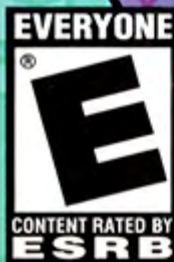




BREAKIN' DA RULES



INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

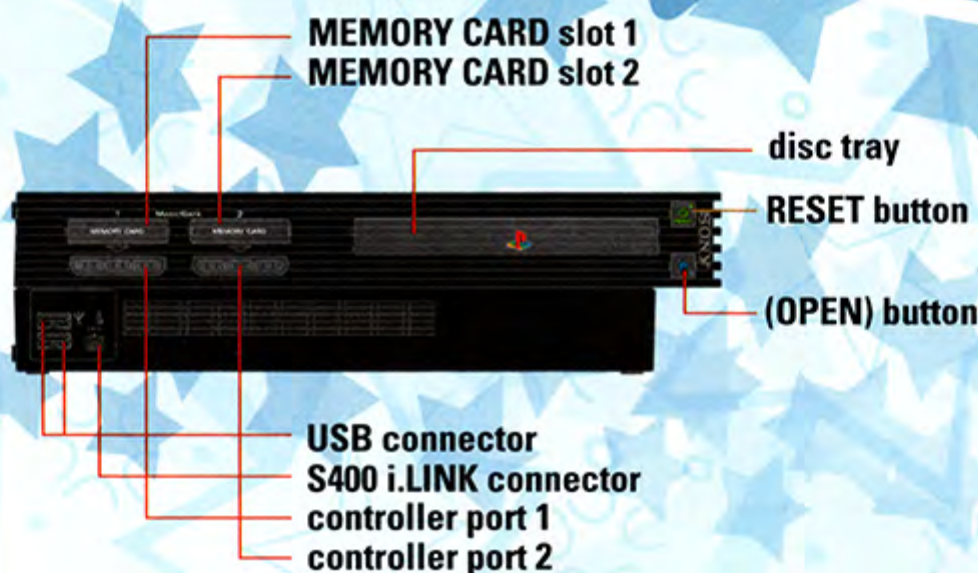
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



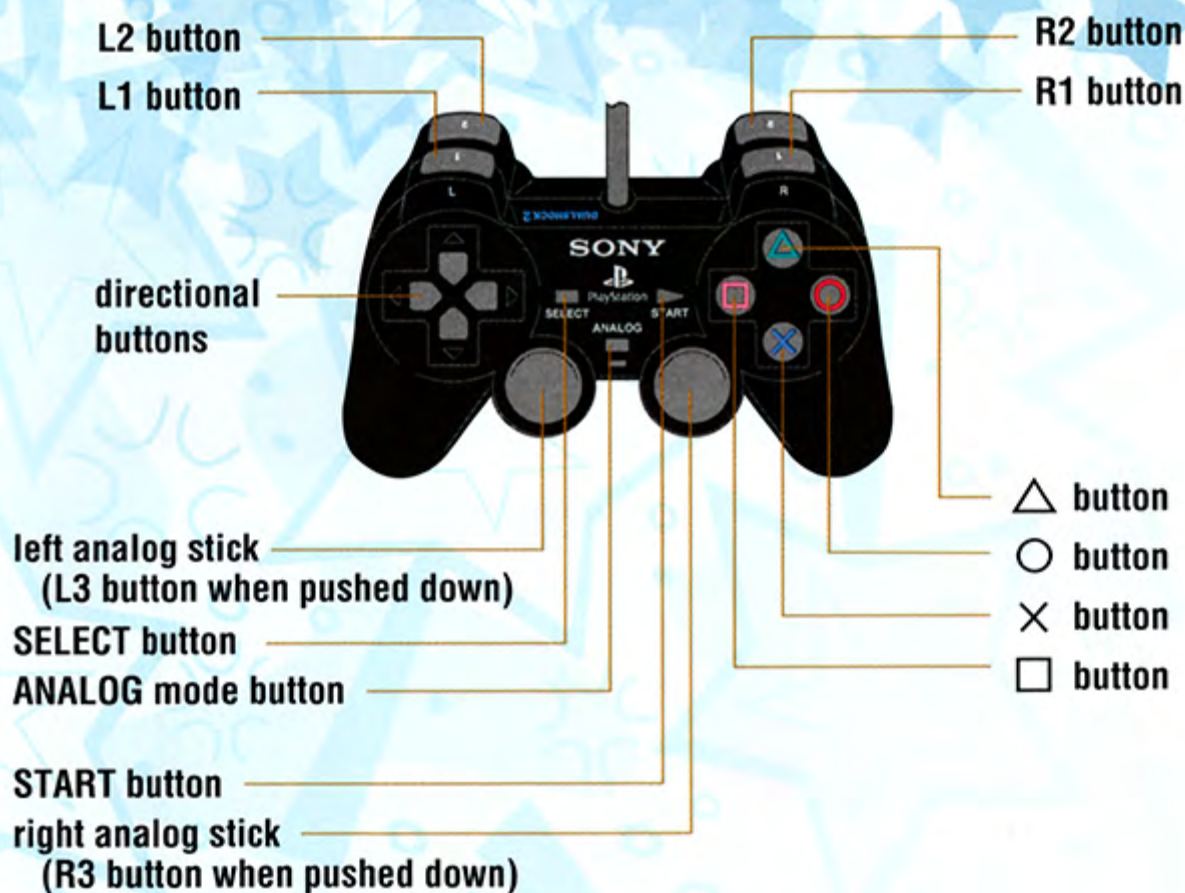
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *The Fairly OddParents™: Breakin' Da Rules* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

SAVING

To save your game in progress, insert a Memory card (8MB) (PlayStation®2) into the MEMORY CARD slot 1 of the PlayStation®2 console before starting play. You can load your saved games from the same memory card or from any memory card with previously saved *The Fairly OddParents™: Breakin' Da Rules* games.

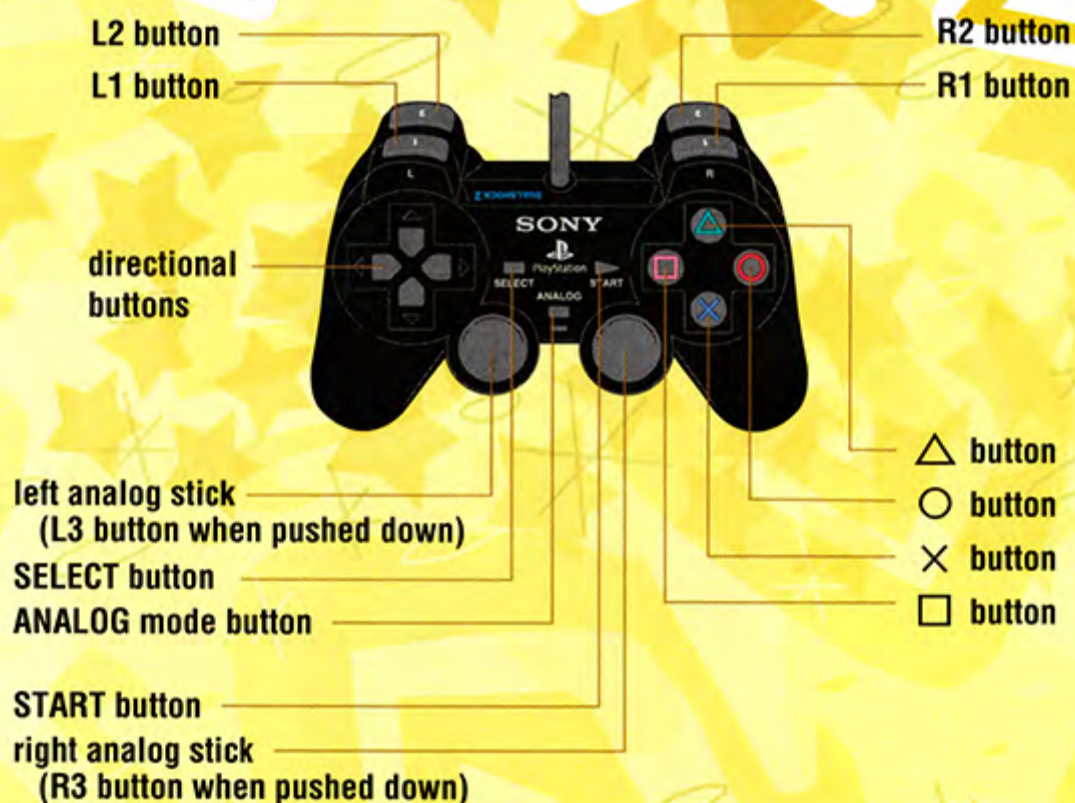
CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Directional buttons	Moves character
X button:	Jump (press twice to double jump)
Square button:	Look around (also used to aim)
Circle button:	Action (for some actions, hold down for continuous action)
Triangle button:	Camera toggle
L1 button:	Camera behind
R1 button:	Talk to Fairy Godparents
Right analog stick:	Moves camera
Left analog stick:	Moves character
START button:	Pause

IN-GAME MENU

When you pause the game, the following choices become available: Continue, Options, Quit, or Exit.

Continue returns you back to the game.

Options allows you to affect the following choices:

- Vibration on/off
- Subtitles on/off
- SFX Volume
- Music Volume
- Speech Volume

Quit lets you quit out of the current episode and return to Timmy's House.

Exit lets you quit out of a current game and return to the Main Menu.

INTRODUCTION

Oh no! Vicky, the evil babysitter, has taken Da Rules book from Timmy's Fairy Godparents. And now she unknowingly has the power to make wishes! As Timmy, can you retrieve Da Rules and undo the damage she's done or will you remain her helpless puppet - gulp - forever?



MAIN MENU

After the power is turned on, the title screen appears. Press the Start button to take you to the Main Menu screen. The Main Menu has four choices: New Game, Load Game, Options, and Extras

NEW GAME

From here, players can start a New Game.

LOAD GAME

To replay a saved game, select one of the games in the three save files.

OPTIONS

This allows you to adjust sound, control and screen settings:

- Vibration on/off
- Subtitles on/off
- Screen Adjust
- SFX Volume
- Music Volume
- Speech Volume

EXTRAS

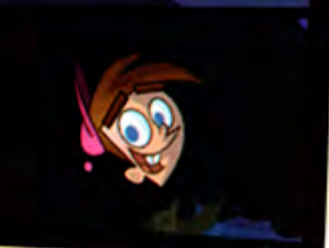
This presents you with the following choices:

- Trailers
- Load Game Status
- Bonus
- Credits

As you collect specific objects throughout the game (See Items to find out what you need), you can unlock up to animated clips from the television show and a full length episode of the show.



ITEMS

Wish Stars	Collecting 5 Wish Stars allows Timmy to make a wish	
Crowns	Every 100 crowns gives Timmy an extra chance to continue	
Crimson Chin Cards	Collecting four Crimson Chin cards in any episode unlocks the animated show clips located in the bonus section of Extras	
One-Ups	This gives Timmy an extra chance to continue.	



EVIL FINDS A WAY

Some days, it just doesn't pay to get out of bed.

See, you have these Fairy Godparents (Cosmo and Wanda, of course!) and you can wish for anything you want EXCEPT that your evil babysitter Vicky burst into your room and finds Da Rules, a sort of fairy handbook, WHICH Vicky then takes (not knowing what she's got)...



Wheeze, pant. Deep breath...

Okay... AND as long as she's got it she can make her wishes come true WHICH puts your Fairy Godparents in big trouble with Jorgen von Strangle (the toughest fairy of them all) WHO, after a hearing in Fairy Court, takes away Cosmo and Wanda's powers and gives them training wands instead but NOW Vicky's making all these stupid wishes which is making your life just miserable

Pant, wheeze. Just a little more...

SO you've got to get back the book AND on top of that, Jorgen von Strangle has given you and your Fairy Godparents just 49 hours to find all of the lost pages of Da Rules OR Cosmo and Wanda lose their ability to grant wishes forever.

Sheesh. Some days, it just doesn't pay to get out of bed.



BREAKIN' DA RULES

"What happens if I fall off?"

"You'll move downwards really fast. It'll be fun... errrr... until you hit the ground that is."

It figures. The first thing Vicky does is wish you'd stay asleep. Your Fairy Godparents aren't much help either. They need 5 wish stars just to get enough power to grant you a small wish. Hey! Those stars run pretty fast!



TIMMY'S HOUSE

"Gee, hon, I'm not sure we have the time to read comic books."

"I'm not sure I'm able to read comic books."

"Aww, but I haven't read the latest issue yet! Maybe I can get some ideas from the Crimson Chin."



Congratulations! You're awake. From your room, you can stumble into all of the other adventures where pages of Da Rules have been hidden. Unfortunately, Vicky has locked a few doors and you can only get to them as Wanda and Cosmo start to regain their magic powers. These doors are:

The Bathroom Door	Opens after 2 episodes
The Bedroom Door	Opens after 3 episodes
The Kitchen Door	Opens after 5 episodes

After you've completed all 8 episodes, a final door will appear out of nowhere - the Magic Door - which leads to Fairy World for The Ultimate Challenge. Also, throughout each level are doors. Just walk through them to save your progress.

Tip: Need to save the game? Wander over to the fishbowl and make a wish!

CHINLESS BLUNDER

"News just in. A villain with tremendous strength has just raided the bank of Chincinnati!"



It's your favorite comic book and your favorite hero - the **Crimson Chin**! But Vicky doesn't see it that way. She wishes that you'd get stuck in a comic book with that "useless" hero and that's just what happens! As the Crimson Chin's sidekick, Cleft, you will have to defeat villainous enemies like Country Boy, Spatula Woman, and Gilded Arches to recover your hero's stolen powers.



THE VICKY VIRUS



"Dodge those monkeys. Catch the stars... Multi-task!"

Geez! Invite a few friends over and look what happens. Vicky ends up wishing all of you into your stupid video game! Now you've got to race through the various villainous levels and rescue AJ and Chester

(who, I might add, also get a chance to rescue you!) to escape this virtual madness.

Tip: When using the action button, sometimes you need to hold the button down to achieve an effect (like moving ice cubes with that snowplow).

A BADGE TOO FAR

"It... it was horrible. They came out of the darkness while we slept! It's a good thing we sleep in our uniforms."

Every year you and the rest of the Squirrely Scouts get more badges than the Crème Puffs - but this year Crème Puff leader Vicky is going to change all that! She wishes that the Crème Puffs get the upper hand this time and the result is a mindless Crème Puff army that captures all of the Squirrely Scouts to keep them from getting badges forever! Can you work past these insidious brainwashed Puffs, free your fellow scouts, and dance the secret Crème Puff dance of entry to defeat Vicky and her sinister plans?



MINI TIMMY

"Ooo! What are those piles made from and do we have to step on them?"

Double-disgusted by a filthy bathtub in your bathroom, Vicky wishes that you were small enough to clean every single speck of dirt in the bath! And that's that - you're miniaturized to the size of a germ where you will have to fight grease, grime, and the occasional goo to get out. Thank goodness for that enviro-armor Wanda wished up for you!

Tip: When walking across greasy, grimy, slippery hair, use the left analog stick to keep your balance!



CRASH LANDING

"Oh look an alien!" "Looks like a Yugo-potaimian." "Those pesky Yugo-potatoes!"

This is so not good. It's a beautiful day and you're ready to play but Vicky thinks that this town is so dull. She wishes that once, just once, something exciting would happen. Like, maybe... an alien invasion.

Can you see where this is heading?

The Yugo-potaimians are back, reigning terror, evil, and just plain nastiness on the town. Can you (in your Crash Nebula suit) save the day and send those terrors packing?



BAD LUCK 101

"So here we are. In school on a Saturday. How could life possibly get any worse?"

Sigh. It's just one of those days. Vicky gets splashed by water on her way to some extra classes at school so she wishes you had as much bad luck as she did. Unknown to Vicky, this releases the pesky anti-fairies, who go around cursing everyone with bad luck. You'll have to catch all the anti-fairies while avoiding the scrutiny of crazy Mr. Crocker who is dedicated to proving that fairies actually exist!

Tip: Look out for the random wrecking balls!



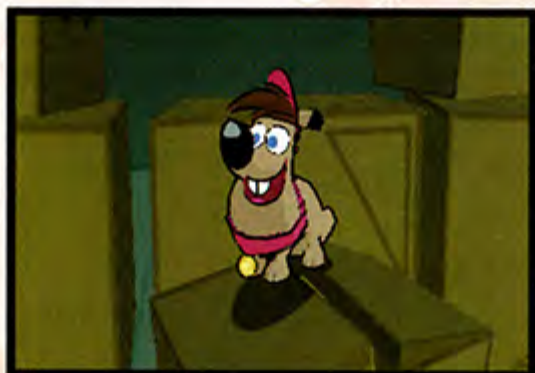
TIME WARPED

"And I quote: Ahem! 'Egyptian pyramids are called pyramids because of their distickive - that's spelled wrong - 'cube shape.'"

Vicky's really done it this time. She's wished all of the answers to her history assignment were right and changed time itself. You'll need to go back in time and correct such horrible changes as the "squareamid" and "Queen Morgana and the Round Table."



A DOG'S LIFE



"I'm gonna call you Timmy, after my soon-to-be boyfriend. You can be my doggy. We can be together always. I promise. I love you so much!" - Tootie

Tootie, Vicky's creepy little sister, has come over for a visit. She wants to see her true love, you(!), and walk Vicky's dog. But when Vicky inadvertently wishes that you could be more like her dog, Doidle, "poof!" That's right. You've gone to the dogs.

Sold to a pet shop in the mall, you'll have to escape, avoid Tootie, and find a way back to being human again.

Tip: You'll have to find a way to break Tootie's true love for you or you'll never get turned back into a human! (The fairies can't use any wishes when it affects true love).

THE ULTIMATE CHALLENGE

"Next time on The Ultimate Challenge, I will personally defeat four hundred and two ogres using only my gigantic ego!"

- Jorgen Von



This is it, the final twist! You have retrieved all but one of the pages of Da Rules, but the last one is in Vicky's possession! Can you defeat her and make her wish she'd never grabbed that book? And can you do it while Jorgen Von Strangle, the meanest fairy instructor in the world, watches you during The Ultimate Challenge? Quite a task for a ten-year old boy!



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WISHED FOR!



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mayhem available
wherever books are sold!



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www.SimonSaysKids.com
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Poof

GOTTA JET!



AVAILABLE NOW!

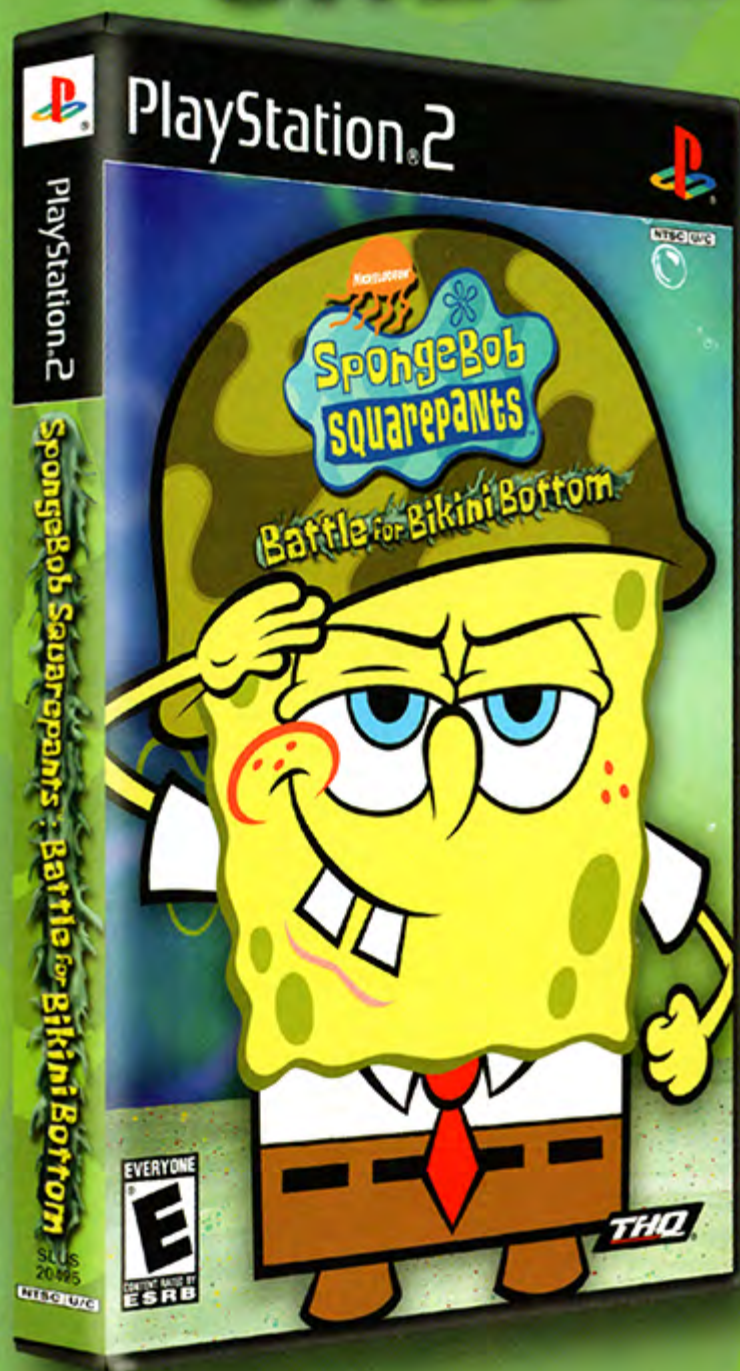
PlayStation®2



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PlayStation®2



Comic Mischief
Mild Cartoon Violence

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