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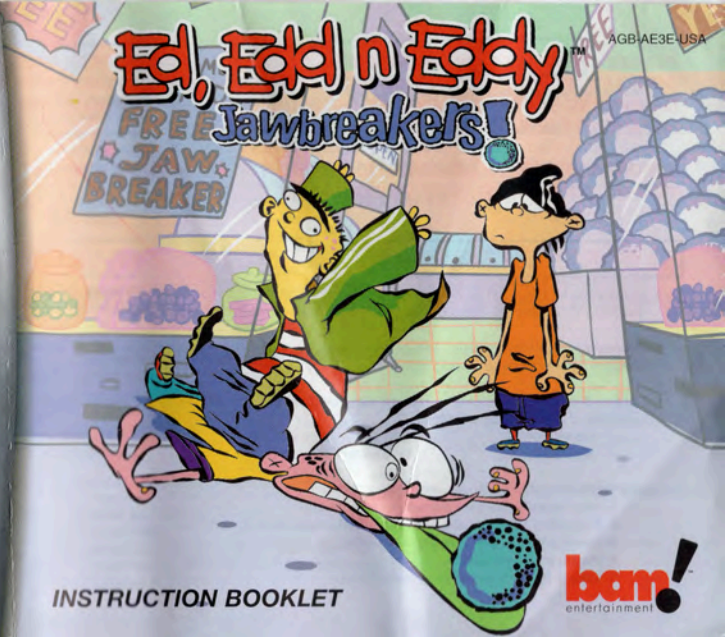
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(s03)

PRINTED IN JAPAN

GAME BOY ADVANCE

Ed, Edd n Eddy™ Jawbreakers!

AGB-AE3E-USA



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Rev-D (L)

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Precautions



- Always turn the power off before inserting or removing Game Pak from Game Boy® Advance.
- Do not take apart, crush, bend, or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry and store the Game Pak in the case when not in use.
- Take a break and stretch after playing for long periods of time.

What Kind of Game Boy Do You Have?

This Game Pak will only work on a Game Boy Advance and NOT on the Game Boy®, Game Boy® Pocket, or Game Boy® Color.

Starting a Game

1. Turn off the Game Boy® Advance.
2. Insert the *Ed, Edd n Eddy: Jawbreakers!* Game Pak.
3. Turn on the Game Boy® Advance.
4. Press Start to get to the Main Menu.

Playing Ed, Edd n Eddy: Jawbreakers!

Ed, Edd and Eddy are three suburban neighborhood friends linked by one common goal in life: Scheming to get delicious jawbreakers.

They are hanging around the neighborhood when Jimmy informs them that there is a contest at the Candy Store and the prize is a box of "special" jawbreakers. With this news, they head to the store to enter the contest only to learn that all the raffle tickets have been handed out. Their only chance is to get as many raffle tickets as possible from the other neighborhood kids and win the Box of Jawbreakers!



You will control one Ed at a time and can dynamically cycle through the 3 of them. Since each Ed has their own unique strengths and weaknesses, you will need to strategically utilize each of the characters to overcome obstacles and solve puzzles to progress through the neighborhood and win the Box of Jawbreakers!

Start Game



Choose this option by pressing the **A Button** or **START**. This will take you to the **Game Select Screen**, here you will have the option to create a new game or continue an old one.

To create a new game, simply select an empty slot. Each slot represents a different campaign, which means that there can be 3 different games saved to the Game Pak. You may scroll through the slots by pressing the **Control Pad UP or DOWN** and select one by pressing **START** or the **A Button**. After selecting an empty slot you will be taken to the **Name Entry Screen**. Here you can enter the name of the game. At least one letter must be entered, and a maximum of four letters are allowed in the name. Use the **Control Pad** to move the cursor and the **A Button** to select the highlighted letter or function. Once the name has been entered, select **"end"** and press the **A Button** to return to the **Game Select Screen**. Move Plank in front of the game you just created and press the **A Button** to begin your game.

To continue a game, move Plank in front the game you wish to continue and press **START** or the **A Button**.

To delete a game, move Plank in front of the game you wish to delete and press **SELECT**. A verification screen will appear to confirm if you wish to delete the game.

Saving Your Game

After you have started playing the game, your status will automatically be saved after you have successfully finished each level.

Options

Music – This will turn the music on or off.

SFX – Choose this option to turn the sound effects on or off.

Skill – Use this to set difficulty of the game. The skill level affects the amount of time the player has to complete the levels. Two choices are available: Normal and Hard. Hard provides a shorter amount of time to complete each level.





Control Pad – walk/run/climb
START – pause/unpause
SELECT – toggle special item ON/OFF.

A Button – jump
B Button – run/equip device/use
L Button – change character
R Button – change character

To get into Trolley – stand behind trolley and push UP on the Control Pad

Ed
Push Trolley – stand near trolly and press B Button
Use Helmet – press and hold B Button to equip and press A Button to headbutt

Edd
Use Wrench – stand next to the fire hydrant and press the B Button
Use Switch – stand next to the switch and press the B Button
Slingshot – press and hold B Button to equip and press A Button to fire

Eddy
Use Jetpack – press and hold B Button to equip and press A Button to thrust
Use Hypno-Disc Hat – press and hold the B Button to equip and press the A Button to activate it.

Tries Counter: Represented by the three Eds, this keeps a tally of the number of tries the player has.

Hypno-Disc Hat: See the Special pickups (p.12)

Token Jar: Number of Tokens the player has picked up

Special Item: These are the pickups unique to each Ed. In the example, Ed would be the character in use since the helmet is shown and being equipped.

Hour Glass: The amount of time you have left to complete the level

Raffle Tickets: Number of Raffle Tickets the Eds have captured

Checkpoint: When an Ed runs past this he will return here if he loses a try.



Pause Menu:

Pressing START during gameplay will bring up the Pause Menu:

CONTINUE

QUIT



The **CONTINUE** option will be highlighted by default.

- Pressing **UP** and **DOWN** will scroll through the options.
- Pressing the **A Button** will select the highlighted option.
- Selecting **CONTINUE** will exit the Pause Menu.
- Selecting **QUIT** will return the player to the main menu.

ED

The big "dumb" one who always throws himself around in a fearless way that suggests he is unafraid of hurting himself. When he finds the helmet, he is able to butt the ground and walls. Be careful, though, Ed is greatly amused by chickens and if he sees one he'll totally lose focus on the task at hand and start chasing it mindlessly.



EDD

Usually called "Double Dee", Edd is the geeky but intelligent one. He usually makes Eddy's scams come to realization because of his inventive skills. Due to his understanding of the complexities of machinery, Edd is useful in flicking switches and using tools like the Wrench and the Slingshot. However, his insistence to follow rules can make things difficult at times. He will refuse to go further if he encounters any signs like "Hole" and "Wet Cement".



EDDY

The shortest and most devious of the Eds, he usually comes up with the "scams" that are supposed to make the Eds money. Eddy is capable of a double jump that sends him into a somersault, which allows him to jump further. If Eddy locates a Jetpack he can use this to fly for a limited amount of time. Eddy can also use the Hypno-Disc Hat to put enemies in a trance.



General Pickups



Tokens
Tokens are located on most levels. Eddy can pick up the Red tokens, Edd the Yellow and Ed the Blue. Collecting 100 tokens will give the Eds an extra try.



Raffle Tickets
The tickets are awarded when the Eds complete a scam.



Stopwatch
These will add extra time to the level timer.



Gold Stopwatch
This freezes the world for a short time. This means that the timer and any enemies on the level will freeze for this duration.



Extra Try
Pick this up to gain one extra try.

Special Pickups



Helmet - Used by Ed
Allows Ed to bust open "breakable" platforms or doorways.



Wrench - Used by Edd
This allows Edd to use the Wrench on Fire Hydrants to control the water flowing from them.



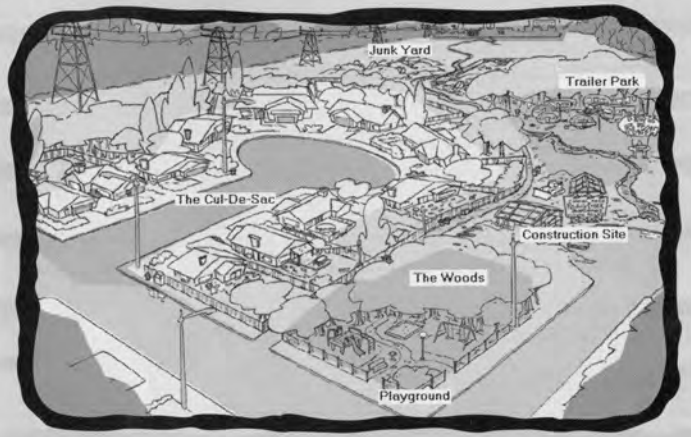
Slingshot - Used by Edd
The Slingshot allows Edd to activate switches from a distance and can also be used as an effective weapon.



Jetpack - Used by Eddy
This device allows Eddy to fly for a limited amount of time.



Hypno-Disc Hat - Used by Eddy
The Hat and the Hypno-Disc are both required to get the "Hypno-Disc Hat". Hypnotic energy radiates from the hat causing enemies to go into a trance for a short period of time.



Level 1: The Cul-De-Sac
Level 2: The Playground
Level 3: The Woods
Level 4: Construction Site
Level 5: The Junkyard
Level 6: The Trailer Park



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ASSISTANT PROGRAMMER ..... Andy Coates

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