

GAMEBOY ADVANCE

AGB-AFVE-USA



ENTER THE CLEFT

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.



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

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INTRODUCTION

Hey! It's your lucky day! Timmy's magical fairy godparents have granted his wish and zapped him into a comic book to meet his all-time favorite hero "The Crimson Chin."

But wait – something's wrong! Somebody's captured the Chin and taken him to a secret location. Can you, as Timmy's superhuman alter-ago 'Cleft', rescue the Crimson Chin and save the day?



SET UP

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™: Enter the Cleft into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens 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

First, the "Title Screen" will appear. Pressing START will immediately take you to the Game Select screen.

On the Game Select screen, select "Tutorial" to learn the basics on how to control Cleft, "New Game" if playing for the first time, or "Password" to go to the Password screen.

If you're continuing a game, you will want to go to the "Password Screen". Here, you may enter a password to resume a previous game. Passwords can be obtained from either the "Pause" screen or the "Stage Select" screen. Please note that the password will only take you to the beginning of the last stage you played.



GAME CONTROLS

The following is a list of all of the controls used in
The Fairly OddParents™: Enter the Cleft:



Control

START

Control Pad

A Button

B Button

L Button

R Button

Action

Game Start, Pause game.

Moves Character. The Up button will also let Cleft climb or enter an open door. The Down button will let Cleft crouch.

Jump. It will also allow you to select options.

Attack. It will also allow you to use a special Chin item or cancel an option.

Select special action. Return to previous episode.

Activate or cancel special action. Advance to next episode.

Control

Control Pad Down + Control Pad Left/Right

Control Pad Down + B Button

2x Control Pad Left/Right

Dash + B Button

Special Moves

Crawl

Crouch & Attack.

Dash as long as Control Pad is held down.

Dash and Tackle.

Pause Menu:

If START is pressed during a game, the Pause Menu will appear. You can choose from the following selections on this menu:

Continue: Continue game

Exit: Returns you to the Stage Select screen.

Retry: Returns you to the beginning of the stage.

Password: This displays a password. The password will take the player to the beginning of the stage he/she has selected, when entered at the Password screen. From here, the player can choose to return to the Pause screen or go back to the Title screen.



ENTER THE CRIMSON CHIN!

The Comic Book World

Inside the Comic Book world, Timmy searches for his hero. But beware the evil of Country Boy, Spatula Woman, and the Bronze Knee Cap – the Crimson Chin's greatest enemies!

Stage 1-1: Enter the Comic Book World

Episode 1: The Comic Book World

"Every Chin needs a Cleft"

Timmy is transported into the world of the Crimson Chin and transforms into his own superhero identity, Cleft, The Boy Chin Wonder. Armed with his squirt gun, he must battle his way across comic book panels and face the evil Country Boy.

Tip: Collect all of the magic wands you find, as they will help you buy special Chin accessories such as the bat, skateboard, and megaphone.



Stage 1-2: Where is the Crimson Chin?

In Cleft's continuing adventure to find the Crimson Chin, he meets up with a fake Spatula Woman. Where are all these geeks in costume coming from? And where is the Crimson Chin?



Stage 1-3: The Crimson Chin in Danger

Oh no! The Crimson Chin has been captured! And now the fake Bronze Knee Cap is trying to knock Cleft down as well! Can you collect all of the special Chin items needed to rescue your hero?

Tip: Hah! You can duck under that fake Bronze Knee Cap's high popcorn throws.

Stage 1-4: The Three Villains

Cleft has found the villain's hideout but the villains have managed to escape to the real world!

Tip: If you find Cosmo and Wanda, they'll let you wish for special Chin items if you have collected enough magic wands.



JOURNEY TO YESTERDAY

Episode 2: The Primitive Age

"I eat evil for breakfast"

Timmy returns to the real world to find it horribly changed. Country Boy has escaped into the past and changed history! Timmy must use his time machine to travel back to the past to stop Country Boy's wicked plans and return the world to normal.

Stage 2-1: Jurassic Mountain

Transformed again into Cleft, The Boy Chin Wonder!, Timmy travels through Jurassic Mountain, avoiding rocks, trees, and many other obstacles to get to the top of the mountain to stop Country Boy.

Tip: You can use a Chin special item only a certain amount of times before it vanishes. Then you'll have to collect more magic wands to purchase another one.



Stage 2-2: Athletic Jungle

In the darkest of jungles, Cleft must overcome great odds to reach the evil Country Boy. There's no slacking here! It's going to take every item in Cleft's arsenal to get across this jungle of doom.



Stage 2-3: Prehistoric Caverns

Cleft's getting close now! Inside the mountain, Cleft must navigate underground passages, perilous jumps and rivers of molten lava.

Tip: There are a number of items along the way that will help recover Cleft's health and power. Some of these are cheese, hot dogs, beef steaks or pictures of Cleft.

Stage 2-4: Country Boy's Fortress

Cleft's finally arrived at Country Boy's fortress of evil! It's time to kick some bad guy booty all the way back to the Comic Book world.

Tip: A handy Chin item to use is the Gyro. It lets you fly to previously unreachable areas.



NO TIME LIKE THE PRESENT

Episode 3: The Present World

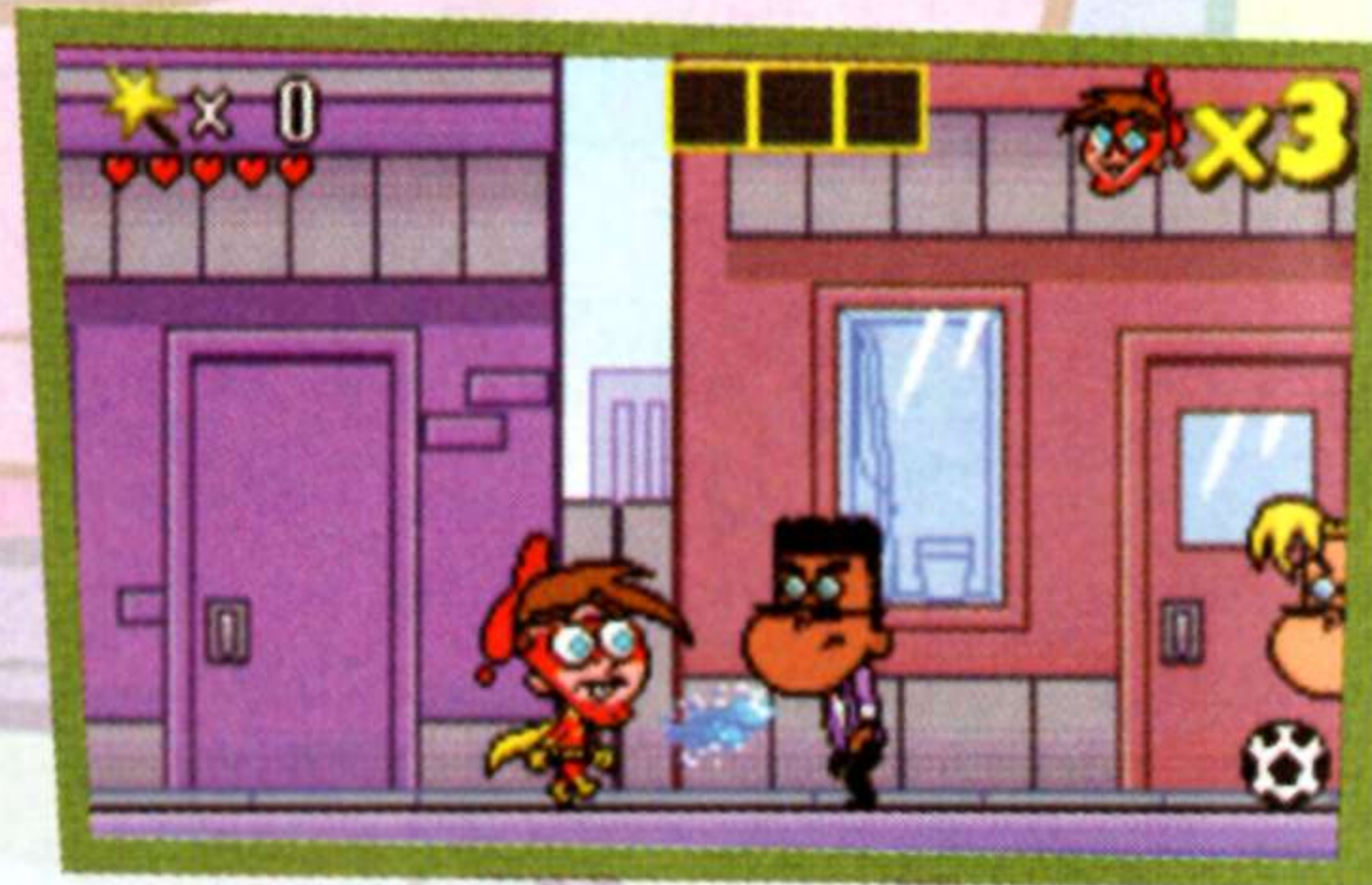
"By my mother's mandible, I say nay!"

Timmy returns happily back to the present day. But all is still not well in the town of Dimmsdale. The malicious Spatula Woman has taken control of the world and also captured Cosmo's mother! With the power of a fairy godparent at her command, who can stop her?

Stage 3-1: Panic in Dimmsdale

Cleft must battle his way across a town controlled by evil in his search for the not-so-nice Spatula Woman.

Tip: Beware the evil of Vicky the babysitter, her dog Doidle, and Francis. They're nasty no matter what world they're in.



Stage 3-2: Parallel Park

You'd think the park would be safe, but no! A lot of obstacles get in Cleft's way, such as birds, jungle gyms and angry bees!

Stage 3-3: Classroom Capers

The battle moves on into Timmy's school, where the mighty Cleft must face the greatest danger he has yet to fight – Timmy's insane teacher, Mr. Crocker.

Tip: Cosmo and Wanda like disguising themselves as ordinary objects so look carefully for them.

Stage 3-4: Raid into Vicky's Intestine

The cowardly Spatula Woman has used fairy magic to hide inside Vicky's body! Cleft must do the unthinkable and use his Shrink Suit to micronize himself. There he must wage a titanic battle against the wrath of Spatula Woman and return her to the Comic Book World.



RETURN TO TOMORROW

Episode 4: The Future World

"Did somebody say justice?"

Two villains down – one to go! Only this time, the villain has traveled to the future and transformed it into a giant video game!

Cleft must once again climb aboard his handy time scooter to fight the only villain who has ever defeated him – the horrid Bronze Knee Cap.

Stage 4-1: Time Travel Trouble

High above the world of the future, Cleft finds himself attacked on all sides by the future minions of the Bronze Knee Cap – evil Masked Bunnies!



Stage 4-2: Electronic World

It's shocking to see what the Bronze Knee Cap has in store – giant bolts of electricity! Navigate Cleft through this hair-raising maze or he will get lit up like a million-megavolt lightbulb.

Tip: The bat can be used to knock projectiles back at enemies.



Stage 4-3: Wonder Megalopolis

It's madness in Megalopolis City as Cleft battles video villains to close in on the real fiend – the Bronze Knee Cap.

Stage 4-4: Battle for the Future

It will take every Chin-tastic resource at Cleft's disposal because this is the big one. It's his final battle to defeat and return the Bronze Knee Cap to the Comic Book world!

Tip: While dashing at someone, pressing the B Button will let Cleft knock into the enemy, causing the bad guy to stumble.

BACK TO THE WORLD OF THE CRIMSON CHIN

Episode 5: The Comic Book World

"Let's go kick some bad guy booty!"

It's done - you've beaten all the villains and returned them to where they belong. Congratulations! But wait - there's something wrong. Where's the Crimson Chin? Oh no! Timmy forgot to rescue him! Timmy must return to the Comic Book world to save his hero and beat the villains once and for all!

Stage 5-1: Return to the Comic Book World

Cleft returns to the villain's lair at the Daily Abbot only to find that the villains are much stronger. Will he be able to overcome them and save the Crimson Chin in time?

Tip: If you want to take a peek at what's above or below you, try holding the up or down buttons on the directional pad. The screen will shift slightly to let you see what's there.



Stage 5-2: Counter Attack From Country Boy

Country Boy is waiting for Cleft at the entrance of the Daily Abbot to seek some revenge for his defeat in the Primitive Age. With his new, comic-book enhanced villain powers, Country Boy just might succeed...

Stage 5-3: Counter Attack from Spatula Woman

Before reaching the roof of the Daily Abbot, Cleft goes face to face with Spatula Woman. She has new skills and is ready for the re-match!

Tip: If you've frozen an enemy with the Sticky Beam, you can run right past him

Tip: Use the skateboard to get across the rocky or jagged areas.

Stage 5-4: Last Battle

It's time to face the mastermind behind it all – the evil Bronze Knee Cap. Defeat this super-charged super-villain to rescue the Crimson Chin! Let justice prevail!



Hidden Stage:

Cosmo and Wanda are on trial for misusing their magic. Apparently, the fairy world found out about the comic book wish and the havoc it caused. Now, Cosmo and Wanda must appear in fairy court and await a decision as to whether they will remain fairy godparents! Cleft comes to their aid, but must defeat the mighty Jorgen Von Strangle to clear Cosmo and Wanda!



ITEMS

What's a hero without his handy gadgets? The following is a list of items Cleft can use in the game (but be careful – running into enemies will make the objects vanish).

Cleft Items



Water Pistol: The water pistol is Cleft's default weapon and can fire three quick shots of water. It does not need to be recharged.



Gyro: A giant propeller appears from Cleft's chin and he can use it to fly! Keep a close eye on the gyro's energy gauge though. Once you're out of fuel, the gyro will stop and you'll fall.



Bat: The bat is indispensable. Not only will its mighty swing clear any opponent from your path, it'll return whatever bad mojo those meanies dish out! Be careful, though. Not every attack can be returned by the bat. Its power is limited.



Megaphone: The megaphone makes Cleft's every word dangerous to his enemies. Listen to his mighty shout and watch it knock down enemies with three times the power of a normal attack!



Skateboard: You've got a Gyro to go flying, now ride like the wind on your mega-skateboard! It can overcome most road obstacles.

Power-up Items



Magic Wand: Collect magic wands so that you can wish for Chin items when you meet up with Cosmo or Wanda.



Crown: Crowns are worth five magic wands. One crown is hidden in each episode. Collect all five crowns and complete the game to unlock the Hidden Stage.



Big Punch: Cleft now has the power of the Big Punch. It's got a shorter range than the Water Pistol but it packs twice the wallop.



Sticking Beam: This amazing invention has a longer range than the Water Pistol and can freeze the enemy in their tracks.



Cosmo or Wanda: Either of these icons will make Cleft invincible for a short period of time – a handy trait to have against those supervillains!



Chompy: Finding this icon will summon Chompy, Dimmsdale's beloved hero. This fearless goat will battle alongside Cleft for a limited period of time.

Recovery Items

Even heroes sometimes need a break. Find these items to help Cleft out when the bad guys get the better of him.



Cleft: When you find an icon of yourself, your confidence is restored! Add one life.



Cheese: It's the cheese that pleases. Cleft's power recovers by 20 %.



Hot Dog: Ah! The simple pleasures of a good hot dog. Cleft's power is restored by 60%.



Beef Steak: Yum! Beef Steak! Cleft's power completely recovers!



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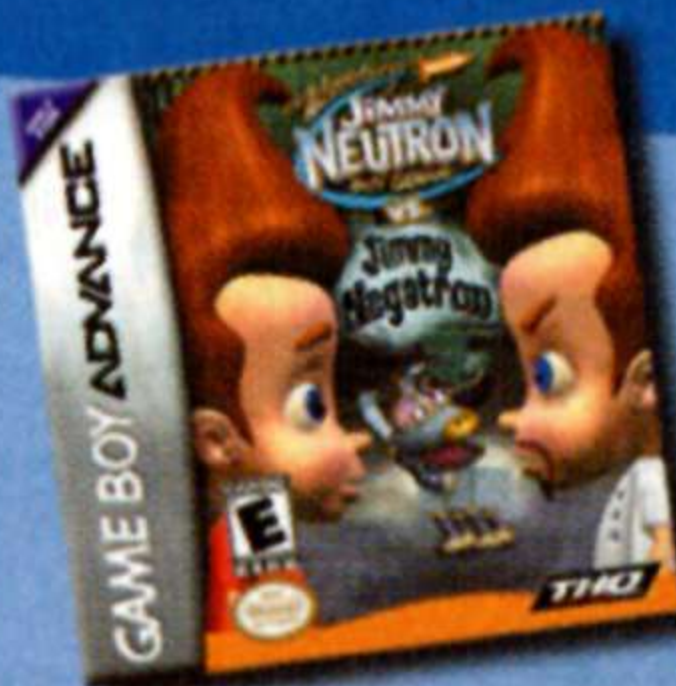
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Comic Mischief

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GAME BOY ADVANCE



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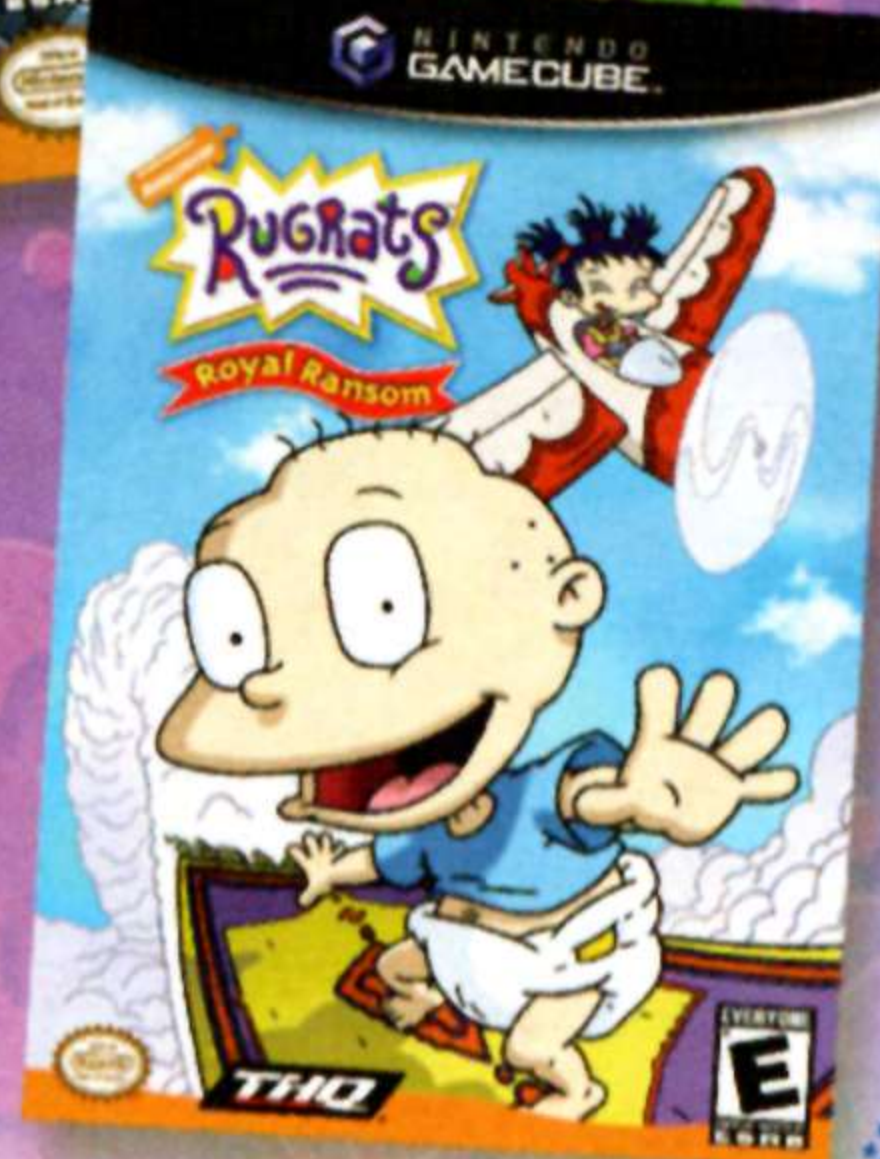
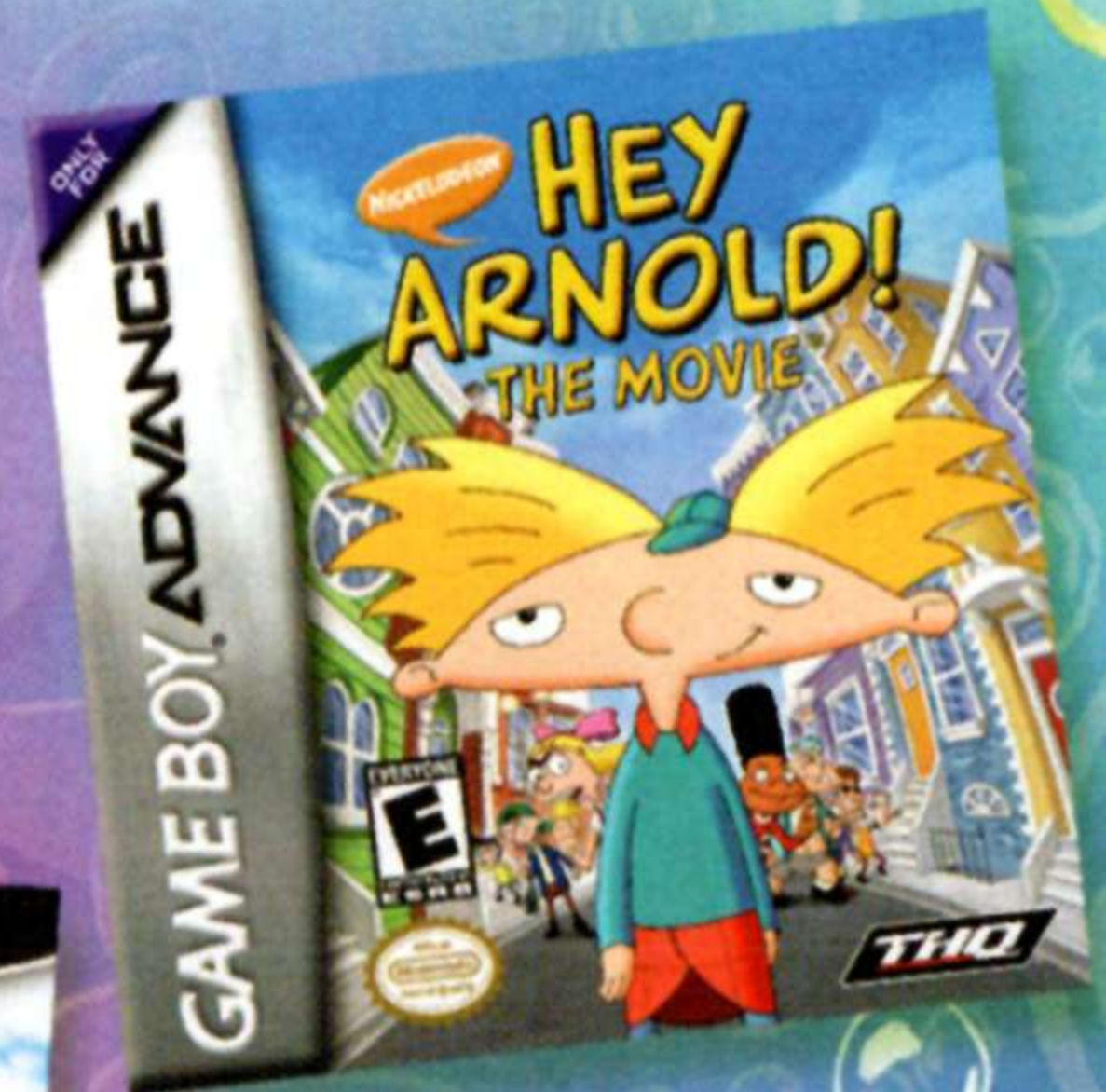
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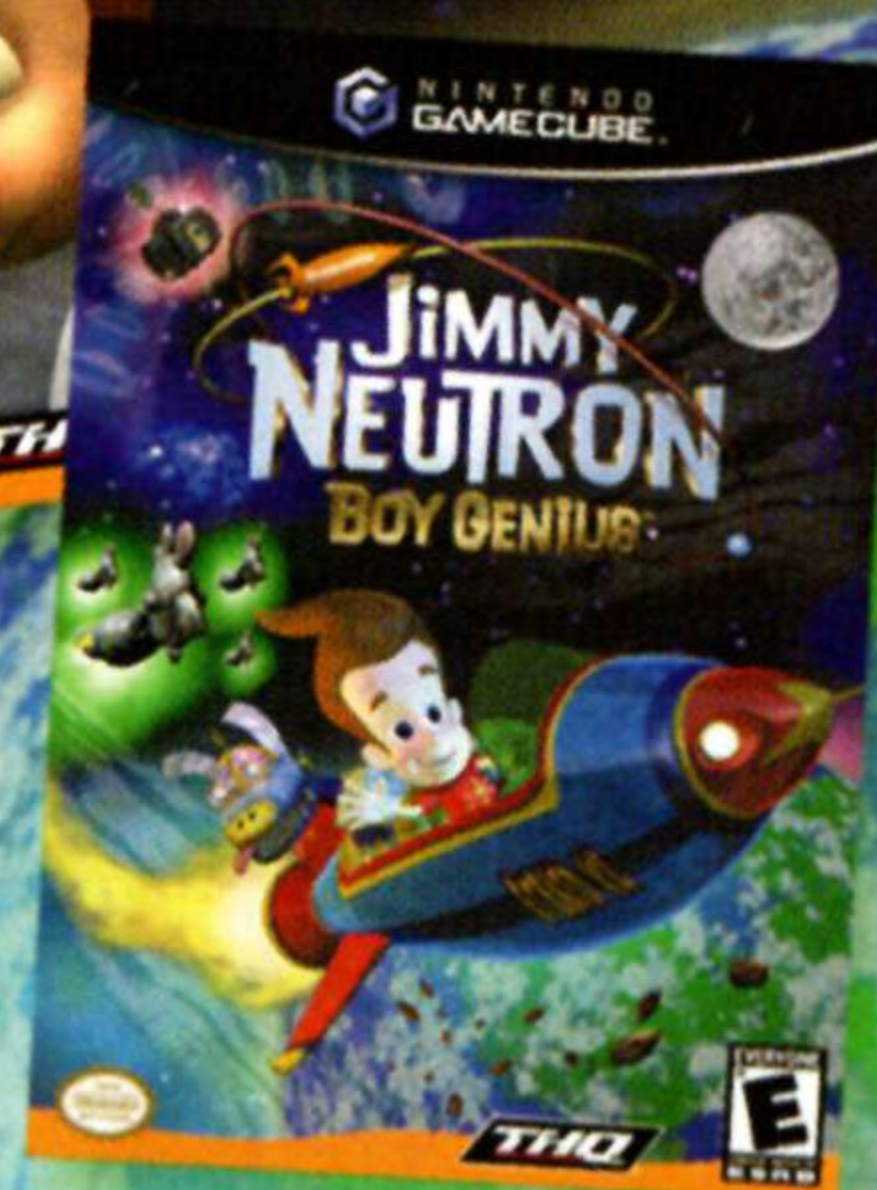


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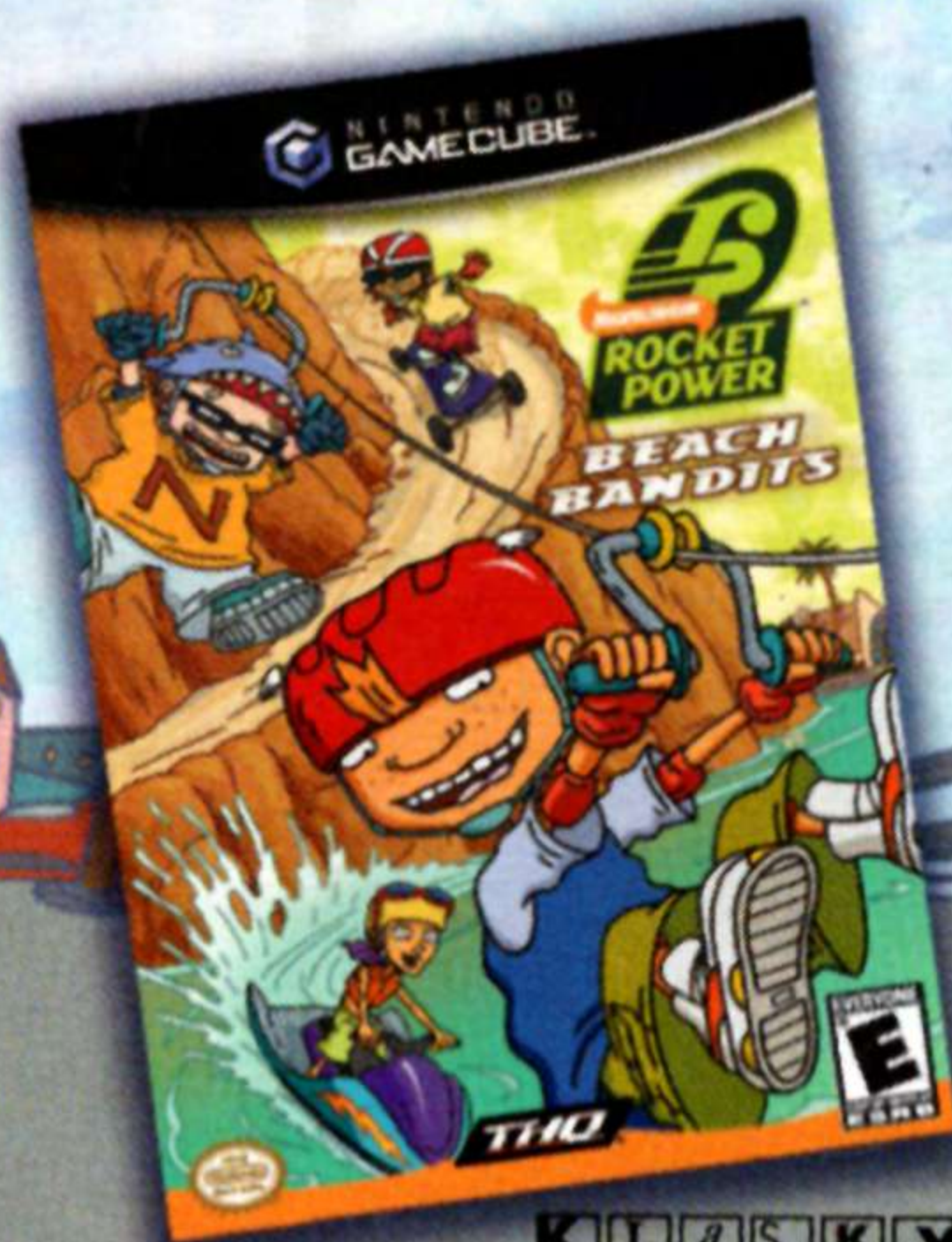
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RIGHT ON!

The summer's here but Ocean Shores' beach has disappeared. Help Team Rocket Power find out who's stolen the sand from the beach and restore all of the extreme summer action!



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