket Pogo

In a 2 Player game of Rocket Pogo, each player takes turns. The controls are the same for a 1 Player game.

1 Player	2 Player	Action
Space Bar (hold)	Space Bar (hold) ..	Super Jump
Arrow Key UP	Arrow Key UP	Up
Arrow Key DOWN	Arrow Key DOWN	Down
Arrow Key LEFT	Arrow Key LEFT	Left
Arrow Key RIGHT	Arrow Key RIGHT	Right



Game Controls

Sandcastle Slam

In a 1 Player game of Sandcastle Slam, use the Mouse to control the action!

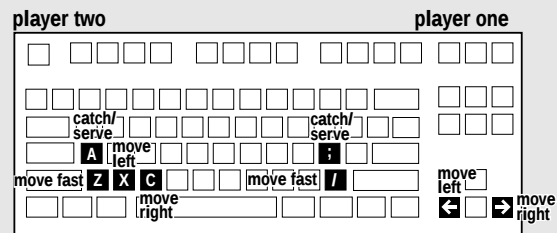
1 Player Action

Left Click (hold)Catch Ball
Left Click (release) . Serve Ball
Mouse Left Rotate Left
Mouse Right Rotate Right

In a 2 Player game of Sandcastle Slam, two players compete against each other and a third computer opponent at the same time. Both players use the keyboard to control the action.

1 Player	2 Player	Action
-----------------	-----------------	---------------

; (hold)	A key (hold)	Catch Ball
; (release)	A key (release)	Serve Ball
/	Z key	Move Fast
Left Arrow	X key	Move Left
Right Arrow	C key	Move Right



Game Controls

Roller Rocketball

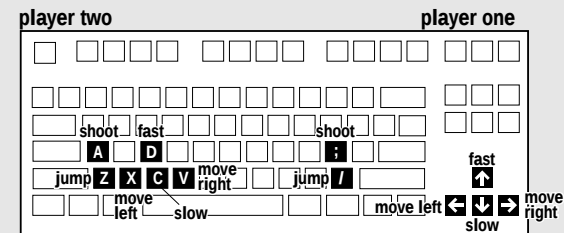
In a 2 Player game of Roller Rocketball, players compete head-to-head against each other at the same time. The controls for the first player are the same as for a 1 Player game.

1 Player	2 Player	Action
-----------------	-----------------	---------------

```

; ..... A key ..... Shoot Rocketball
/ ..... Z key ..... Jump
Up Arrow ..... D key ..... Fast
Down Arrow ..... C key ..... Slow
Left Arrow ..... X key ..... Move Left
Right Arrow ..... V Key ..... Move Right

```



The Characters

Otto Rocket

Also Known As: Ottoman, O-Man, Otto-matic and Rocket Boy

Otto is so totally 'Zen' at ten. You know, in touch with nature, being one with it and all when he's doing something extreme. Stuff like that. He's gifted, stubborn, charismatic and the self-appointed, brazen Rocket Power leader. Otto's also totally obsessed with sports. Any kind, as long as it's fast and perilous! And that can be a real problem. Because of his total devotion to the relentless pursuit of athletic perfection, Otto tends to forget just about everything else, making him sometimes unreliable. Okay, most times!

Reggie Rocket

Also Known As: Reg, Regina and Rocket Girl

Reggie is Otto's 11-year-old sister. She's strong, smart, a star athlete and a leader and crusader for the underdog. She publishes her own zine that covers everything from extreme sports (natch!) to 'kid politics.' She really is the ultimate girl action hero, never turning down a challenge from the boys, and always keepin' up. Reggie is often the voice of reason in the gang.



Maurice Rodriguez

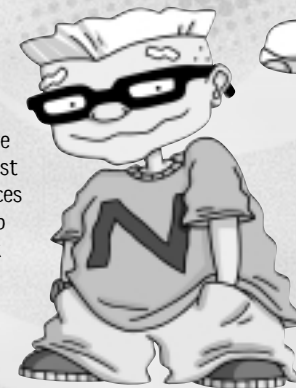
Also Known As: Twister and Twist

Twister is a daredevil film-maker-type who never leaves home without his handheld videocam. In fact, he's been known to get a little too close with that camera, nearly blocking Otto's view of the finish line during a race! Even though his older brother Lars can be Otto's fiercest competitor, Twister and Otto are best friends, behind each other all the way. And Twister's got the film footage to prove it!

Sam Dullard

Also Known As: Squid, Squidman and Sammy

Every group of daredevils needs that one voice of reason. And Sam is it for the Rocket Power gang. He's smart, questioning and a loyal techno whiz kid from Kansas who's new to Ocean Shores. Sam's a bit more cautious (think SCARED!) than the rest of the kids, and since he always voices his fears, he helps to keep the group more grounded by making them think before they launch!



Main Menu

Begin a one or two player game, check out the high scores, change the options or exit the game from the Main Menu.

1 player

Begin a new one-player game or continue from a saved game.

2 players

Compete against another player! Each player can use the same keyboard at the same time, or can use the same controls when taking turns. View the Help Screen before each game for more details on the two player game controls.



Scores

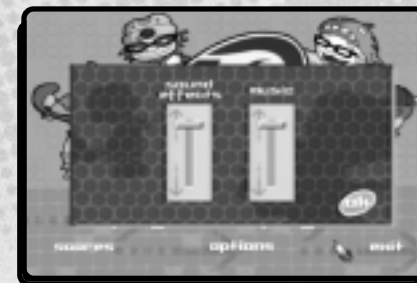
Check out the high scores for each game! Left click on a game name to see the high scores for that game!

Left click on the back arrow to exit and return to the Main Menu.

Options

Increase or decrease the volume for MUSIC and SOUND EFFECTS by using the on-screen sliders. Left click and hold on a slider; then move the mouse UP to raise the volume or DOWN to lower the volume.

Use the mouse to highlight OK at the bottom of the screen and left click to exit the Options Menu.



Entering Your Name

Before playing a game, you need to enter your name. If playing a two player game, both players will need to enter a name before beginning a game.

If you have already played a game and would like to continue, highlight the box with your game and left click. Now select GO to continue where you left off.

Click on the arrow in the bottom/left corner to return to the Main Menu.



New

Left click on NEW at the bottom of the screen to enter a new name. Now use the keyboard to type in your name (or nickname). You can left click on CANCEL to stop entering your name, or left click on OK when done.

Now select the box with your name and click GO to begin!

Erase

To remove a game from the list of saved games, select a name with the mouse. Now left click on ERASE. Another prompt will ask if you're sure. Select YES to delete the game, or NO to cancel.

Note: You will not be able to return to a game after deleting it.
Be sure you want to delete a game before selecting ERASE.



Hockey Shot



Control Otto and shoot the puck into the goal as fast as you can before the timer runs out! Use the boards and obstacles for rebounds and bank shots to get bonus points!

Hint: Try to collect all the coins on every level before putting the puck in the net. Every time the puck bounces off the boards or an object, your score will be multiplied.

Hint: Hit one frisbee on each round during a level to get a bonus!



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Sandcastle Slam



Control Reggie and try to defeat Lars and Sherl by throwing your ball at their sandcastles. Don't let them hit yours! When a sandcastle is demolished, that player's turn is over.

Throw your balls at the powerups for extra action!

Powerups

- Bucket of Sand - The bucket repairs part of your fortress.
- Ice Block - Collect the block of ice to freeze your fortress for a short time, making your walls stronger.
- Energy Bar - Makes you throw the ball harder!
- Barbecue - Cause double damage.
- Sunblock - Makes the ball uncatchable.
- Floatation Device - Damages all fortresses!



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Rocket Pogo

Sam needs to put his robot back together! Control Sam and pick up all five robot pieces before the time runs out. Avoid Eddie (the "prince of the netherworld"), bouncing beach balls, and other obstacles in your search for the five robot pieces. Press and hold the Space Bar to super jump over objects. Collect coins and powerups for a higher score!



Powerups

- Energy Bar - Makes Sam move twice as fast!
- Energy Drink - Makes Sam invulnerable for a short time.
- Stop Watch - Adds time to the timer.
- Pizza Slice - Collect all 6 pieces for a bonus!



Roller Rocketball

If you've been able to collect enough coins, you can control Twister Rodriguez and skate down the boardwalk! Collect the rocketballs and shoot them into each trash can for points. Reach the end of the level before time runs out or you will have to start over! Score a certain amount of goals into the trash cans to win.



Hint: Use the ramps to catch mega air and pick up gems for bonus points!

Note: Before you can play Roller Rocketball, you will need to collect at least 150 coins in the other game modes.



Pausing The Game

While playing any of the game modes, press the ESC key at any time to pause the game. Select any of the following options from the Pause Menu:

Continue

Return to the action!

Options

Change the music and sound effects volume.

Help

Look at the objectives and controls for the game.

Reset Level

Start the level over again.

Exit

Return to the Game Selection Screen.



Silver & Gold Medals

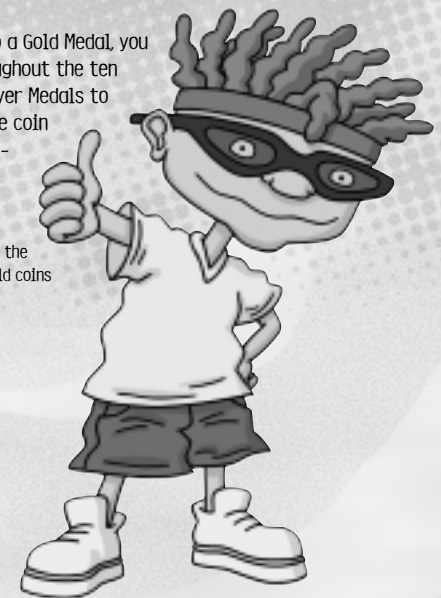
Silver Medals

After completing ten levels from any game mode, you will receive a Silver Medal next to your name. Complete ten levels from all four game modes to have four Silver Medals.

Gold Medals

In order to change one of the Silver Medals into a Gold Medal, you will need to collect every single gold coin throughout the ten levels of that game mode. To change all four Silver Medals to Gold Medals, you will need to collect every single coin through all ten levels from all four game modes - do you have what it takes?

Note: It might take several tries to collect all the coins in a game mode. When you are playing through a level again, the silver coins are the coins you've already collected. The gold coins are the ones you still need to grab. Good luck!



Credits

SAPIENT

EXECUTIVE PRODUCER Jennifer Christensen
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 LEAD PROGRAMMER Scott Graessle
 PROGRAMMERS Dave Barrett
 Jesse Jack
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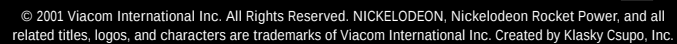
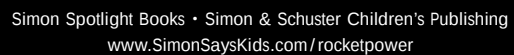
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 Manny Galan
 Russell Hicks
 Deb Krassner
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 Kate Clow
 Eric Squires
 Geoff Todebush
 Stavitt Young

Catch the wave.

Read Rocket Power books!

The image displays four comic book covers from the 'Dinobird' series, arranged horizontally. Each cover features the 'Dinobird' logo in the top left corner. The covers are:

- Rocket Report:** Shows three characters on skateboards. One character is wearing a helmet and goggles, another is wearing a helmet and a backpack, and the third is wearing a helmet and a backpack.
- Joke Book:** Features a character with a large, toothy grin and a character with a large, toothy grin.
- Double Trouble:** Shows a character with a large, toothy grin and a character with a large, toothy grin.
- Surf's Up!:** Depicts a character surfing on a wave, with another character in the background.



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines in total. The paper has rounded corners and a thin black border around the edges.

Limited Warranty

Warranty and Service Information

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

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