

THQ brings your Nick favourites to the PC!

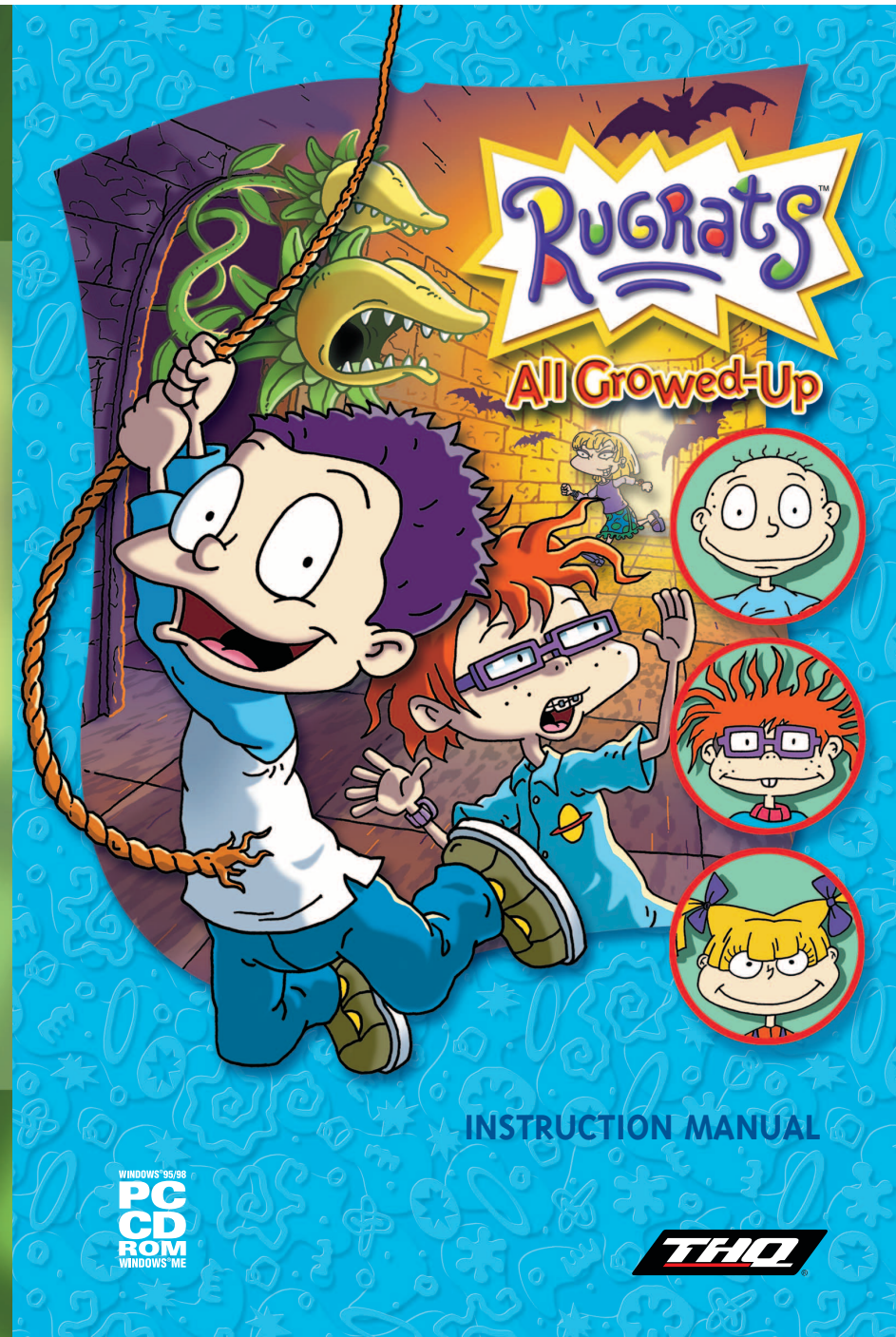


Available
Now!



WINDOWS 95/98
**PC
CD
ROM**
WINDOWS ME

Instruction Manual © 2003 Paramount Pictures and Viacom International Inc. All rights reserved. Nickelodeon, Rugrats, Nickelodeon Rocket Power, Jimmy Neutron Boy Genius, SpongeBob SquarePants and all related titles, logos and characters are trademarks of Viacom International Inc. Rugrats and Nickelodeon Rocket Power created by Klasky Csupo, Inc. SpongeBob SquarePants created by Stephen Hillenburg. THQ and its logo are registered trademarks of THQ Inc. All rights reserved.



INSTRUCTION MANUAL

WINDOWS 95/98
**PC
CD
ROM**
WINDOWS ME



NICKELODEON

Rugrats™

All Grown-Up

A Spooky Story	2
System Requirements	3
Installation	4
Controls	4
A Baby's Gotta Do	
What A Baby's Gotta Do	5
Main Menu Screen	6
Sign-In Screen	6
Characters	7
Items	8
Spooky Spheres	9
The Hub	9
Game Screen	10
Levels	10
The Library	10
The Basement	11
The Attic	12
The Greenhouse	12
The Lab	13
Bonus Rooms	14
Saving, Pausing and Exiting	14
Credits	15
Limited Warranty	16



A Spooky Story

It all started when the babies sat down to watch Dr. Spooky on TV over at the Pickles' house.

That day, Dr. Spooky was brimming with pride over the amazing new time machine he had invented. The babies were totally fascinated. Their eyes were all glued to the TV. All eyes except for Angelica's, that is. She was looking right at the babies. "There's no such thing as a time machine, you dumb babies," she shouted knowingly.

In a flash, the babies were transported to Dr. Spooky's lab where they discovered they weren't babies anymore – they were ten years older! The time machine had worked... but could they ever go back?



System Requirements

Before you attempt to install Rugrats™: All Grown-Up, you should make sure your PC meets the following hardware and software requirements. You should have:

Minimum System Requirements:

Windows® 95, 98 or ME
Pentium® II 233 Mhz
32 MB RAM
125 MB HD Space
8x CD ROM Drive
2 MB PCI Video Card
16 bit Sound Card

Recommended System Requirements:

Pentium® II 300 Mhz
64 MB RAM
140 MB HD Space



Installation

1. Insert the Rugrats: All Grown-Up disc into your CD-ROM 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. Left click the Start Button on the Windows Task bar then select Run from the Start Menu.
4. Type d:\autorun (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.
6. After installation is complete, you'll find an icon for Rugrats All Grown Up in the Rugrats All Grown Up menu item within Programs (under the Start Menu in the Windows Task bar as well as on the desktop).

Controls

Keyboard Configuration



KEY	ACTION
Left Arrow Key	Run Left
Right Arrow Key	Run Right
Space	Jump
Space + Left/Right	Long Jump
Enter Action	
Up/Down Arrow Keys	Climb
ESC Key	Help

A Baby's Gotta Do What A Baby's Gotta Do

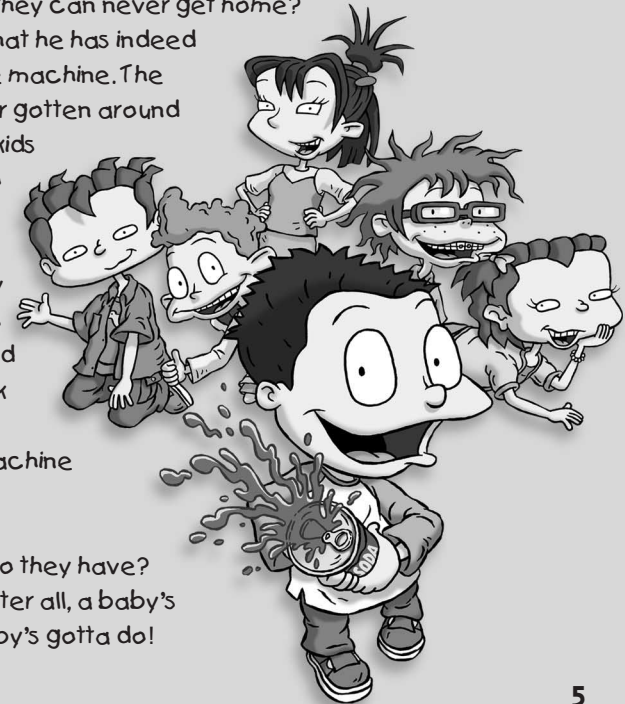
So here they are, ten years older and standing in Dr. Spooky's lab, for real! At first, the kids are all excited and amazed. They love the idea of being older for a while. Think of how much fun they can have -- and how much trouble they can get into! But Chuckie soon realizes there could be a serious problem. How are they gonna get back to their own time?

The kids don't like the answer they get from Dr. Spooky. "I've never built an un-time machine," he tells them, "You said you wanted to come to the future, but you didn't say anything about going back."

Oh, no! This could be the worstest thing that's ever happened to the babies! What if they can never get home?

Dr. Spooky admits that he has indeed designed an un-time machine. The trouble is, he's never gotten around to building it. If the kids want to get back to their own time, they'll have to search nearly every room in Dr. Spooky's creepy castle to find the Instruction Book and the parts they'll need to build the machine themselves.

Well, what choice do they have? Better get going! After all, a baby's gotta do what a baby's gotta do!



Main Menu Screen

Play

Begin a new game of Rugrats All Grown-Up.

Quit

Exit the game – for now.

Credits

View the end credits for the game.

High Score

Beat your own high score! The faster you finish a level, the more points you can score!



Click on the Back arrow to return to the Main Menu to exit the Rugrats All Grown-Up CD-ROM. When you quit the game, your levels completed in the games will be automatically saved. Next time you play, just select your name when you sign in to begin where you left off.

Characters

You can choose to play as any of the following characters:

Kimi
Tommy
Dil
Chuckie



Sign-In Screen

To begin Rugrats All Grown-Up CD-ROM, click on New and enter your name in the first available space on the top of the screen. If you've played before and you want to continue your game, select your name from the list and click on Go. To delete an old game, just click on the name and then click Erase.



Later in the game, when you've collected all the Spooky Spheres, you can unlock the secret player.

Plus, you can count on Angelica to speak her mind throughout the game. She'll be there to steer you in the right direction, whenever she thinks you need some help. Of course, she always thinks she knows best!

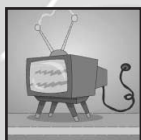
Items

There will be an important item to find on every level. You'll need to gather all of the items and bring them with you to the last level. Once you make it to the lab, you'll finally be able to set the clock on the un-time machine to get the babies back home!



The Library - Instruction Book for the Un-Time Machine

The Basement - Robot Torso



The Attic - TV Antennae

The Greenhouse - Giant Eggplant



The Lab - Giant Clock

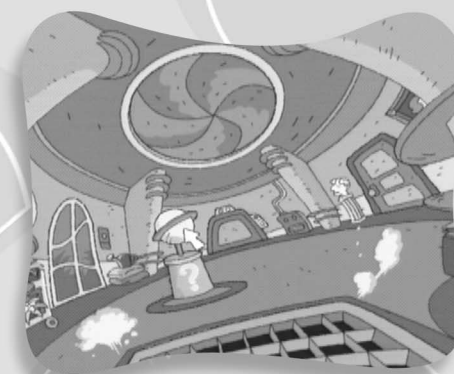
Spooky Spheres

Throughout the game, you'll come across Spooky Spheres, collectibles that look like small spinning planets. Find and collect as many as you can because each one is worth 10 points. There are 30 Spooky Spheres on each level – that means you can get a possible 300 points per level! Not only that, if you can find all 30 Spooky Spheres, you will unlock that level's secret room. And guess what? Each of those secret rooms has 20 more Spooky Spheres inside! Yeah! If you collect all of those secret Spooky Spheres, you will unlock the hidden character!



The Hub

From here, you can choose to go into any of the five main levels — or rooms. At the start of the game, the only unlocked room is the library. But, if you want to come back to the Hub later on, just press the ESC key and you can decide where you wanna go next! Click on the question mark (?) for a tutorial on how to play the game.



Game Screen

Keep an eye on the bottom of the screen!

1 Bonus Timer

A clock shows how much time you have left to complete the level. If the clock reaches 0, you can still finish the level, but you won't get any bonus points. The more time you have left on the clock, the more bonus points you'll get!

2 Spooky Spheres

This number shows how many Spooky Spheres you've collected so far.

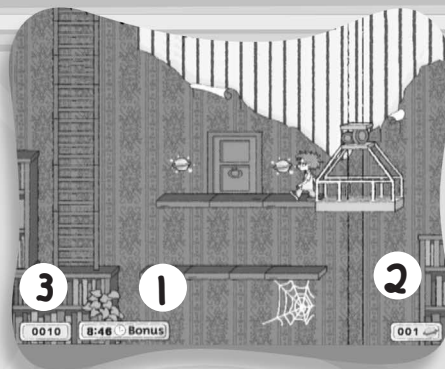
3 Score

This is your total number of points. Keep working on your time bonuses and collecting those Spooky Spheres, and this number will go up!

Levels

The Library

The only room you can get into right now is the library, but that's usually the best place to start when you're looking for information, don't you think? The first thing you need to do is get the plans so you can figure out how to build the un-time machine. If you can manage to climb the stepladders, ride the pulley elevators and keep from falling off the wobbly stacks of books, you should be able to get to the Instruction Book. Watch out for those falling books!



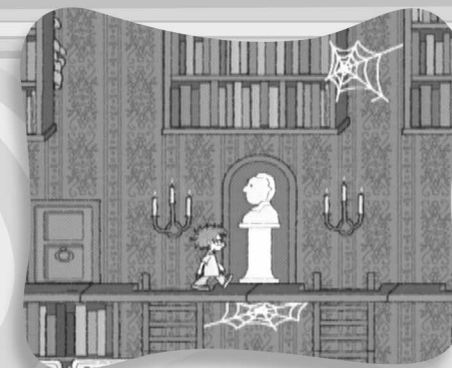
Hazards

- Moving Bookcart
- Moving Platform
- Falling Books • Tricky Jumps

Item

- Instruction Book for the Un-Time Machine

Hint: To complete the globe puzzle, try rotating the globe to the colors on the bookcase. It moves just like a combination lock: right-left-right-left.



The Basement

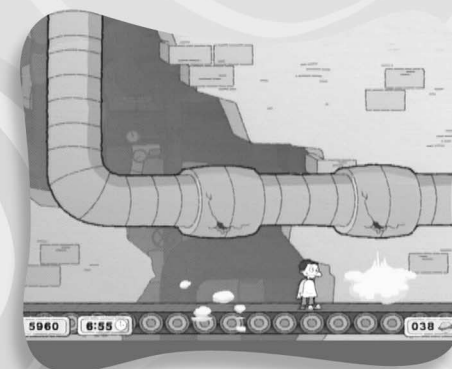
Once you've found the plans, you can check out any of the next three levels. With all the boxes, bats and steam leaks everywhere, the basement might be one of the yuckiest places to be. But you're sure this is the right place to find a Robot Torso, which is exactly what you'll need to build the un-time machine! Keep your eyes on the conveyer belts!

Hazards

- Moving Conveyer Belts
- Bats
- Falling Boxes
- Steam Leaks

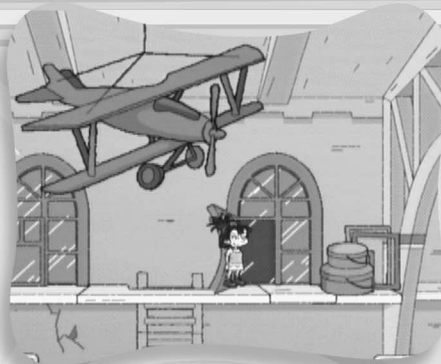
Item

- Robot Torso



The Attic

If you've got the Instruction Book, you can search the attic. The attic is pretty scary up here and you can see lots of bats and spiders. Get through the maze, climb the mountains of stuff and try to find the TV Antennae. You know it's in here somewhere, if only the floors would quit crumbling under your feet!



Hazards

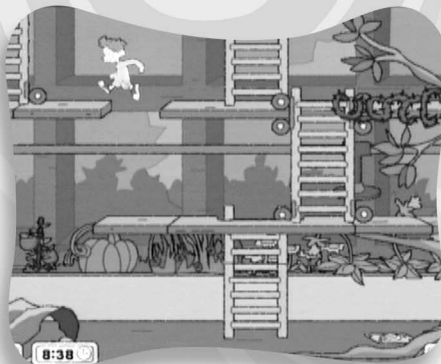
- Bats • Swinging Spiders
- Crumbling Floors
- Flowing Electricity
- Electrified Barrels

Item

- TV Antennae

The Greenhouse

With the Instruction Book safely in your hands, you are free to explore the greenhouse. There are so many vegetables and flowers in here, you are bound to find the Giant Eggplant that will power the un-time machine... that is, if you don't get struck by falling fruit or swallowed by a kid-eating plant before you can find it! Make it quick! The babies are counting on you!



Hazards

- Bees • Kid-eating Plants
- Falling Fruit • Seed-spitting Plants • Thorny vines

Item

- Giant Eggplant

Final Level: The Lab

Congratulations! You've made it through all the other rooms and you have almost everything you need to build the un-time machine. Now it's time to head for Dr. Spooky's lab. If you can just manage to get there and set the Giant Clock, you'll start the machine and send the babies back to their own time. There are still plenty of dangers to avoid, but you're no fraidy cat!

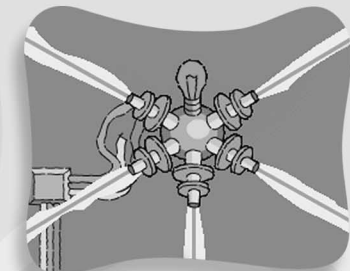
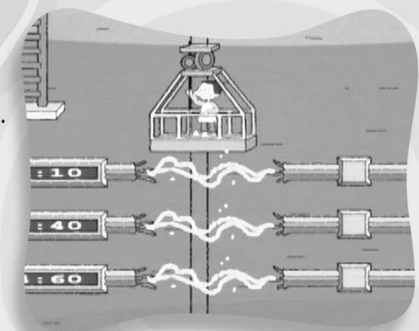
Hazards

- Flowing Electricity • Lasers
- Moving Ladders • Clock Face
- Rats

Item

- Giant Clock

Hint: In order to avoid the circular lasers, stay still when the red light comes on or else you will trigger the lasers.



Bonus Rooms

Each level has a secret bonus room hidden behind a locked door which can't be opened until you collect the 30 Spooky Spheres in that level. Each of the five hidden rooms has 20 more Spooky Spheres inside. That means, once you've unlocked these rooms, you can collect 100 MORE Spooky Spheres. When you have all 250 Spooky Spheres, you'll unlock the secret bonus character!

Saving, Pausing and Exiting

Saving the Game

You can save up to 10 different games. Just hit "new" and type your name into one of the blank lines then hit "return." Later, you can select a saved game by scrolling down the list. When you start the saved game, you'll find yourself in the last level you played. That way, you can keep your high score and save your Spooky Sphere point collections. If you decide it's time to get rid of a saved game, just highlight that game and hit the "erase" button.



Pausing or Exiting the Game

Press the "Esc" key if you want to change the volume of the game, exit the game or return to the hub. You can press "Esc" again to return to the action, or click "Quit" to exit the game.



Credits

Tommy— E.G. Daily, Dil— Tara Strong
Kimi— Dionne Quan, Chuckie— Candy Milo,
Angelica— Cheryl Chase, Dr. Spooky—
Charlie Adler

Voice Direction by Charlie Adler and
Keythe Farley
Recorded at Soundelux

THQ

PRODUCER
Jamie Bafus

ASSISTANT PRODUCER
Lalie

EXECUTIVE PRODUCER
Carolina Beroza

VP OF PRODUCT DEVELOPMENT
Michael Rubinelli

DIRECTOR OF QUALITY ASSURANCE
Jeremy S. Barnes

DATABASE ADMINISTRATOR
Jason Roberts

QA TECHNICIAN
David "Mario" Waibel

QA TRAINING COORDINATOR
"Professor" Colin Totman

LEAD TESTER
Ron "Yeti" Hodge

TESTERS
Nathan Miller, Brent Doshier, Chad Jones,
Scott Ritchie, Chris Lai, Evan Icenbice,
Darren Boudreau, Patrick O'Driscoll,
Ruslan Abaev

PRODUCT MARKETING MANAGER
Danielle Conte

ASSOCIATE PRODUCT MARKETING
MANAGER
Ed Lin

GROUP MARKETING MANAGER
John Ardell
VP of MARKETING
Peter Dille

DIRECTOR, CREATIVE SERVICES
Howard Liebeskind

ASSOCIATE CREATIVE SERVICES
MANAGER

Melissa Roth

MANUAL TEXT
Claudia Piaseckyj

LAYOUT AND DESIGN
Bryan Frodente, Gregory Harsh, Beeline
Group

SPECIAL THANKS
Brian Farrell, Jeff Lapin, Alison Locke,
Germaine Gioia, Leslie Brown, Tiffany
Ternan, THQ Kids Group

NICKELODEON INTERACTIVE

VP, BOOK PUBLISHING & INTERACTIVE
MEDIA
Stephen Youngwood

DIRECTOR OF MARKETING, INTERACTIVE
MEDIA
Sherice Guillory

DIRECTOR OF DEVELOPMENT &
PRODUCTION
Aly Sylvester

PROJECT COORDINATOR
Erika 'E' Ortiz

MARKETING COORDINATOR
Erica David

SPECIAL THANKS
Deb Bart, Giuseppe Bianco, Tim Blankley,
Leigh Ann Brodsky, Jennifer V. Davis,
Russell Hicks,
Paul McMahon, Lynette Pastori, Joe
Sandbrook,
Geoff Todebush, Stavitt Young

SAPIENT

SENIOR PRODUCER
Rodney Gibbs

EXECUTIVE PRODUCER
Jennifer Christensen
VICE PRESIDENT GAMING
Marten Davies

DESIGN
Lance Myers, Yehudi Mercado

LEAD PROGRAMMER
Marshall Kunze

PROGRAMMER
Michellerenee Vitale

PROGRAMMING GROUP LEAD
Kathy Kennedy

LEAD ARTIST
Walt Holcombe

SENIOR ARTIST
Lance Myers

ANIMATORS
Beth Gerstenfeld, Korey Coleman

PROCESSING
Thad Martin

GRAPHICS DIRECTOR
Chris Mead

AUDIO LEAD
Les Brooks

COMPOSER
Andrea Perry

AUDIO DEPARTMENT DIRECTOR
Mike DeLeon

LEAD TESTER
Blake Bush

SPECIAL THANKS
Jeff Kohlman, Ally Miller, Galen
Holmes, Todd Cobb, Troy Miller,
Troy Whitlock, Seonaidh Davenport,
Ellen Hobbs, Adrian Penn, Scott
White, Scott Laing

THQ LIMITED WARRANTY

Technical customer support:

THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold "as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability.

Please allow 28 days from dispatch for return of your Game Disc. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the THQ International product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE THQ INTERNATIONAL. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL THQ INTERNATIONAL BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS THQ INTERNATIONAL PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broadcasting and public performances are prohibited without express written permission of THQ International.

THQ Asia Pacific, Level 8, 606 St.Kilda Road, Melbourne, VIC Australia 3004

Technical Support and Games Hotline

1902 222 448

Call cost \$1.80 + GST per minute
Higher from mobile / public phones



or email feedbackaustralia@thq.com