GAME BOY ADVANCE

AGB-BX6E-USA

NICKELODEON

SpongeBob SquarePants

Battle for Bikini Bottom



INSTRUCTION BOOKLET

THQ®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, 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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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 and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes 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 or eyes 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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Rev-D (L)



Comic Mischief

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INTRODUCTION

Plankton is at it again – scheming to take over Bikini Bottom by enacting yet another of his devious plans. This time, he manages to create an army of mindless fish robots using an invention he calls the Duplicatron 3000. Unfortunately, he forgets to turn on the "Obey Plankton" switch before activating the Duplicatron. On the loose without Plankton to guide them, the robots begin running amok in Bikini Bottom and quickly take over the Chum Bucket. Before long, the whole town is literally swimming with robots -- from Downtown, to Jellyfish Fields -- even the Mermalair! Worst of all, the robots are scaring away customers from the Krusty Krab and making off with all the delicious Krabby Patties! Maybe Plankton's sinister plan is working after all! It looks like SpongeBob will have to save the day, and if anyone can clean up this mess -- it's the sponge!



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 *SpongeBob SquarePants™ – Battle for Bikini Bottom* 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.



CONTROLS

MENU NAVIGATION:

Button	Action
Control Pad	Highlight Menu Selections
A Button	Confirm Selection/Advance Cut-scene/ Advance Text
B Button	Cancel Selection/Return to Previous Screen
START	Pause Game/Skip Cut-scene

SpongeBob:

Button	Action
Control Pad Left/Right	Walk/Push Object
Control Pad Down	Duck
Control Pad Down + Left/Right	Crawl
A Button	Jump
A Button + Control Pad	Directional Jump
A Button (hold after jumping) + Control Pad	Float Down (Glide)
B Button	Blow Bubble
A Button, then B Button	Blow Bubble in Mid-air
Control Pad Up + B Button	Blow Bubble Up

CONTROLS

Control Pad Up/Down	Climb Up/Down Ladder
Control Pad Up	Enter Door
A Button + Control Pad	Jump On/Off Ladder
B Button	Talk to SpongeBob's friends

Mystery the Seahorse:

Button	Action
A Button	Jump
A Button (hold after jumping) +Control Pad	Hover
B Button	Chomp/Spit
Control Pad Right/Left	Move/Push Object
R Button	Jump Off Mystery

SpongeBob Vehicles – Unicycle:

Button	Action
A Button	Jump
A Button (hold after jumping)	Float

SpongeBob Vehicles – Invisible Boatmobile:

Button	Action
A Button	Jump
A Button (hold after jumping)	Jump Boost



MAIN MENU





- **New Game** – Are you ready? Begin a brand new game of *SpongeBob SquarePants™ – Battle for Bikini Bottom.*

- **Continue** – Enter a password to continue a previously saved game and start again right where you left off.

- **Options** – Adjust the music volume, sound effects or view the game credits.

PAUSE MENU

Press START to PAUSE the game and view the Pause Menu. Press the A Button to make your selection, or the B Button to return to the game.



- **Resume Game** – Return to the game when you're ready for more action!

- **Retry** – Try again by resetting the section of a level.

- **Quit Level** – Wanna go a different way? Exit the level and return to the Level Select map.

- **Sound** – Adjust the sound options.

- **Sleep Mode** – Put the game in Sleep Mode (see page 11 for more information.)

PLAYING THE GAME

SpongeBob must make his way through Bikini Bottom to the Chum Bucket, shut down the Duplicatron 3000 and put an end to the robots -- before they put an end to the Krusty Krab! There are four chapters in the game, each with six levels, two bonus levels and a robot boss to defeat! SpongeBob must progress through all four chapters of the game if he hopes to defeat the robots. Before he can complete a level, SpongeBob must find three golden spatulas that unlock the warp gate to the next area of Bikini Bottom. Of course, SpongeBob will also have to avoid lots of robot enemies and other hazards along the way. You can do it, SpongeBob!

CHAPTER SELECT

Select the chapter from the Chapter Select screen by moving the cursor over the desired chapter and pressing the A Button. New chapters will only be unlocked when the previous chapter is complete. Press the B Button to visit the Photo Album.



PLAYING THE GAME

LEVEL SELECT

Select the level from the Level Select screen by moving the cursor over the desired level and pressing the A Button. Press the B Button to return to the Chapter Select map.



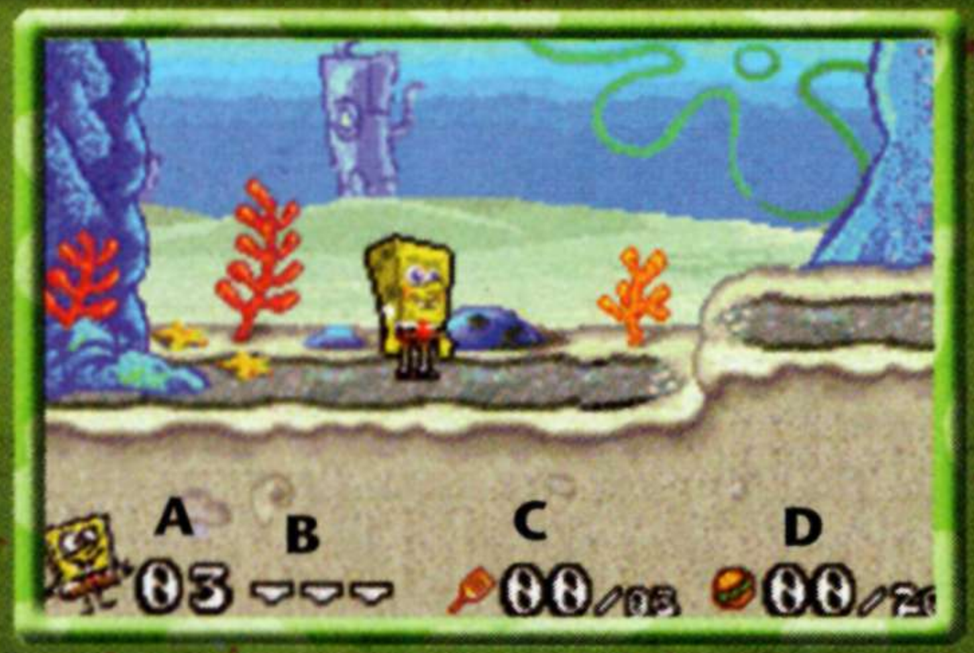
BONUS LEVELS/PHOTO ALBUM

If SpongeBob collects all 20 Krabby Patties in a bonus level, he can unlock a snapshot of his undersea adventures! Press the B Button from the Chapter Select screen to see the Photo Album. Simply highlight the snapshot you want to see and press the A Button. Of course, it's much harder to collect Krabby Patties when you're trying to keep your balance on a Unicycle or speeding through town in an Invisible Boatmobile. Whoa, SpongeBob! Hold on to those Krabby Patties!



PLAYING THE GAME

GAME SCREEN



A – Sponges: Shows how many tries SpongeBob has remaining. Run out and you'll have to go back to the beginning of the level.
B – Underwear Health: A healthy sponge always has lots of spare underwear!
C – Spatula Count: Check here to see the number of spatulas SpongeBob has collected.
D – Krabby Patty Count: Keep track of the number of Krabby Patties SpongeBob has found.

SAVING AND LOADING

SAVING: After completing a level, a password screen will appear. Be sure to write down the password exactly as it appears, or you won't be able to return to that saved point the next time you're ready to play.



PLAYING THE GAME

LOADING: Select CONTINUE from the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, you'll automatically be taken to the level of the password you entered.

SLEEP MODE

Don't feel like writing down a password or losing your place when you have to stop playing for a while? *SpongeBob SquarePants™ – Battle for Bikini Bottom* has a Sleep Mode which lets you save your progress at any point in the game. When Sleep Mode is activated, your Game Boy® Advance system's display will shut down, conserving battery power and saving your place in the game until you are ready to return.



To activate Sleep Mode, simply press START to pause the game, highlight the Sleep Mode option (YES or NO options will appear) and select "YES" to enter Sleep Mode or "NO" to cancel. To return to your game from Sleep Mode, simply press the L Button, R Button and SELECT simultaneously. The game will then re-awaken and you'll be able to continue from where you left off!

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GAME BOY ADVANCE

AGB-BX6E-USA

the fairly OddParents!

NICKELODEON

BREAKIN' DA RULES



INSTRUCTION BOOKLET

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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

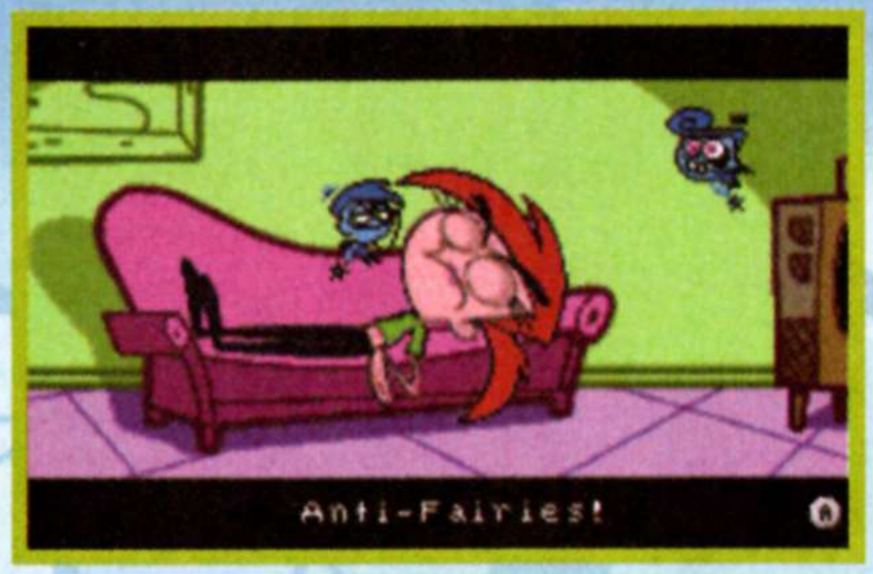
On the Password screen, you can enter the password given to you at the end of a level to resume an old game. Use the Control Pad to navigate through the onscreen keyboard and the A Button to select the letters you need. The password takes you to the beginning of the next level.

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?



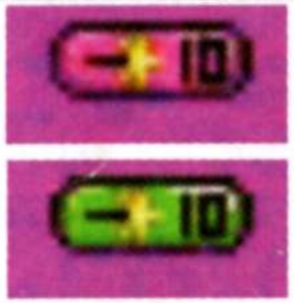
Timmy starts off the game with an anti-magic backpack and a number of chances to put those anti-fairies in their place. He can find powerups to help him along the way and also destroy anti-fairy minions to collect Cosmo or Wanda coins. These coins let Timmy make limited wishes to help him throughout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

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.	