



SHADOW SHOWDOWN



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.

CONTENTS

Getting Started	2
Controls	3
Boob Tube Blues	4
Beginning a New Game	5
Saving and Loading	6
Fairly Odd Advice	7
Wish Inventory	8
The Fairy Shop	9
Items and	
Unlockable Extras	10
Your Friends and Fairies	11
Multiplayer Games	13
Credits	15
Limited Warranty	17



GETTING STARTED

MEMORY CARD slot 2

MEMORY CARD slot 1

disc tray

RESET button

OPEN button

USB connector

controller port 1

controller port 2

** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on 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: Shadow Showdown* 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.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation 2) into MEMORY CARD slot 1 of your for PlayStation 2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation 2) containing previously saved games.



CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left analog stick:

Right analog stick:

× button:

○ button:

□ button:

△ button:

R1 button:

L1 button:

R2 button:

L2 button:

START button:

Moves Timmy

Moves the camera

Jump / double-jump

Dive / Bounce while airborne and Push or pull blocks

Sprint

Activate/Use wish

Call fairies

Access Wish Inventory

Center camera / First Person Look Mode

Toggle Wishes

Start / Pause

COSMO AND WANDA CONTROLS

Left analog stick:

× button:

Moves Cosmo/Wanda

Use fairy wand

BOOB TUBE BLUES



It's the end of another fine TV season and Timmy Turner can't wait to watch the season finale of Crash Nebula. So imagine his frustration when his TV goes on the fritz. Lucky for him he's got Cosmo and Wanda, the best fairy godparents a boy could have, to set things right with the wave of a wand. But what's this? Their powers aren't working?

It's off to Fairy World for some answers and Timmy learns that someone has run off with the all-powerful Royal Jewel. It seems that none of the fairies can use their magic, leading Jorgen von Strangle to believe that the jewel has fallen into the wrong hands. Luckily, there is one thing strong enough to fight the jewel's power: the Fairyversary muffin! Armed with the muffin recipe, Timmy sets out to gather the ingredients with the hope that the muffin will help him in his quest to bring back the missing jewel.

And all because he can't miss the season finale of Crash Nebula! The things a Kid will do for television!



BEGINNING A NEW GAME

When you turn the power on, the legal screen, corporate logos and the title screen will appear. Press the  button to display the Main Menu screen. The five choices in the Main Menu are: New Game, Load Game, Options, Multiplayer and Extras.

NEW GAME

To start a new game, select this option.

LOAD GAME

To continue playing a game you've saved earlier, select this menu option. Up to three saved games can be stored.

OPTIONS

Sound, control and screen settings can be adjusted from this menu.

MULTIPLAYER

Select this option to play any one of six two-player mini-games.

EXTRAS

As you collect specific objects throughout the game (see Items and Unlockable Extras) you can unlock a total of six clips from The Fairly OddParents TV show.



SAVING AND LOADING



At the end of every level you'll return to the Hub section, where you'll be asked to save the progress of your game. You can also save your game using any of the save points found in each level. To save your game, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of the console before starting play. You select from any of three save slots to either load or save games. You can play your saved games from the same memory card (8MB) (for PlayStation®2) or from any memory card (8MB) (for PlayStation®2) with previously saved *The Fairly OddParents: Shadow Showdown* games.



FAIRLY ODD ADVICE



1 Luck meter:

Keeps track of Timmy's luck.

2 Sprint Bar:

Keeps track of Timmy's energy as he sprints.

3 Wish icon:

Indicates that a wish has been activated.

4 Wish star counter:

Shows the number of wish stars that you've found in the current level.

5 Crown counter:

Displays the number of crowns you've collected.

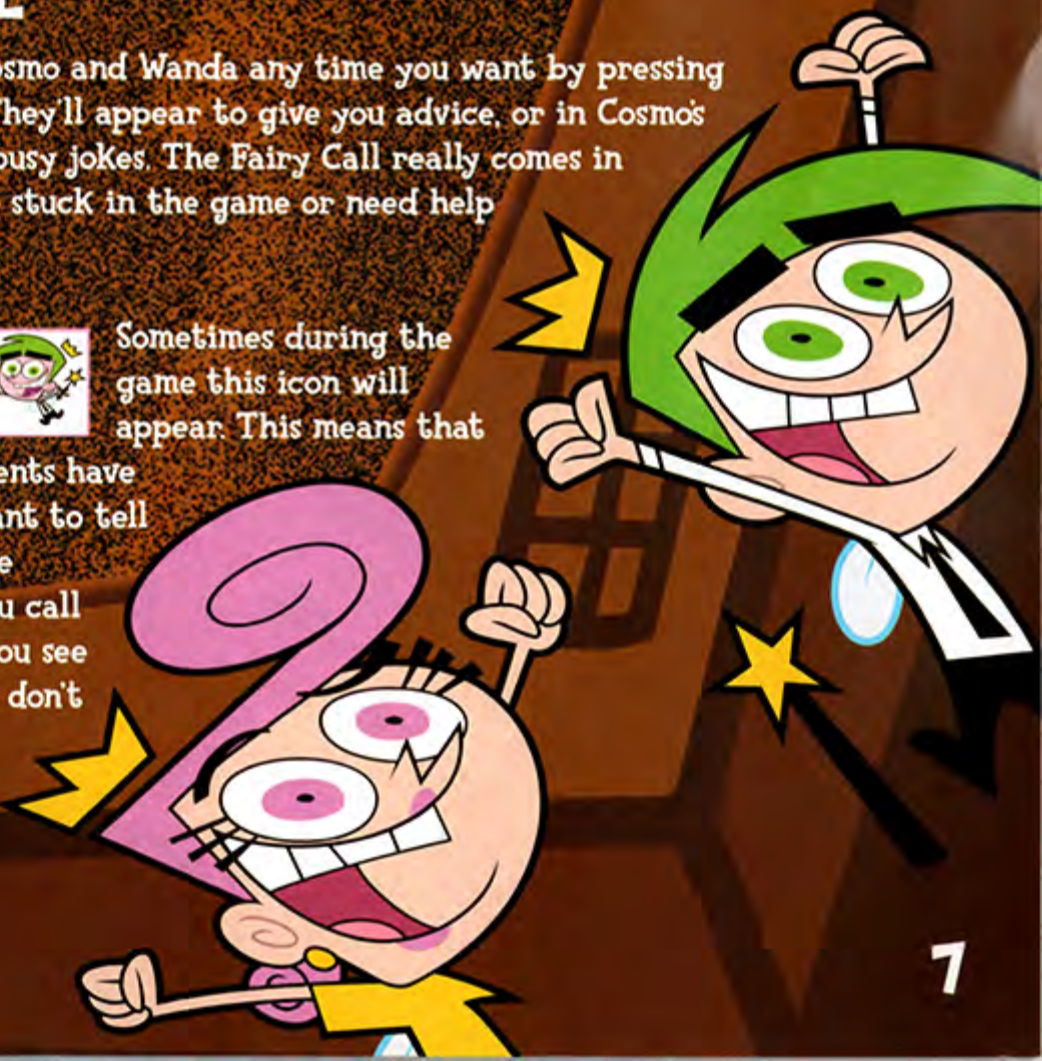
FAIRY CALL

You can talk to Cosmo and Wanda any time you want by pressing the **R1** button. They'll appear to give you advice, or in Cosmo's case, share a few lousy jokes. The Fairy Call really comes in handy when you're stuck in the game or need help with a puzzle.



Sometimes during the game this icon will appear. This means that

your fairy godparents have something important to tell you. It's your choice whether or not you call the fairies when you see this icon, so if you don't need help, don't press the button.



WISH INVENTORY



Since Cosmo and Wanda's powers aren't working properly, you'll have to use wish stars to fuel your wishes. Collect three stars of the same color and you've got yourself a wish! Once the wish is granted, it's added to your Wish Inventory. Then you can access your wish any time you want and use it anywhere in the level!

Press the **L1** button to open your Wish Inventory. Use the left analog stick to highlight the wish of your choice. Press the **X** button to select your wish and you'll return to the game with it ready for use.

During the game, you can also cycle through your current wishes by pressing the **L2** button.



THE FAIRY SHOP



In each level there's a Fairy Shop where you can buy all sorts of helpful items with the crowns you've collected. Just walk right in and make your purchase. Items for sale include:



WISH RADAR

This radar system helps you locate those frisky little wish stars.



SUPER SNEAKERS

It's gotta be the shoes! These sneakers help you sprint for a longer period of time.



SUPER BOUNCE PANTS

Who doesn't need a pair of these? They'll extend the range of your bounce move, making it easier to defeat your enemies.



CROWN COIN SENSOR

This will take your Wish Radar to the next level! It's a special add-on that'll show the location of any crowns in the current world.



SPECIAL ITEM FINDER

An expensive upgrade to the Wish Radar, it'll tell you when you're near any valuable items like clover leaves or stickers, which are often hidden from view.



1 X CLOVER LEAF

Collect four of these and extend your health. Clovers are also found throughout the levels.

ITEMS AND UNLOCKABLE EXTRAS

Whether you're exploring the Fairy Dairy, or fighting crime in the pages of a Crimson Chin comic book, there are plenty of goodies for you to gather along the way.



WISH STARS

Collect three wish stars of the same color and you'll be granted a wish! There are nine wish stars on every level.



CROWNS

Crowns are found throughout each level of the game. Use them to buy items in the Fairy Shop.



PRESENTS

These wrapped gifts are known to contain special items including film clips, stickers and more!



FILM CLIP

There's one of these on every level. Collect them to unlock bonus video clips from the Extras Menu.



STICKERS

There are six stickers on each level. Add them to your sticker album in the Extras Menu.



CLOVER LEAF

Collect clover leaves to replenish Timmy's luck. Each time Timmy is hurt, he loses a clover leaf. When the leaves run out, you're out of luck and your turn ends.



FULL CLOVER

Gain one hit point for each full clover you collect.



COIN BAGS

The great thing about coin bags is that there are crowns inside! Fifty of 'em to be exact. But you'll have to look long and hard to find them. They're really rare!

YOUR FRIENDS AND FAIRIES

Timmy's just your average kid, and like all average kids he's got fairy godparents. Wait... you mean you don't have fairy godparents? Come to think of it, neither do I! So maybe Timmy's not so average. I mean, he's got a couple of fairies granting wishes for him for crying out loud! Well, I guess you can't hold it against him. He needs all the help he can get if he wants to bake the Fairyversary Muffin, find the missing jewel and get his TV working in time for the Crash Nebula season finale.

TIMMY TURNER



WANDA



One half of Timmy's dynamic fairy duo, Wanda's the one that Timmy and Cosmo turn to when they've managed to get themselves in a jam. She's the lighthearted voice of reason, and while that reason doesn't always make sense, she never fails to help Timmy pull through.

COSMO



The other half of the fairly odd twosome, Cosmo's no brainiac, but he's got a great sense of humor and the best of intentions. So what if his magic sometimes goes awry? He makes up for it by granting some of the craziest wishes in the game and offering some pretty zany advice.

From day one, Timmy's evil baby sitter has been nothing but trouble, and it only gets worse when she's transported to the planet Yugopotaimia where she becomes supreme ruler. Empress Vicky is just itching to let loose her dreaded babysitter ray on Planet Earth. Can Timmy put a stop to her dastardly plans?

VICKY



OBERON



Ex-King of Fairy World, Oberon, and his wife, Titania, lead Timmy through the basics of emergency magic in an old-time training video. Sure, his royal fairy-ship seems nice enough, but it's a fact that the jewel went missing from the royal mansion. Is it possible that he and his wife have something to do with the jewel's disappearance?

TITANIA



Former Fairy Queen Titania has royalty written all over her. If the crown on her head didn't tip you off, her snooty attitude surely would. Titania is helpful enough in the training video, but it's obvious that her ex-majesty isn't fond of ill-mannered children, especially little boys with pink hats.

JORGEN VON STRANGLE

Jorgen is the closest thing Fairy World has to a drill sergeant! He's the feared training instructor whose mission in life is to whip puny fairies into shape. His muscles may be big, but his ego's even bigger. Jorgen uses his muscular intellect to help tiny Timmy Turner on his quest, which is a welcome change since he usually blames Timmy for anything and everything that goes wrong.



CHAMBERLAIN



The chamberlain has faithfully served Titania and Oberon for years. He's completely beyond suspicion. I mean, look at his honest face, his white curling beard. He wouldn't harm a fly.

(Multiplayer only) One of Timmy's two best friends, A.J. is ultra-smart. He's the Kid who Knows all the answers at the school Brain-A-Thon, but don't call him a nerd. A.J. definitely has a hip side. After all, he likes to play videogames and videogames are about the neatest thing in the world!

A.J.



CHESTER



(Multiplayer only) Chester is Timmy's other best friend. He's loyal, inventive, athletic and always ready for an adventure. With Chester's street-smarts, A.J.'s brains and Timmy's leadership, these three friends make quite a team.

MULTIPLAYER GAMES

There are six exciting two-player mini-games for you to choose from, each one based on a world from the main single player game. To play these games, select the multiplayer option from the Main Menu.

When you select the multiplayer option, you can choose to play as one of the five following characters: Timmy, A.J., Chester, Cosmo or Wanda.

Once you've picked your character, you can choose to play any of the six games described below.

Note: At the start of The Fairly OddParents: Shadow Showdown, only three multiplayer games will be available. You'll need to unlock the rest by completing stages in the single player game.



JESTER MINUTE

Throw the correct playing card suit at the jester to score points. The player who scores the most points within the time limit wins. Pay special attention to the suit required as it changes each round.



FAIRIES ON PATROL

Guide your character through a flying section of Dad's Dream level and shoot fairy magic at as many items as possible before the end of the course. The player with the highest score wins.



CHIN HOCKEY

Use the power of the Freeze Ray to freeze the enemy ice puck and score goals. The player with the most goals scored within the time limit wins.



KNIGHTTIME HERDING

Use the ghost costume to herd knights of a select color on to the correct buttons to score points. The player who scores the most points within the time limit wins.



ROLLER PINBALL

Enclosed in a pinball, roll over the lighted buttons to score points. The player who scores the most points within the time limit wins.



MONKEY POTTING

Use your banana launcher to lure monkeys into the open holes to score. Every monkey potted results in a point. The player who scores the most points within the time limit wins.

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TAK is BACK!

Tak 2

the Staff of Dreams



Cartoon Violence



PlayStation®2

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