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Nintendo

GAME BOY COLOR

CGB-BNSE-USA



*You're on the road with *NSYNC!*

INSTRUCTION BOOKLET



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GET TO THE SHOW!

It's another stop on the *NSYNC® tour and you're in charge! From running errands to helping the guys warm up before the show, the band depends on you to keep things in control. Prove you've got what it takes and you can run the whole concert!

GETTING STARTED

1. Make sure that your Nintendo® Game Boy® Color System is turned OFF.
2. Insert the *NSYNC® *Get to the Show*™ Game Pak as described in your Game Boy® Color instruction manual.
3. Turn the POWER switch ON.
4. When the *NSYNC *Get to the Show* title screen appears, press START to display the Main Menu.

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MENU CONTROLS

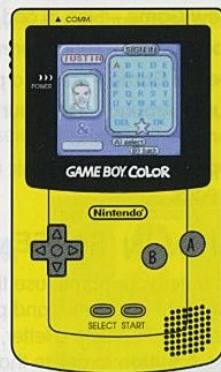
+ **Control Pad:** Highlight your selections.

A Button: Make a selection, or start a game.

B Button: Return to the previous screen.

START: Skip a screen, or pause a game.

Note: Each individual game has its own set of controls. Please see each game section for details.



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MAIN MENU

- New Game** – Sign in and start a new game.
- Load Game** – Load a previously saved game.
- Delete Game** – Delete a previously saved game.
- Jump Around** – Play your favorite game for as long as you want.
- Options** – Turn the music and sound effects ON/OFF or view the game credits.



SIGN-IN SCREEN

To enter your name, use the + Control Pad to highlight each letter and press the **A Button** to select it. To delete a letter, highlight DEL and press the **A Button** to delete that letter.



Select the STAR icon and then press the **A Button** until the name and picture of your favorite guy appears in the upper left corner of the screen. You must enter your name and select your favorite guy, then select OK, in order to continue.

DIFFICULTY SCREEN

Before you can start the game, you need to select your difficulty:

New Fan – Easy **True Fan** – Medium **Super Fan** – Hard

THE *NSYNC PAGER

*NSYNC will communicate with you throughout the game using this special paging device. See the pager controls on the next page.



Control	Function
A Button	Advance through the text message.
START	Stop the text message and immediately start the game.

PLAYING THE GAMES

*NSYNC needs your help to get to the show! Check out the things you need to do and the places you need to go. It's going to be awesome!

LIMO RACE

There are three limo races in the game. In each race, the guys have important errands they need you to help them run. Follow the on-screen direction arrows to point you where you need to go and pull into the various stops to complete each errand. If there is no left or right arrow on screen, continue to drive straight. Make sure you watch



Request

the timer, since you're given a time limit to get things done!

Control	Function
A Button	Accelerate
B Button	Stop
+ Control Pad	Turn left or right, change lanes, or stop at a location.

Also keep an eye on the bottom of the screen for a message from one of the guys telling you his request.

To win, stop at the correct locations and get to the final destination before the timer runs out.

Missing turns and the guys' requests decreases your Fan Rating, so be careful. Fulfilling the guys' requests increases your Fan Rating, but does take time!

If the timer runs out before you reach the end of the race, you're reset back to the beginning of the limo race and your Fan Rating will drop.

HOTEL HAVOC

You've made it to the hotel and the guys are exhausted! Help them get a good night's sleep by keeping the noise down. Watch out for the ringing phones, loud music and noisy people. It's all up to you!



Control	Function
A Button	Keep the noisy items quiet.
B Button	Put the guys back to sleep.
+ Control Pad	Move the selection star up, down, left and right.

Score Target Score

The game is played in five rounds, and each round has a time limit. During each round you will need to catch the target number of disturbances and guys. Pressing the **A Button** makes the disturbances disappear and adds a point to your score. Pressing the **B Button** puts

that guy back to sleep and also adds a point to your score. If the wrong button is used on the wrong target, the score will go down by 1 point. The game will get faster and faster as rounds progress.

To win the game, stamp out all the trouble and meet the target score for all the rounds.

If the timer runs out before you meet your target score, you're reset back to the current round and your Fan Rating will drop.

BURGER CRAZE

The guys are jetlagged and hungry. They want burgers for breakfast ... what a great way to start the morning! Each guy likes his burgers made his own special way, so be sure to catch only the ingredients he likes!

See Burger Craze controls on the next page.



Next Ingredient

Control	Function
B Button	Make an item drop onto your burger.
+ Control Pad	Move the guy left or right.

The game is played in five rounds, and each round has a time limit. During each round you will need to fill that guy's burger order. Keep an eye on the next ingredient you need to catch as the ingredients start falling, and position the guy directly under the item you wish to catch. If you catch three wrong ingredients in a row, you will have to start the round over and your Fan Rating will be decreased. The ingredients will fall faster and faster as the rounds progress.

To win, fill each guy's order before time is up.

Running out of time without completing the full order decreases your Fan Rating. If you don't complete the order, you automatically replay the round.

LET'S WARM UP

Congratulations, you got *NSYNC to the show! But before they go on stage, get the guys through their traditional pre-concert "hacky sack" game.



Score

Control	Function
A Button	Make a long kick.
B Button	Make a short kick.
+ Control Pad	Launch and aim the sack left or right.

Note: You must simultaneously press a direction on the **+ Control Pad** and *either* the **A Button** or the **B Button**.

The game is played in five rounds. The serving guy is always at the bottom of the circle.

Kick the sack to each of the guys at least once before it hits the ground or the timer runs out. A round is completed only when ALL five guys have kicked the sack at least once and you keep the sack in the air until the timer runs out. For each round, once all five guys have kicked the sack, the score will indicate how many more kicks have been made. See how many you can make within the time limit!

To win, play through all five rounds.

Timing your kick is everything! Kick the sack too early or late, or run out of time without all five guys having kicked the sack, and your Fan Rating takes a hit. If you miss the sack three times, you'll have to start the round over again.

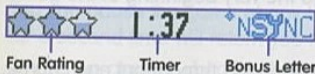
IT'S SHOW TIME

You did it! The guys are rarin' to go! Now you're in control of the dance moves, music and lighting ... so have fun and help *NSYNC make it their best concert ever!

Control	Function
A Button	Change the music.
B Button	Change the lighting.
+ Control Pad ▲	Change the dance step of your favorite guy.
+ Control Pad ▼	Make all the guys get in sync.

Follow the time limit to make your performance.

IMPORTANT STUFF TO KNOW



Timer

Each game has a specific time in which the task at hand must be completed.

Fan Rating

The purple stars represent your Fan Rating. Upon selecting your difficulty level, you will be given three stars. The difficulty level will determine the rate at which the stars will be either emptied or replenished, depending upon success or failure in any of the games:

New Fan = 1/4 increments

True Fan = 1/2 increments

Super Fan = full star increments

Making mistakes in the game causes your Fan Rating to fall. If you lose all of your stars, you will be returned to the very beginning of the game.

*NSYNC Bonus Letters

Keep an eye out for the letters N-S-Y-N-C found throughout each game, and try to collect them. As each letter is collected, the corresponding letter on the score bar will be highlighted. If you catch them all, your Fan Rating will be fully restored.

SAVING YOUR GAME

Your game will save automatically when you complete any individual game.

When you load your saved game, it will resume at the beginning of the next uncompleted game. For example, if you resume a game that is saved just after **Let's Warm Up**, you can go to the concert (**It's Show Time**) whenever you want.

Note: You cannot save a game in Jump Around mode.

PAUSING YOUR GAME

You can pause the game at any time by pressing START. Pressing START for a second time will return you to the game.

To change games when in Jump Around mode, press START to pause the game and then press SELECT to go back to the Jump Around menu.

To exit a new or saved game in progress, press START to pause the game and then press SELECT.

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

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Kids, check with your parent or guardian before visiting any web site. Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Hints and Tips
- Demos
- Interviews
- Competitions
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out!

*NSYNC WEB SITES & FAN CLUB

To find out the latest news on the band, please visit:

<http://www.NSYNC.com>

<http://www.NSYNCDIRECT.com>

Note: Infogrames does not control, and disclaims any responsibility or liability for, the functioning of these independent web sites and any content on or available through such web sites.

You can also join the *NSYNC Official International Fan Club by writing:

*NSYNC Official International Fan Club

P.O. Box 5248

Bellingham, WA 98227

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Woodinville, WA 98072-9965
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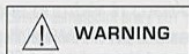
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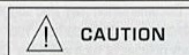
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FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

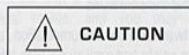
Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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