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GAME BOY ADVANCE

AGB-AF6E-USA

The Fairly OddParents!

NICKELODEON

BREAKIN' DA RULES

Da Rules

INSTRUCTION BOOKLET

THQ

EVERYONE

E

Comic Mischief

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Introduction

Agh! It's Friday the 13th and the twisted anti-Fairies are on the loose again. This time, they're looking for revenge and they've found the perfect vehicle for their vicious vengeance -Vicky the evil babysitter!





What will Timmy do after they capture Vicky and steal Cosmo and Wanda's copy of Da Rules? Are Wanda and Cosmo doomed to use training wands for the rest of eternity? Or will Timmy manage to send the loathsome anti-fairies back to fairy prison once and for all?

Setup

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of The Fairly OddParents™: Breakin' Da Rules into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The Legal Screen will appear (if you don't see them, begin again at step 1).
4. When the Title Screen appears, press START to proceed to the Main Menu.



GETTING STARTED

Press START to go to the Main Menu. On the Main Menu, select New Game if playing for the first time, Options to adjust the sound or see the credits, or Password to go to levels you've played before. Use the Control Pad to scroll between the different selections and the A Button to confirm your selection.



NEW GAME

In the New Game screen, select the difficulty you want: Easy, Normal, or Hard. If you've beaten the game already, you can also use the Level Select to go to any level you'd like to play. On any of these options, use the Control Pad to scroll to the option you want and press the A Button to confirm your selection.

OPTIONS

On this screen, you can adjust the SoundFX or Music volume level or view the Credits. Use the Control Pad to move to your selection and then the A Button to confirm it. If Credits are selected, they automatically begin to scroll after you push the A Button. If you are adjusting Music or SoundFX volume, use the Control Pad to change the sound level. Press the A Button again once you've got the settings right.



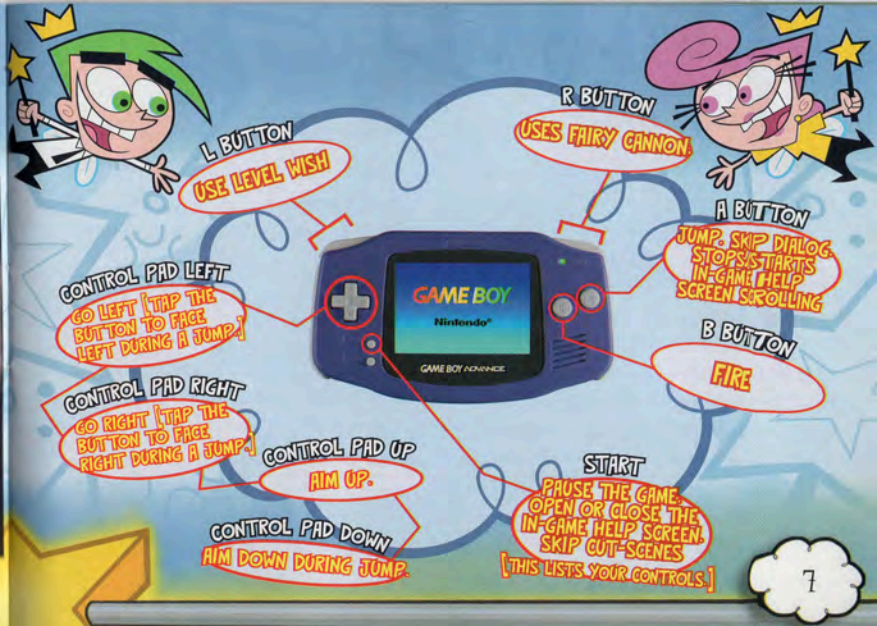
PASSWORD

On the Password screen, you can enter the password given to you at the end of a level to resume an old game. Use the Control Pad to navigate through the onscreen keyboard and the A Button to select the letters you need. The password takes you to the beginning of the next level.

GAME CONTROLS

The following is a list of the controls used in The Fairly OddParents®: Breakin' Da Rules:

CONTROL		EFFECT
START		Pause the game. Open or Close the in-game help screen (this lists your controls). Skip cut scenes.
A Button		Skip Dialog. Stops/Starts in-game help scroll
B Button		Fire.
L Button		Use Level Wish.
R Button		Uses Fairy Cannon.
Control Pad Left		Go Left (tap the button to face left during a jump).
Control Pad Right		Go Right (tap the button to face right during a jump).
Control Pad Up		Aim up.
Control Pad Down		Aim down during jump.



Icky Vicky & The Anti-Fairies



Vicky's asleep on the job...
Evil thoughts dance through her dreams...

Loose again on their favorite holiday, the anti-fairy duplicates of Cosmo and Wanda have concocted a masterfully evil plan. To prevent Timmy and his fairy godparents from interfering with their wicked plot, the anti-fairies steal Wanda and Cosmo's copy of "Da Rules", fairyland's book of laws. This is a major fairy offense and has led the toughest fairy instructor of all - Jorgon Von Strangle - to demote Wanda and Cosmo to Fairies 3rd Class. That means training wands only and no more big wishing for Timmy! With what little power they've got left, Wanda and Cosmo give Timmy an anti-magic backpack and a mission. Find those rules and stop the anti-fairies before they use Vicky's nightmares to do any more harm.



Got Magic?



Timmy starts off the game with an anti-magic backpack and a number of chances to put those anti-fairies in their place. He can find powerups to help him along the way and also destroy anti-fairy minions to collect Cosmo or Wanda coins. These coins let Timmy make limited wishes to help him throughout the game.

But beware! The anti-fairies have left some cursed powerups out there as well. Run into those and things go very strange very quickly - and we're not talking in a good way!

On the upper portion of the screen, you'll find four icons to help you out. The first icon on the far upper left represents the wish you can use for that level. Use the L Button to activate the wish. The small number next to the wish tells you how many Cosmo or Wanda coins it costs to use the wish. The icon in the middle tells you how many coins you've already collected. Remember - coins buy wishes so collect as many as you can. There's a Crown counter that tells you how many chances you've got left to get it right. The icon on the right indicates your Fairy Cannon and how many coins it takes to use it. Once you have enough coins, use the R Button to activate it.

THE NIGHTMARE BEGINS

"You pitiful excooose for fairy godparents! You've let an anti-fairy steal Da Rules!"

The excitement starts just after the anti-fairies have stolen Da Rules outside of Timmy's home. They couldn't have changed the world into a giant dream yet....could they?



LEVEL 1-1: SAPPY SUBURBIA

It's just a simple place filled with sidewalks, parks, gas stations and convenience stores - except, of course, for the occasional trips into the sewer... and the evil fairy minions trying to stop you... and the strange wreckage near the edges of suburbia that indicates something really big passed by...

Tip: The Hat minions can hide inside their hats to avoid being hurt. Your shots will bounce off, and may hit other enemies.

LEVEL 1-2: DAMAGED DOWNTOWN

Welcome to Downtown! There's a lot of damage here - how are you going to get past it? By jumping roof to roof, of course! Just don't ever, ever, look down.

LEVEL 1-3: GOING DOWN

It's an express elevator all the way down to the source of the problem. Too bad there're a whole lot of maniacal fairy creatures trying to stop you!

Tip: Beware the Giant Moths! They will try and drop small moths on you. Worse yet, if they're really strong they may even try to bugbomb you. Gasp! Now you know what it feels like to be a roach.

LEVEL 1-4: DEEP UNDERGROUND

Take the train to your destination. Did we mention it would be moving? What's that up ahead? Oh dear. You thought giant gators in the sewers were a myth? Sorry to disappoint you.



A Titanic Problem

You'd think being knee deep in sewer water isn't enough! Now, those anti-fairies have thrown you in deep water – under the deep water of the ocean to be precise! Keep swimming, though. You'll get to those bad fairies yet.



Level 2-1: The Shallows of the Mind

It's a coral reef! Only this one is the Great Barrier Reef of Vicky's subconscious. Look out for the half-buried wonders and the bad guys they hide.

Tip: To keep yourself afloat, just 'pump' the A Button in the direction you want to swim.



Level 2-2: The Abyss of the Heart

You'd think you'd find some kindness here, but this is Vicky we're talking about! This is the long drop into the depths of her icky-ness. Just keep your eyes open for those brief spots of land on which you can rest and recover.

Level 2-3: The Trench of Meanness

It's dark here – really dark. Deep-sea critters float by, lit by an eerie glow. There are lots of opportunities to get coins or power-ups here. Just watch out for the really big fish that think you're a snack.

Tip: Beware the puffer fish! If you disturb them, they puff up and come after you.

Level 2-4: The Caves of Dark Despair

If you're angling for a hint on how to survive these caves, look out for the geysers. And then there's that really big pesky fish. That really, really, big, pesky fish.



CONSPIRACY WEARY

Yuck. The anti-fairies have really overdone it this time with the Vicky nightmares. From deep blue sea to bright yellow desert, here come Vicky's sci-fi dreams.



LEVEL 3-1: IT CAME FROM THE DESERT

Rundown diners, neon signs, plenty of radioactive mines – what more could a sci-fi fan want from such a landscape? How about a way out of this horror flick?!

LEVEL 3-2: LOST GRAVEYARD

Thank goodness you're out of that desert! But what's this? It looks like a graveyard... a graveyard of lost planes. Be very careful as you wander through the junk!

Tip: Those flying lightning bugs are pretty tough! It'll take at least a couple of hits to bring them down.



LEVEL 3-3: OUTSIDE AREA 51

Hey! Isn't that where they've got those dead aliens? Wait! Whatever they've got here it doesn't look so dead. Or friendly either.

LEVEL 3-4: AREA 51, THE TOUR

Inside the hangers of Area 51, there are enough alien saucers, technology, and laboratories to make any young kid drool. Too bad those anti-fairies are mucking up the place with their minions.

Tip: Having problems with the tank? Try not shooting the hard part.

THE BRAIN DRAIN

Those nasty anti-fairies! They just shot you into space! If it wasn't for Wanda's magic, you'd be gasping like a fish on a griddle! Now, decked out just like Crash Nebula, it's time to beat those anti-fairies once and for all.



LEVEL 4-1: MOON MADNESS

Ugh. Who would have thought the moon had so much junk on it? And look out for those craters! You wouldn't want to fall into them, either.

LEVEL 4-2: MOON FLOWERS

It's the Yugo-Potaimians! And they appear to be studying the dreaded earth-flowers. Beware their power and the strange growths the Yugo-Potaimians have planted everywhere in these caves.

Tip: Beware! Those hover brains become crawling brains when you shoot them out of the sky!

LEVEL 4-3: UP, UP, AND AWAY!

You're taking a space elevator right to the top. Of course, coming right down the elevator shaft are all sorts of enemies. Remember to destroy any clamps that stop your elevator from rising before you get swamped with space nasties waiting to turn you into moon goo.

LEVEL 4-4: SCOURGE OF THE YUGO-POTAIMIANS

So that's the heart of Vicky's dreams –the bizarre and lethal Yugo-Potaimians. It's a battle royale all the way to the command center and your final confrontation with the Yugo-Potaimians, Vickzilla, and the anti-fairies themselves!

Tip: Laser platforms may seem like an exciting place to stay, but wait too long and you'll get zapped.



WISHES, PICKUPS & POWERUPS

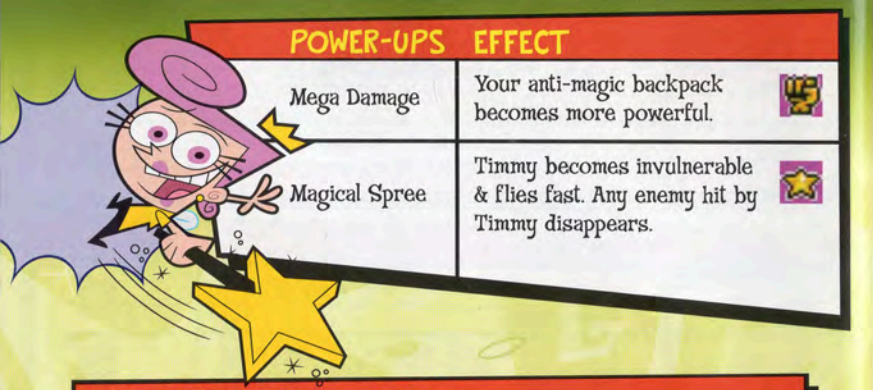
Ever wonder what you've got to pick up in Vicky's dreams? Here's the most common stuff you're going to find.

WISHES	EFFECT
Orbital Strike	A Cosmo satellite fires an energy beam to clear the screen of enemies.
Intervention	Switch places and play as Wanda or Cosmo for a while.
Fairy Cannon	Shoots a magic particle that "poofs" when it hits a target, doing an area of effect damage. The R Button fires. Press it again to detonate.



PICKUPS	EFFECT
Coins	Used to power wishes or Timmy's Fairy Cannon.
Pages	It's pages of Da Rules! Collect them to win back Cosmo & Wanda's powers.

POWER-UPS	EFFECT
Extra Try	Get an additional try before losing a continue.
Extra Continue	Get an additional continue before losing the game.
Shield Timmy	A large inflatable Timmy balloon absorbs enemy fire until it is destroyed or time runs out. When the balloon pops it stuns any enemies still around.



POWER-UPS	EFFECT
Mega Damage	Your anti-magic backpack becomes more powerful.
Magical Spree	Timmy becomes invulnerable & flies fast. Any enemy hit by Timmy disappears.

ANTI POWER-UPS	EFFECT
Reverse Controls	Control Pad controls are reversed.
Floral Cannon	Your anti-magic backpack only fires flowers until the curse ends.

The Fairly OddParents! Nickelodeon

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EVERYONE
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CONTENT RATED BY ESRB

Comic Mischief
Mild Cartoon Violence

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GOTTA JET!









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