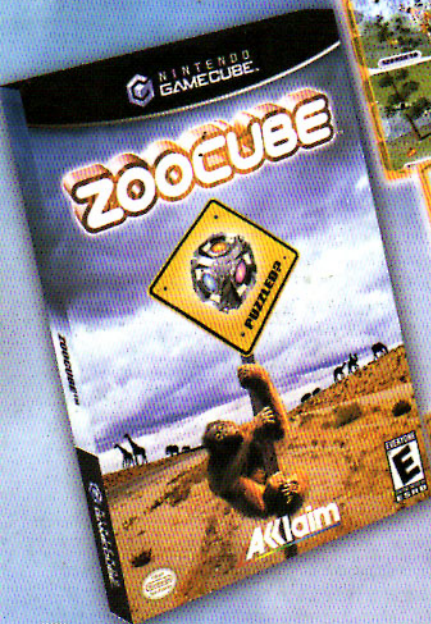


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Sweet 16
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EmuMovies

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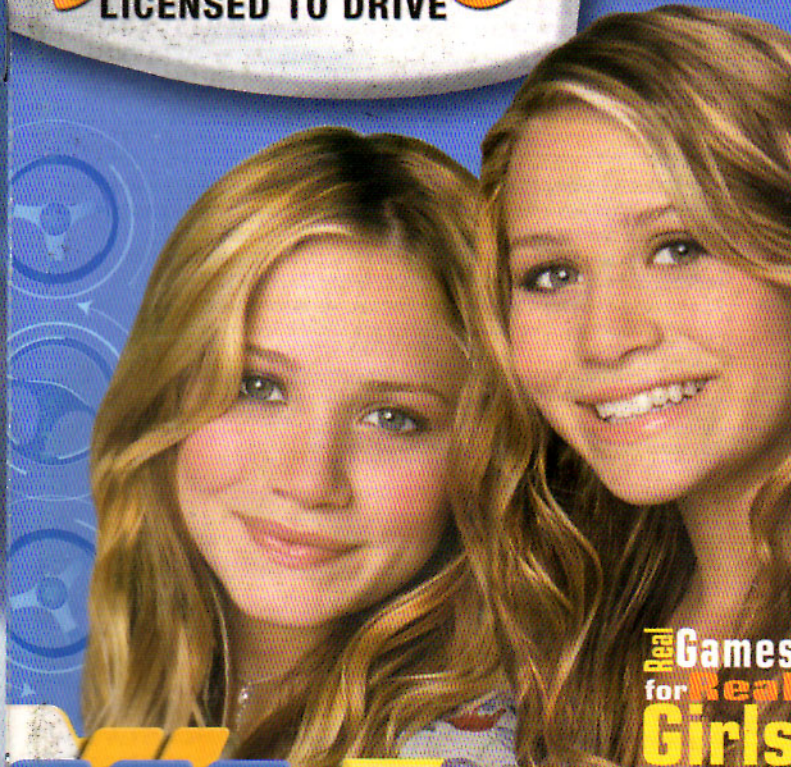
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INTRINSIC



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Girls



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INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT, SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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Loading

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert your Mary-Kate and Ashely™ Sweet 16 Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket.

Note: **Mary-Kate and Ashely™ Sweet 16** is for 1 to 4 players. Each player should insert a Controller into the proper Controller Socket at this time.

4. If you wish to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A or Memory Card Slot B.
5. Press the POWER Button ON (important: make sure not to touch the Control Stick while doing so).



Introduction

Are you ready for the sweetest adventure? Hop in and drive into excitement with us in **Mary-Kate and Ashely™ Sweet 16 Licensed to Drive**. There are three exciting game modes to choose from, and a host of mini-games to keep you satisfied, whether you're playing with friends or against the computer.

Adventure mode offers a diverting dreamland of driving fun. Imagine that the world is a giant board game. As you take your driving class, you'll move around the board earning points and collecting keys as you try to finish first. There's plenty to do!

You can take on **Arcade** mode and just play mini-games, or challenge a friend in head-to-head action in **Bring It On** mode. So grab the keys, buckle up and let's get down to some serious motoring fun!



Menu Navigation

Select Confirm/Advance A Button

Cancel/Go back Y Button

Move highlight UP or DOWN + **Control Pad/Control Stick**

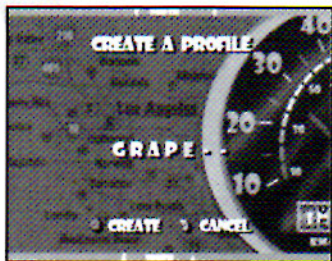
Toggle settings LEFT or RIGHT + **Control Pad/Control Stick**

Main Menu

NEW GAME Start a new game. See Game Modes on page 12 for details.



LOAD PROFILE Load a saved profile from your Nintendo GameCube™ Memory Card. You can also create a new profile. Profiles include your options settings and game progress.



CONTINUE

SAVED GAME Resume a previously saved game. You must load a profile to use this option.

OPTIONS Set these options:

SOUND/MUSIC

Audio Mode: Choose Stereo or Mono sound.

SFX Volume: Raise or lower the sound effects volume.

Music Volume: Raise or lower the music volume.

Once you've set up your options, press the **A Button** to confirm your settings and return to the Main Menu, or press the **Y Button** to return without saving settings.

Playing Sweet 16 Licensed to Drive

Once you have selected New Game, you can choose which game mode you wish to enter.

Board Game Basics

We'll start off by looking at Adventure mode. Imagine the world is a giant board game. Players take turns moving about the board for the chosen number of laps and turns, playing any mini-games that are triggered. The object of the game is to earn coins, collect keys and pick up friends.

TURN ORDER

At the beginning of an Adventure, you will spin to see who goes first. Press the **A Button** as the numbers change above your character. The highest number goes first.

SPINNING

At the beginning of her turn, each player spins to see how many spaces she can move. You will see a small box with spinning numbers, similar to an odometer. Press the **A Button** to stop the number.

You will automatically move the given number of spaces. What happens next depends on where you land. If a contestant is computer controlled, the computer will automatically spin for her.



RADIO

Before a turn, the player in first place (most points) can change the music playing on the car radio. Press the **L Button** to bring up the radio,

then press **UP** or **DOWN** on the **Control Pad** or **Control Stick** to cycle through the different stations. Press the **A Button** to select the station and return to the pre-turn menu.



VIEWING THE BOARD

During a game, before spinning you can also choose to view the board (press the **B Button**). Press the **+** **Control Pad/Control Stick** to move the camera around the board. Press the **A Button** to return to the spin/view board select menu.

BOARD PIECES

Landing on certain board pieces will immediately take you into a fun mini-game, while landing on others can cause you to earn coins, pick up a friend, lose a turn, reverse your next move and so on.



Start/Finish

This space marks the beginning and end of a lap. Landing on this space allows you to collect all of the coins in the Pot.



Challenge

Landing on this space triggers a challenge event in which a 1-on-1 mini-game and an opponent are chosen randomly. At stake in the challenge are the players' turns. The winning player gains an extra turn from the losing player.



Board Event

Landing on this space type triggers a board event. The events depend on the board (Beach or Mountain) being played. Each board has several different events that can occur. Some of the Board Events are: "High Tide" (blocks the beach road), "Detour" (an alternate branch is blocked for two turns), and "Earthquake" (movement is reduced).



Friend

These are goal spaces. Stopping on the space allows you to pick up a friend. You can carry a maximum of three friends in your vehicle. Once a Friend space has been stopped on, it remains empty. If another driver lands on a space already occupied by a driver who has just picked up a friend, the two players will compete in a mini-game to see who gets to take the friend.



Player Event

Landing on this space triggers a random Player Event. Some of the Player Events are: "Lose a Turn", "Flat Tire" and "Breakdown". Of course, there are good Player Events, too, like "Shopping Spree" (move to the next shopping space and choose up to three items for free) and "Car Show Prize" (win coins for having such a fine ride).



Mystery

Landing on this space temporarily changes it to a random selection of any of the space types, except friend.



Green Meter

Landing on the green space with a parking meter adds five coins to your bank.



Red Meter

Landing on a red space with a parking meter will subtract five coins from your bank. All coins subtracted by landing on this space go into the Jackpot. The jackpot is collected when a player lands on the Start/Finish space.



Reverse

A player who lands on this space must move backward on her next turn.



Shuffle

When a player lands on this space, all board spaces other than Start/Finish are shuffled.

LANDING ON THE SAME SPACE

Sometimes, players may land on the same space. When this happens, a one-on-one "shootout" mini-game of some kind determines which player will move back a space and which one will remain.

INTERSECTIONS

If the number of spaces you have to move takes you through certain intersections with a choice of routes, you may be asked to choose which direction you want to go in. Otherwise you'll automatically move forward.

KEYS

Collect as many keys as you can during the mini-games before advancing back to the main board. The keys are converted to coins and the coins can be used to purchase items in the board stores.

PURCHASING ITEMS

If you land on a shopping space, you'll be able to spend some coins to purchase useful items. You can hold up to three items in your trunk at any time.

PDA

Collect this item to make purchases from anywhere on the board.

Spare Tire

This protects you from the dreaded Flat Tire Event.

Invitation

Use the invitation to target a fellow driver. If that car is carrying a friend as a passenger, the friend will leave that car and join you.

Tow Truck

Use the tow truck to move an opponent's car to a different space.

Cell Phone

This allows you to bypass the spin and move directly to the closest Friend Space.

Detour Sign

This item closes a random path for up to three turns.

Wrong Directions

Potentially reverses the direction of a selected player for a turn.

Wheels

This item adds two spaces to your spin for the duration of the game.

Gas Can

Use this item to double your spin.

Repair Service

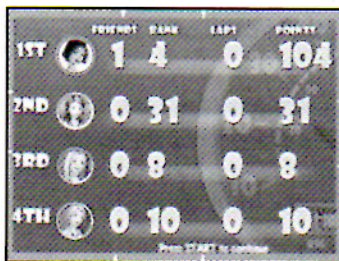
This item gives you protection from the Breakdown event.

For Sale Sign

Use this item to cause a selected player to lose a turn.

RESULTS SCREEN

At the end of a mini-game, you will see a results screen, showing your place ranking, the number of friends you've picked up, your bank (coins), number of laps completed and your point total.



	FRIENDS	BANK	LAPS	POINTS
1ST	1	4	0	104
2ND	0	31	0	31
3RD	0	8	0	8
4TH	0	10	0	10

PAUSING THE GAME

Press **START** during a game to pause the action. Need help? The pause screen lets you access the help menu, which shows the controls for and object of the current game. The pause screen also features an option to Exit (quit) the current game and return to the Main Menu.



Game Modes

ADVENTURE

In Adventure mode, you travel to various regions and complete exciting mini-games as you go. First, you'll need to set up your Adventure.

REGION

There are two regions to explore, the Beach and the Mountain regions. Choose the one you prefer.

NUMBER OF PLAYERS

The game will detect how many controllers are present, and you can select up to that number to play the game. There are always four players, either controlled by the computer or by you and your friends.

GAME LENGTH

You can choose to play a Full Game, to play for a certain number of Laps around the board (from 3 to 10 times) or choose how many rounds each player will have (from 10 to 25 rounds each). You can also decide how many friends you need to find. There are four friends available on the board, but each car can only hold up to three friends.

LAP SHUFFLE

You can choose to have the board shuffle each time the player with the most laps (the lead player) gains a lap. Shuffling the board causes the game icons to be randomly rearranged around the board.

PLAYER SELECTION

Once you've setup your Adventure, choose which player you wish to control by highlighting the player portrait and pressing the **A Button**.

BRING IT ON

It's you against the world (or whoever is playing!) as you battle to bring down any opponent in all-out winner-take-all mini-game action! You set the number of wins needed to succeed, then get ready to do what you do best: play!

ARCADE

Arcade mode lets you play the way you want to. As in other modes, you pick the number of players. In Arcade mode, you get to select the type of game you want to play. With over 30 games to choose from, this mode gives you all the fun you can handle. You can also select the arcade game mode. You have these modes to choose from:

One-On-One Battle

One player vs. another human or computer controlled player.

3 on 1 Battle

One player takes on a combination of three human or computer players.

Teams

Team action pits two players against another team of two.

Elimination Battle

There is no room for error. If you make a mistake you are out.

Free For All Battle

This is a four player game where everyone battles everyone else.

Dualstar Credits

EXECUTIVE PRODUCERS

Robert Thorne
Mary-Kate Olsen
Ashley Olsen

CREATOR/CO-EXECUTIVE PRODUCER

Tonya Hurley

CO-EXECUTIVE PRODUCERS

Jill Zimmerman
Neil Steinberg

EXECUTIVE FASHION DESIGNER

Judy Swartz

MUSIC SUPERVISORS

Michael Pagnotta
Tracy Hurley

Song Credits

"16"

Performed by The Tapertops

Lead Vocals Troy Jacobson
Elisa Cariera

Lead Guitar Jeff Duval

Drums Josh Oakes

Music by Troy Jacobson
Jeff Duval
Josh Oakes

Lyrics by Troy Jacobson

Recorded And Produced by
Josh Oakes

"Pop Overload"

Written, Produced, And
Performed by Brad Martin

Recorded at
Goc Studios, Orlando

"Rock On"

"Smrt"

"Do As I Say"

Performed by 6x
6x Appears Courtesy
Of Daemon Records

www.daemonrecords.com

"Hello Kitty"

"Sub-Classic"

Performed by
Danielle Howle
And The Tantrums

Danielle Howle And The
Tantrums Appear Courtesy Of
Daemon Records

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"Up"

"Serious"

Performed by Joy Williams
Joy Williams Appears Courtesy of
Reunion Records, Inc.

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"Almost, Etc."

Performed by Zuigia

Zuigia is Clint Staj
Greg Howle
Salem Posey
Jonmark Hester

www.zuigia.com

"Write About Me"

Written And Performed by
Jeff Coffey

www.jeffcoffey.com

"My Best Friend"

Performed by
incredible Moses Leroy

Written by
R. Fountenberry

Published by
Melissa Ray

Courtesy Of Ultimatum Music

www.ultimatummusic.com

"Celebrate"

Performed by Triple Image

Written by Gary Carolla

Published by Sony Atv Music
Publishing Gmbh

Bmi Music Publishing

Weg Music

Triple Image Appear Courtesy
Of Wire Records

"As Close As I Can Get"

Performed by Elisa Cariera

Written by M. Jason Greene
Heather Ozio
Steve Waites

Published by
Anjelito Music, Inc.

Loco Diem (Administered by
Anjelito Music, Inc.)

"I'm Gonna Like It Here"

Performed by Elisa Cariera

Written by M. Jason Greene
Heather Ozio
Ken Parks

Published by
Anjelito Music, Inc.

Loco Diem (Administered by
Anjelito Music, Inc.)

Quiescence Music

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I'm taking a
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You can help me
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-Ashley

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help me develop
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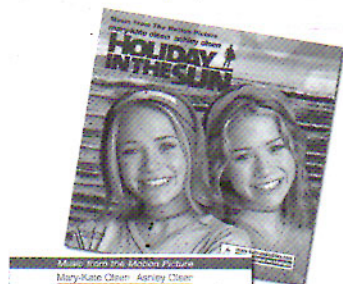
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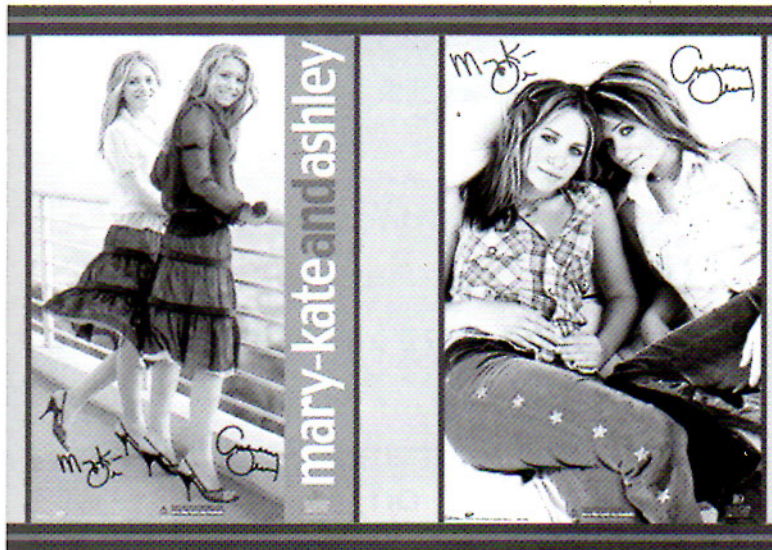
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as Misty

Ashley
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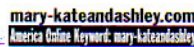
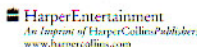
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