

GAMEBOY ADVANCE

AGB-AF6E-USA



BREAKIN' DA RULES



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK 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 black outs 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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 Tendonitis, 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 - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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 VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Game and Software © 2003 THQ Inc. ©2003 Viacom International Inc. All rights reserved. Nickelodeon, The Fairly OddParents and all related titles, logos and characters are trademarks of Viacom International Inc. Developed by Helixe. MusyX Audio Tools Licensed By Factor 5. Exclusively published by THQ Inc. THQ, Helixe and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Introduction	2
Setup	3
Getting Started	4
Game Controls	6
Icky Vicky & the Anti-Fairies	8
Got Magic?	9
The Nightmare Begins	10
A Titanic Problem	12
Conspiracy Weary	14
The Brain Drain	16
Wishes, Pickups & Powerups	18
Credits	24
Limited Warranty	26



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.



L BUTTON
USE LEVEL WISH



R BUTTON
USES FAIRY CANNON



A BUTTON
JUMP. SKIP DIALOG
STOPS/STARTS
IN-GAME HELP
SCREEN SCROLLING

CONTROL PAD LEFT
GO LEFT [TAP THE
BUTTON TO FACE
LEFT DURING A JUMP.]

B BUTTON
FIRE

CONTROL PAD RIGHT
GO RIGHT [TAP THE
BUTTON TO FACE
RIGHT DURING A JUMP.]

CONTROL PAD UP
AIM UP.

START
PAUSE THE GAME.
OPEN OR CLOSE THE
IN-GAME HELP SCREEN.
SKIP CUT-SCENES
[THIS LISTS YOUR CONTROLS.]

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 bughomb 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.



ANTI-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.





JUST WHAT YOU
WISHED FOR!

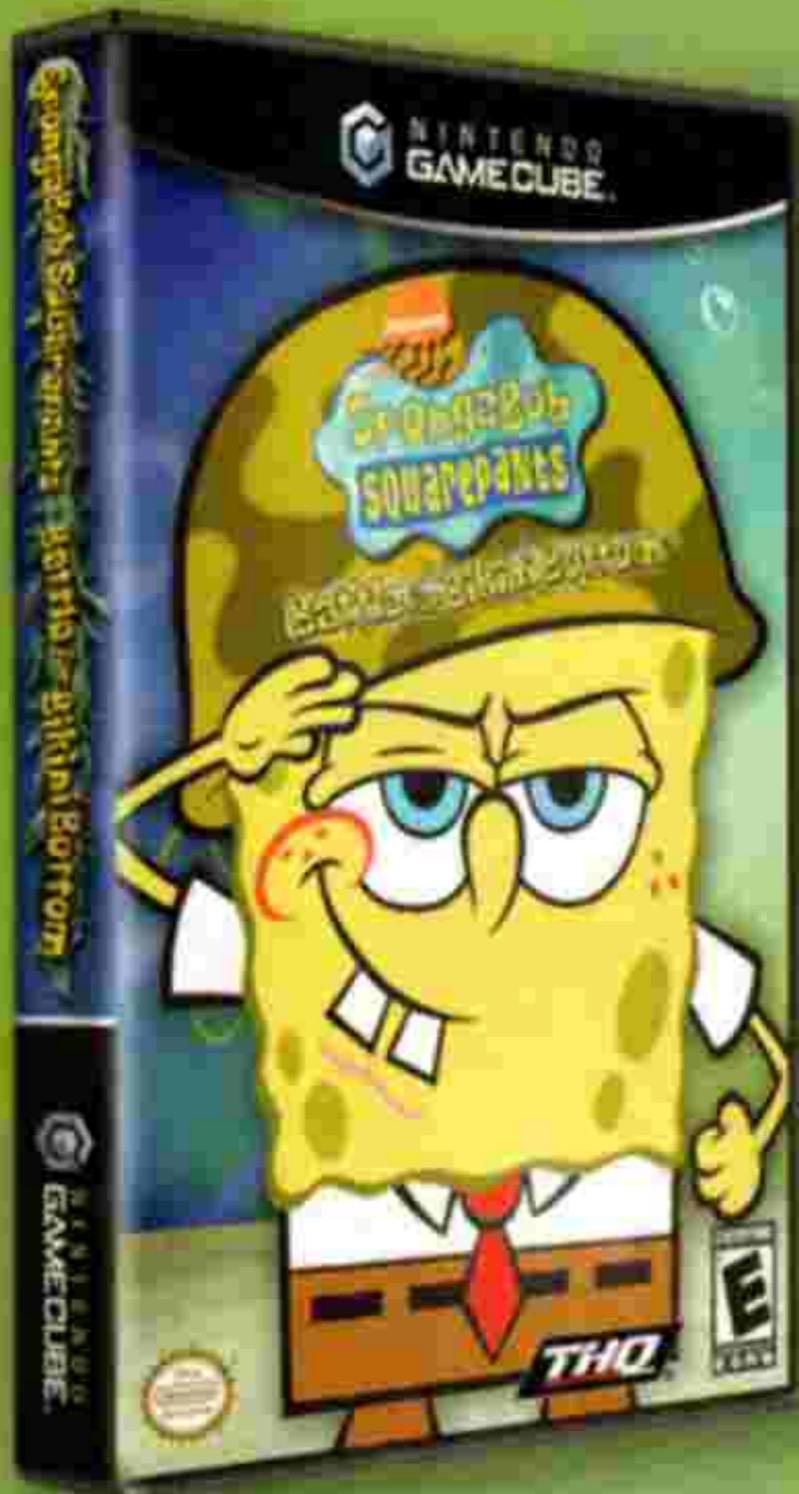


Fairly OddParents storybooks and magical
mayhem available wherever books are sold!

Simon & Schuster Children's Publishing
www.SimonSaysKids.com
A Viacom Company

© 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, The Fairly
OddParents and all related titles, logos and characters are trademarks of Viacom
International Inc. Created by Butch Hartman.

HE IS OUR ONLY HOPE...



AVAILABLE NOW!



Comic Mischief
Mild Cartoon Violence



GAME BOY ADVANCE



www.nick.com



www.thq.com

GOTTA JET!



AVAILABLE NOW!



www.nick.com



GAME BOY ADVANCE

EVERYONE



CONTENT RATED BY
ESRB

Mild Cartoon Violence

© 2003 THQ Inc. © 2003 Viacom International Inc. All Rights Reserved. Nickelodeon, The Adventures of Jimmy Neutron Boy Genius and all related titles, logos, and characters are trademarks of Viacom International Inc. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo.

THQ

www.thq.com

CREDITS

DEVELOPER HELIXE

John Beauchemin
Jason Beene
Jeff Dixon
Sean Moyer
Mike Seegers
Bill Ballard
Haissam Badawi

THQ
PROJECT MANAGER
Stephanie Wise

CREATIVE MANAGER
Sean Dunn

PROJECT COORDINATOR
Keith Nakamura

VICE PRESIDENT -
PRODUCT DEVELOPMENT
Philip Holt

QUALITY ASSURANCE LEAD
Christopher Owens

QUALITY ASSURANCE TESTERS
Brad Linsk
Hugh Mitchell IV
Seth Bellber
Ricky Castro
Ryan Rothenberger

FIRST PARTY SUPERVISOR
Evan Icenbice

FIRST PARTY TESTERS
Adam Affrunti
Scott Ritchie
Joel Dagang

QUALITY ASSURANCE
TECHNICAL SUPERVISOR
Mario Waibel

QUALITY ASSURANCE DATABASE
ADMINISTRATOR
Jason Roberts

DIRECTOR OF QUALITY
ASSURANCE
Monica Vallejo

SENIOR VICE PRESIDENT -
WORLDWIDE MARKETING
Peter Dille

DIRECTOR, GLOBAL
BRAND MANAGEMENT
John Ardell

SENIOR PRODUCT
MARKETING MANAGER
Danielle Conte

ASSOCIATE PRODUCT
MARKETING MANAGER
Ed Lin

DIRECTOR, CREATIVE SERVICES
Howard Liebeskind

SENIOR MANAGER,
CREATIVE SERVICES
Kathy Helgason

ASSOCIATE CREATIVE
SERVICES MANAGER
Andrea Waibel

INSTRUCTION MANUAL
Bill Maxwell

PACKAGING LAYOUT AND DESIGN
Bryan Frodente - Beeline Group

SPECIAL THANKS

Brian Farrell
Jack Sorensen
Alison Locke
Germaine Gioia
Leslie Brown
Brandy A. Carrillo
Rachel DiPaola
Jenae Pash
Raphael Hernandez
Carolina Beroza
Marcel Samek
Toni Franks
Ryan Winterholler
Charles Batarse
Glen Peters
Jay Cardellio
Melissa Roth

NICKELODEON INTERACTIVE
VP OF MEDIA PRODUCTS
NICKELODEON CONSUMER
PRODUCTS
Steve Youngwood

DIRECTOR OF LICENSING
INTERACTIVE, HOME VIDEO
AND CONSUMER ELECTRONICS
Stacey Lane

DIRECTOR OF PRODUCTION +
DEVELOPMENT FOR INTERACTIVE
AND HOME VIDEO
Aly Sylvester

MANAGER DEVELOPMENT
AND PRODUCTION
Erika "E" Ortiz

MARKETING COORDINATOR
NICKELODEON INTERACTIVE
Erica David

PRODUCTION ASSISTANT
Jack Daley

NICKELODEON INTERACTIVE
WOULD LIKE TO THANK:

Leigh Anne Brodsky
Eric Coleman
Steve Crespo
Russell Hicks
Chris Horton
Deb Krassner
Rob Lemon
Linnette Pastori
Joe Sandbrook
Eric Squires
Lori Szuchman
Geoff Todebush
Stavit Young

SPECIAL THANKS TO:
Butch Hartman

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32145**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

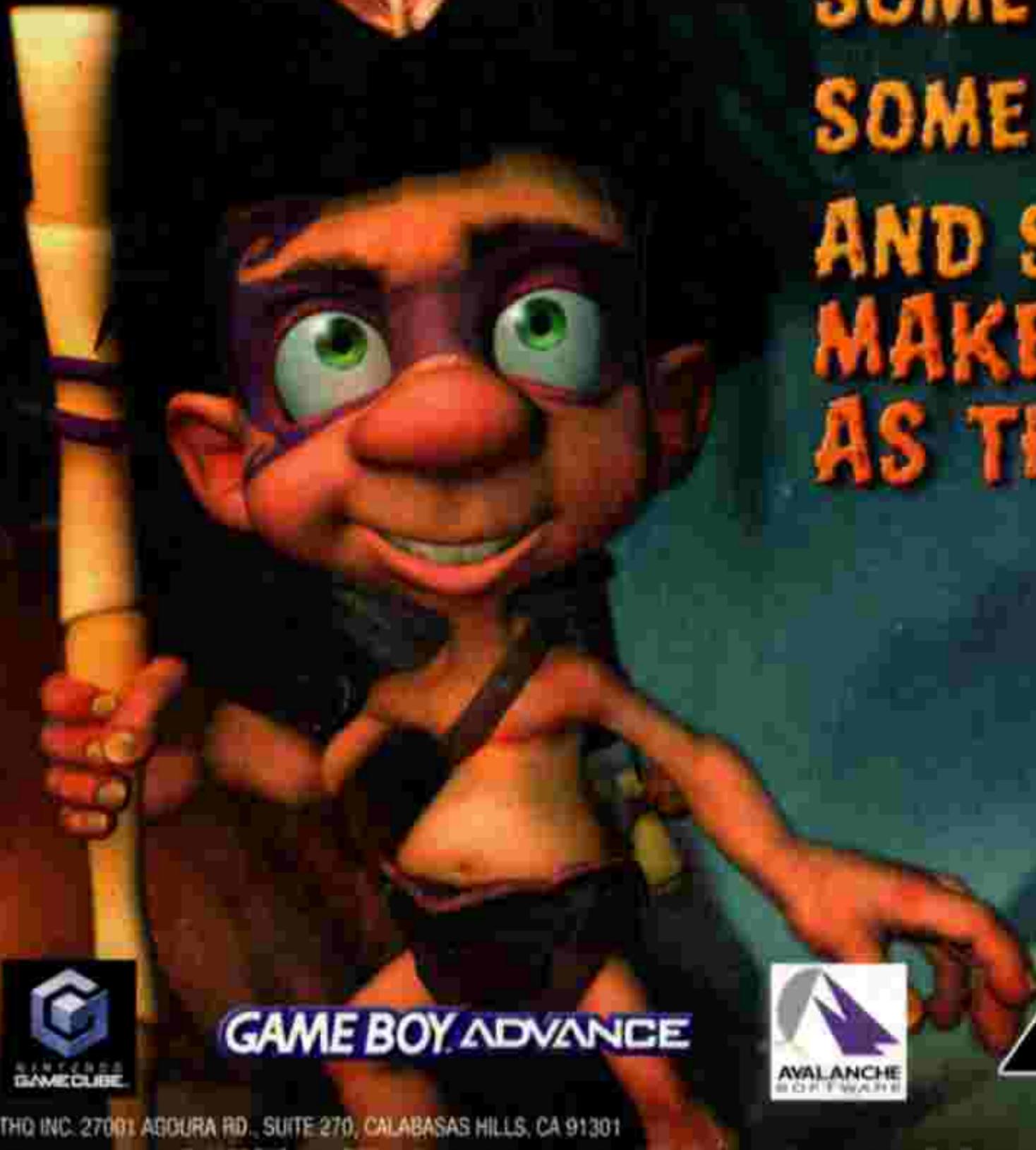
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

SOME HEROES ARE BORN,
SOME ARE MADE
AND SOME
MAKE IT UP
AS THEY GO.



GAME BOY ADVANCE



www.nick.com

WWW.TAKGAME.COM



www.thq.com

WWW.TAKGAME.COM

EVERYONE



Mild Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

THQ INC. 27001 AGOURA RD., SUITE 270, CALABASAS HILLS, CA 91301

Instruction Manual - © 2003 THQ Inc. © 2003 Viacom International Inc. All rights reserved. Nickelodeon, The Fairly OddParents and all related titles logos and characters are trademarks of Viacom International Inc. Developed by Helix. Exclusively published by THQ Inc. THQ, Helix and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. Tak and the Power of JuJu - © 2003 Avalanche Software LLC. Developed by Avalanche Software. Avalanche Software and its logo are trademarks of Avalanche Software LLC. Nickelodeon and all related titles and logos are trademarks of Viacom International Inc. Published exclusively by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, Game Boy Advance and Nintendo GameCube logo are trademarks of Nintendo.

PRINTED IN USA