

# Ed, Edd 'N Eddy: The Mis-Edventures FAQ/Walkthrough

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**This walkthrough was originally written for Ed, Edd 'N Eddy: The Mis-Edventures on the GC, but the walkthrough is still applicable to the GBA version of the game.**

Ed, Edd, n' Eddy: The Mis-Edventures (GC) Walkthrough/Complete Guide

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## [1] Introduction

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### [1.1] Game Overview/Intro

Welcome to my walkthrough of the GC version of the game Ed, Edd, n' Eddy: The Mis-Edventures, made by Midway Games and based off the hit television series. This walkthrough will cover all the basics of the game and guide you through the game to completion! Good luck and enjoy!

EEnE: The Mis-Edventures is an adventure game that revolves around the Eds, three adolescent boys living in a Cul-De-Sac, as they try to scam other kids to gain cash for delicious jawbreakers. The game is loosely based on the series and its many episodes.

There are five versions of the game, the PS2 version, the PC version, the GBA version, the Xbox version, and the Gamecube version. This guide follows the Gamecube version, but likely applies to all versions excluding the GBA version.

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### [1.2] Version History

#### Version 0.1 [11/17/13]

The guide was started on this date, with information added to the Introduction, Brief Information, Character, Collectibles, and Cheat Codes sections. Scams 1, 2, 3, and 4 were completed.

#### Version 0.2 [11/22/13]

Scams 5 and 6 were completed.

#### Version 0.3 [11/23/13]

Bonus Scams 1 and 2 were completed. The remainder of the guide was finished and edits were made to any of the previous sections. The guide was finished on this date.

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## [2] EEnE: The Mis-Edventures Brief Information

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### [2.1] Plot

The game's plot revolves around the Eds engaging in 6 different scams, in order to gain cash for jawbreakers. The scams vary and have different objectives that the Eds must accomplish.

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### [2.2] Gameplay

The basic controls are as follows;  
Joystick - moves character left, right, up and down  
D-Pad - shows the map screen or a hint  
C-stick - controls the camera direction

"A" button - Jump  
"B" button - Attack  
"X" button - Weapon  
"Y" button - Special Abilities  
"Z" button - First Person camera angle  
"R" button - Cycle through PCs  
"L" button - activates Character Formation  
Start button - opens Pause Menu

The 3 playable characters are the Eds, each with their own unique abilities.

-Eddy-

Eddy is the fastest member of the Eds. He uses a Yo-Yo as a melee attack. Because his weapon activates quickly and has excellent long-range, Eddy is the best to tackle enemies with. He also can unleash Stink Bombs, perfect for temporarily stunning enemies. His formation is the Tower of Eddy, which is best for crossing narrow pathways. He has no special abilities.

Weapon: Stink Bomb (X button) - has unlimited ammo

Attack: Yo-Yo (B button)

Formation: Tower of Eddy (L button)

-Edd-

Edd is the weakest, but most innovative member of the Eds. He uses a Ruler as a melee attack. Because Edd's weapon activates slowly and has short-range, he is at the mercy of enemies. Additionally, Edd's weakness makes him take more damage than the others. However, Edd has the special ability to activate and fix things, which is the only way he's useful. He has a Slingshot for a weapon, which can fire water balloons long-range at distant targets. His formation is the Trampol-Edd, which is best for reaching things at a higher elevation.

Weapon: Sling Shot (X button) - has unlimited ammo

Attack: Ruler (B button)

Formation: Trampol-Edd (L button)

Special Ability: Enable/Disable Devices (Y button)

-Ed-

Ed is the strongest, most durable member of the Eds. He uses his head as a melee attack. Ed lacks a weapon, but he has the special ability to Dig as well as to Lift/Throw things. His formation is the Batter-Ed Ram, which has phenomenal speed. It is useful for races, but is great for taking out any enemies in the Eds' path.

Attack: Head-Ed (B button)

Formation: Batter-Ed Ram (L button)

Special Abilities: Lift/Throw (Y button), Dig (Y button; in a sandbox)

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### [2.3] Pause Menu

The Pause Menu is able to show you your progress in the game. Collectibles, such as jawbreakers, costumes, etc. are accessed as well. Options, such as music volume, SFX volume, rumble effects, etc. can be altered.

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### [2.4] The Hub: "Cul-de-Sac"

The "Edventure" has to start somewhere! The Cul-de-Sac is the neighborhood/court where the Eds and the other kids reside. All scams/levels are accessed from the Cul-de-Sac. This consists of the

Cul-de-Sac court, the Junkyard, the Trailer Park, etc.

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### [2.5] Scams/Levels

Levels in the game are called "Scams", plans in which Eddy hopes to make profit. There are 4 different types of Scams;

Standard Scams: The most basic. The Eds must work together to achieve the level's goal.

Stealth Scams: The Eds must get through an area without being detected by the other kids. \*Enemies don't count.

Rescue Scams: One or two of the Eds have gone missing! The remaining Ed(s) must find a way to rescue those that are missing.

Chase/Race Scams: The Eds must complete the scam's goal before someone else, or must be finished before time runs out.

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### [3] Characters

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#### [3.1] Ed

Ed is the least intelligent of the Eds, but makes up for it with his loyalty and immense brute strength. He has a unibrow, and a liking for B-list monster movies, buttered toast, and chickens. Ed is not very cleanly. He has a younger sister named Sarah.

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#### [3.2] Edd "Double Dee"

Edd, called "Double Dee" to differentiate from Ed, is the smartest of the Eds. He is very polite, intelligent, reserved, and a bit of weakling. Although he's smarter than the others, he still finds himself dragged into the escapades of his two friends. He wears a sock on his head, as a running gag is that he has some kind of problem with his hair.

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#### [3.3] Eddy

Eddy is the notorious, unofficial leader of the Eds. He is short, sneaky, loud-mouthed and easily-angered when things don't go his way. He has an affinity for money and his dream is to finally get a jawbreaker. Of the Eds, Eddy knows the most about the Cul-De-Sac and has the most experience with things involving street smarts.

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#### [3.4] Johnny 2x4

Johnny is the weird kid in the neighborhood. His best friend is a plank of wood, named Plank that only he can communicate with. The two are inseparable. The 2x4 portion of his name, likely comes from Plank, a 2x4 wood slab.

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#### [3.5] Plank

Plank is a 2x4 wood slab that is Johnny's best friend. He is a board of few words. Johnny denies that Plank is imaginary.

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#### [3.6] Rolf

Rolf is one of the kids in the neighborhood. He hails from another country, as shown by his accent, his ideals, and his nostalgia for his culture. Rolf has strength, when angry, that could match even Ed's.

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[3.7] Kevin

Kevin is the cool kid in the neighborhood. He is a bully to the Eds, and has shown disdain for them and their antics. Kevin calls the Eds "dorks". He is almost always seen with his bike, and hates when anybody touches his bike.

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[3.8] Nazz

Nazz is the tomboy in the neighborhood. Despite this, she's regarded as the prettiest girl in the Cul-de-Sac. Nazz is typically seen with Kevin or Rolf.

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[3.9] Sarah

Sarah is Ed's little sister. She appears sweet, but in reality, Sarah is mean and incredibly vicious when angered. She does not like the Eds, especially Eddy, but has a soft spot for Edd. Her best friend is Jimmy.

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[3.10] Jimmy

Jimmy is Sarah's best friend. He wears headgear as a result of a scam gone wrong. Jimmy is very shy and childlike, but he is definitely the crybaby of the Cul-de-Sac.

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[3.11] Lee Kanker

Lee is the unofficial leader, and likely the eldest of the Kanker Sisters, whom live in the Trailer Park outside of the Cul-de-Sac. The Kankers love to pursue the Eds with their overwhelming affections. Lee is loud, bossy, and very tough. She has a heavy Jersey accent. She is the romantic interest of Eddy, who does not reciprocate. Her hair is orange.

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[3.12] Marie Kanker

Marie is the toughest and the sneakiest of the Kanker Sisters, and likely the middle child. She has a light Midwestern accent. Her intimidating personality challenges Lee's authority most of the time. She is the romantic interest of Edd, ironically. Edd does not reciprocate the feelings. Her hair is blue.

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[3.13] May Kanker

May is the likely youngest of the Kanker Sisters, and is definitely not the smartest. She is perhaps the kindest of the Kankers, as she is a lot slower to anger than her sisters. May's romantic interest is Ed, whom she genuinely seems to like. May's hair is blonde.

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[4] Scams

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[4.1] Scam 1: Cool Yer Ed

Main Objective:

Collective ice cubes to make snow cones.

The Eds newest scam involves selling snow cones to the kids in the Cul-de-Sac. Edd suggests that they gather ice cubes from coolers in

the backyards of the Cul-de-Sac. This scam is mostly a tutorial to get you adjusted to the game's controls. Switch to Ed. Open the cooler near Jimmy with an attack. Inside is an ice cube, but also a squirrel, which frightens Jimmy. Jimmy runs into the next yard, opening the gate.

Break open the cooler in the 2nd yard for another ice cube. To get into the next yard, you'll have to bust pass the log pile. Press the L button to activate Batter-Ed Ram and break through the logs. Watch out red squirrels, as they are vicious and latch onto the Eds to cause damage. In the corner near the house is a cat. Stun it with an attack and pick it up with Ed. Toss the cat at the dog in the next yard to break open the fence to the following yard and to get rid of the threat of the dog. Open the cooler for another ice cube. Dig in the sandbox for the 1st Ed-Zilla costume piece. A jawbreaker is in the far corner of the 4th yard. As you approach the 5th backyard, Sarah will stop you, threatening the Eds to not bother her and Jimmy or she'll tell her mother.

Switch to Edd. Jump up on the picnic table, and enter First Person mode. Fire Edd's sling-shot at Jimmy's 3 stuffed animals on the clothes line. Jimmy will begin to cry and run into the next yard, followed by Sarah. With them gone, proceed into the 5th yard and break open the cooler for another ice cube. Head to the 6th yard. Switch to Ed. For this you'll need to throw 3 squirrels into the open window of the house. Stun a squirrel and then pick it up with Ed. Toss them into the house one at a time. Sarah and Jimmy will run out of the house.

Enter the abandoned house and pick up the fridge. Throw it at the pink door to weaken it. Pick up the last ice cube and use Batter-Ed to open the door. Outside, head into Rolf's yard. Use Batter-Ed to the gate on the pig pen. Help Rolf return the freed to pigs into the pen, and in exchange he'll allow you to use the meatball machine in his shed.

Enter the shed and switch to Edd. Another jawbreaker is located behind the crates. Using Edd, activate the meatball machine. With that, you'll have completed Scam 1.

Items Collected;

- (2) Jawbreakers
- (1) Costume Piece
- (1) Easter Egg

Game Completion; about 11%

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[4.2] Scam 2: Pin the Tail on the Ed

Main Objective:

Find the way to Jimmy's backyard

In the Cul-de-Sac, approach the manhole to enter Scam 2. From the sewers, you must make your way to Jimmy's backyard. Head down the path, taking out any rats and crocodiles in your path with Batter-Ed. Use Batter-Ed to bust past toxic containers. Up on the platform, hope seems lost as far as getting to the other side. The third jawbreaker is on the lowest platform nearest to the sewage. Switch to Edd and use Trampol-Ed from below the ledge to propel Edd to the other platform. Have Edd activate the wheel that releases the bridge, so the other two Eds can get across. Head down the pathway and unlock the door as Edd. Use his slingshot to hit the lever to release the

bridge. Proceed across to the other side and unlock the door with Edd. Continue down the path, but watch out for clams that can latch onto the Eds, similar to the red squirrels. Behind all the barrels is a wall that Edd can unlock. The fourth jawbreaker is located in that hallway. You can proceed all the way down the path way and use Edd to activate the wheel. The door will unlock to a larger room. Using Trampol-Ed, propel Edd up to the ledge where the wheel is located. Have him activate it to open the door on the adjacent side of the room. Head through to the new path. Destroy any large purple pipes to prevent more rats from entering the hall. Use Batter-Ed on the two broken stone walls. The fifth jawbreaker is in the far stone wall area behind some crates. Proceed to the end of the path. The valve is missing to the lever. Johnny has fished it out from the sewage, but will only give it to you if you lower the water level so he can get the clams. Use Edd to fire slingshots at the targets to traverse to the next platforms. Watch out for Marie Kanker blowing a kiss from an opening on the third platform. Activate the valve on the wall to lower the water level.

Go down into the lower level, being cautious of clams and Lee Kanker appearing. Turn the valve on the wall to lower the remaining water. Turn down the slope at the right. Beware of May Kanker. Jump up on the ledge to turn the valve to lower the last of the water. As Johnny runs down to get the clams, return to the top and take Plank as ransom. Johnny gives up the valve in exchange for Plank. At the very bottom, the fifth jawbreaker is behind a pile of crates. Return to the top and turn the valve to open the door. Enter the small room and climb the ramp to reach Jimmy's backyard.

Once in the yard, smash the piñatas to create a diversion. One of the piñatas contains the sixth jawbreaker. Using Trampol-Edd and the A button will smash the piñatas. The fun is cut short when the Kankers arrive. Fire Edd's slingshot at the piñatas and beehives when the Kankers get near said targets. You'll have to do this a few times to beat them. After the third round, you'll have completed Scam 2.

Items Collected;

- (4) Jawbreakers
- (1) Costume Piece
- (1) Easter Egg

Game Completion; about 25%

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[4.3] Scam 3: It Must Be Something I Ed

Main Objective:

Get to the candy store fast for free jawbreakers.

In the Cul-de-Sac, go to the other end of the court and turn left. Turn left again at the end of the street down an alley. Turn right at the first opening to enter the playground. Go to the manhole at the back of the playground to initiate Scam 3. The Eds see that Rolf has got a jawbreaker somehow. He explains that the candy store is offering them for free. Edd mentions that the store will close soon, but Eddy knows a shortcut.

Using Ed, Batter-Ed the tool shelf by the gate. The leftover planks can be walked across using the Tower of Eddy. Switch to Eddy and walk on the planks to reach the next yard. Jimmy is crying in the yard, as his stuffed animals were put in the trees by a bird. Sarah demands

that Ed get Jimmy's stuffed animals or she'll tell mom. Use Tower of Eddy to reach the branches and the B button to pick up the stuffed animals. Drop the 3 stuffed animals into the sandbox. Digging in the sandbox rewards you with the last piece of the Ed-Zilla costume. Use Batter-Ed on the table to use it as leverage to get over the fence. Drop down into the alleyway. Use Edd to repair the tractor blocking the way. Go into the junkyard and use Batter-Ed on the tool shelf. Use Tower of Eddy to walk along the planks and enter the next yard. Use Batter-Ed on the tool shelf. Switch to Eddy and use Tower of Eddy to get to the top of the platform. Switch to Edd and use his slingshot on the target to release the plank bridge. Use Tower of Eddy to walk along the remaining planks to the other side of the alleyway. Hop up the ledge to the path and use Batter-Ed to bust through the logs blocking the path. On the path to the left is a chicken. Continue on the straight path. Use Trampol-Ed to get Edd up on the ledge. Go down to where the tractor is blocking the way. Have Edd fix the tractor at the end of the path, and it will move, clearing the path for the other two Eds. Go to the bridge and use Edd's slingshot on the target. The bridge will release. Use Batter-Ed on the logs blocking the path. Kevin will stop you in the schoolyard. He challenges you by telling you to knock all of the trashcans beside him down using basketballs or squirrels within the time limit. Otherwise, the Eds won't be able to advance. Use Ed to pick up basketballs or squirrels and throw them at the trashcans.

Inside the next yard, bees are swarming about. Johnny is hogging their honey, which is infuriating them. You'll have to use Edd's slingshot and knock the beehive down onto Johnny when he's directly underneath it. The seventh jawbreaker is behind the pile of doghouses. Proceed into the next yard. Switch to Edd and activate the metal door on the opposite end. The Eds arrive at the candy store, but Eddy consumes a foot powder jawbreaker, giving him an allergic reaction.

The Eds must return Eddy to his room without being spotted by the other kids. Make use of the Tower of Eddy to hide behind things! If a "?" is seen above someone's head, it means you're too close or noticeable and can be spotted. You can use Tower of Eddy to get up to the platforms or you can climb into the empty box nearby and sneak towards the dog while its back is turned. Don't turn while the dog is looking or it will spot you.

Johnny is in the next yard. Use Tower of Eddy and press the Y button to hide behind telephone poles. In the schoolyard, Nazz is feeding squirrels. For the eighth jawbreaker, use Edd's slingshot to ring the school bell. Nazz will be temporarily distracted and drop her jawbreaker. Jump into the empty box and sneak around her while her back is turned or just quickly get out of there before she notices. Continue down the path and across the bridge. Go up the little hill on the left path. Jimmy is down below painting. Pick up a paint bucket and toss it at him to scare him off. For the ninth jawbreaker, go off on the path where the chicken was. Proceed down the straight path and Sarah and Jimmy will be playing nearby. Jump into the shrub and sneak past them. Sarah is rocking a doll, so wait until her back is turned. Sarah's hair makes it difficult to tell what direction she's facing. Alternatively, you can throw a stink bomb as Eddy and clear Sarah and Jimmy from the path. In this method, Jimmy drops the jawbreaker he's holding. This is the tenth jawbreaker. Kevin is the trickiest to get past, as he's constantly moving. Use Edd to activate the tractor. The key is to stay on the right side of



the tractor, staying out of sight. As you make your way to the gate, run through it to complete Scam 3.

Items Collected;

- (3) Jawbreakers
- (1) Costume Piece
- (1) Easter Egg

Game Completion; about 38%

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[4.4] Scam 4: Ed on Arrival

Main Objective:

Navigate the obstacle course to win Rolf's Urban Ranger badge.

In the Cul-de-Sac, go down the alley where the playground is. At the clearing, take the rightmost path. At the next clearing, take the right path, where the kids are. Enter the manhole to initiate Scam 4. Rolf is showing off his Urban Ranger Badge of Honor, causing Eddy to want one. Rolf says Eddy must complete an Urban Ranger challenge. Eddy scoffs, not wanting to bother, until Rolf offers one to Kevin. Competitive by nature, Eddy decides to take on the challenge.

Use Ed to pick up the barrels and throw them at the targets. Walk along the bridges to reach the next platform. Use Edd's slingshot to drop the beam bridge. Switch to Eddy and use Tower of Eddy to cross. Beware of the new enemies in this Scam. Fat squirrels are vicious, much like red squirrels, but they just shoot nuts at you instead of chasing you. They take 2 hits to defeat. Toss another barrel at the target to lower the plank. Use the slingshot to lower the beam bridge at the left. Walk across using Tower of Eddy. Throw the barrel at the target to lower the plank at the left. Turn left inside the dead end and use Edd to turn the lever. Return to the platform and toss a barrel at the target to the left. Walk to the other platform.

Head up the ramp. As you reach the edge of the platform, switch to Eddy. As you walk across the beam a la Tower of Eddy, be careful of the swinging washing machine. Use Batter-Ed on the fence to reveal a lever. Have Edd activate the lever. Enter through the opened gate. It's now time for a rousing game of Whack-a-Jimmy. Hit the green pad when you're ready to begin. Use Ed's attack when Jimmy pops up. Hit Jimmy a total of 15 times to unlock the door up the stairs. The eleventh jawbreaker is inside. Head through the gate at the middle of the stairs.

Walk through to the sandbox to dig up the first piece of the Space Ranger costume. Climb up the crates at the entrance and use Edd's slingshot to drop the beam bridge. Use Tower of Eddy to get to the next platform. Repeat the process to reach the next platform. Jump down into the narrow path and use Batter-Ed on the fence to reveal a lever. Activate the lever with Edd and the gate will open up to a large area.

Power cells are needed to generate the machine. Start by climbing up the ramp and the Blue Power Cell will be on top of a large purple crate. Use Tower of Eddy to get it and carry it to the machine. Place it near the blue wire. Go back to the ramp nearest to the entrance. Shoot at the target with the slingshot. Use Tower of Eddy to get across the beam to the platform. In order to get the Green Power Cell, use Tower of Eddy to reach it and the B button to pick it up.

Carry it back across and place it near the green wire on the machine. Use Batter-Ed on the fence to the right. In this area, the Orange Power Cell is on a shelf, but it's surrounded by fencing. Use Batter-Ed on the fence. With Tower of Eddy, grab the power cell, but you must time it correctly or risk being hit by the swinging frozen turkey. Place it near the orange wire.

Nearest to the gate, enter the area with the ladder. Use Tower of Eddy to cross the beams and retrieve the Red Power Cell. Return to the machine and place it near the red wire. With the generator working, the gate opens, as well as the white door to the right. The twelfth jawbreaker is inside. Go out the gate and use Batter-Ed to stun the chicken up ahead. Pick it up for another Easter Egg. Run along the remaining planks until you reach a clearing. Rolf is waiting, congratulating you on completing the obstacle course. However, the real challenge is defeating his goat Victor. Use Batter-Ed on Victor to knock him into the water, which is pretty simple. Finish the remainder of the path until you reach Kevin. Kevin challenges you to a race. This involves using Batter-Ed, while being cautious of weak yellow planks and other obstacles that might deter your speed. Along the first shortcut is the thirteenth jawbreaker. Once you've won, you've completed Scam 4.

Items Collected;

- (3) Jawbreakers
- (1) Costume Piece
- (1) Easter Egg

Game Completion; about 61%

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[4.5] Scam 5: Nightmare on Ed Street

Main Objective: Bring Mister Yum-Yum to Jimmy

In the Cul-de-Sac, run down the back alleyway along the rightmost path. At the next fork in the road, go down the left path up to the spooky house. Sarah is standing out in front. Proceed to Scam 5. Jimmy is in search of "Mister Yum-Yum", his stuffed animal. Eddy has placed it in the spooky house, holding him ransom for a quarter. However, the Eds will receive payment upon the return of Mister Yum-Yum. Inside, Eddy points out the doll was in the window, however Ed had placed it on the mantle.

Sinister giggling means the Kanker Sisters are to blame. In exchange for Mister Yum-Yum, the Kankers want "good boyfriend presents", or smooches. Presents are cool, though. As you start, the Kankers have Mister Yum-Yum strapped to a plank in front of a table saw. It is advised to not get too close to the Kankers without a present, or face smooches and a loss of the level. First, Lee would like a Ship in a Bottle. Go up the stairs and use Batter-Ed on the wardrobe to clear the path. Beware of spiders that latch on. Batter-Ed will take them out. Enter the hallway and proceed through. All of the doors are locked and can only be opened from the inside. watch out for Lee popping out of a trap door with a kiss attack. Use Tower of Eddy to cross the plank to the other side of the hall. The plank breaks, but you won't be stuck for long. In the next room, the study, go up the stairs. Beware of bat enemies. Although they only take one hit to defeat, they deal a lot of damage. A pink pedestal is at the very end of the upstairs. A trophy must be placed on the pedestal. Head back downstairs.

Use Tower of Eddy near the mantle to pick up the trophy on the shelf. Go back upstairs and place it on the pedestal. The pool table down below coughs up a Ship in a Bottle. First, use Edd to unlock the door to the hallway. Pick up the Ship in a Bottle as Ed and bring it downstairs to the Kankers.

Next, Marie will want a Can of Axle Grease. The door downstairs near the window will be opened. Enter the hallway, but beware of Marie popping in from a painting to blow kisses. Additionally, watch out for May. The end of the hall is blocked by a large pile of debris. All seems lost. However, there is a hole in the wall near the second door! Use Trampol-Edd to launch Edd over the other side. Pick up the fourteenth jawbreaker near the television. Have Edd unlock the door. Use Batter-Ed to break the wardrobe near the television. A switch is behind the wardrobe. Have Edd activate that, thus opening a passage behind the bookshelf by the debris pile. Down the passage is a chicken with a fifth Easter Egg. Head down the passage and up the ramp in the wide open area.

Use Trampol-Edd to propel Edd up to the platform. Up there is the fifteenth jawbreaker. Have Edd activate the wheel valve on the wall. The water level below raises, allowing access to the rest of the passage. Cross the planks to the other side. Use Batter-Ed up the ramp into the stone wall. Inside this new room, unlock the door to the hall using Edd. Use Batter-Ed on the wardrobe to reveal a switch. Have Edd activate the switch. The bed folds back into the wall, revealing a hole in the wall beside it. Use Trampol-Edd to propel Edd into the next room. Unlock the door adjoining the rooms to let the other two Eds in. Use Tower of Eddy to pick up the trophy on the dresser. You'll have to time yourself to avoid the candelabrum as you walk along the planks to the other side. Place the trophy on the pedestal of in the pink area. A slot in the wall opens, revealing the Can of Axle Grease. Have Edd first unlock the door to the hall. Pick up the Can of Axle Grease as Ed and walk through the door to the hall. Give it to Marie in the foyer.

Lastly is to bring the Taxidermy Book to May. The door across from the entrance is opened in the foyer. Head down the stairwell to the basement. In the room at the right, watch out for Lee appearing from a trap door with kisses. Behind the crates in the far right corner is the sixteenth jawbreaker. Have Ed dig in the sandbox for the second Space Ranger costume piece and 5/6 costume pieces. Use Trampol-Edd to propel Edd on top of the bookshelf. Have him activate the switch. The elevator lift now works and allows access to the library. Enter the elevator. In the library, use Trampol-Edd to get Edd to the top of the bookshelf. Activate the switch.

The bookshelf opens to reveal a passage. Unlock the door as Edd. Enter the passage to another room. Use Batter-Ed on the ladder to make a plank walkway. Use Tower of Eddy to reach the top. Climb the stairwell to the beams of the attack. Use Tower of Eddy to cross the beam at the right, being careful of the candelabrum. Pick up the trophy, and carefully cross back. The platform with the pedestal is at the right. Place the trophy on the pedestal. The Taxidermy Book falls out from behind a painting on the wall.

Luckily, you are automatically transported back to the ground. Use Ed to pick up the Taxidermy Book. Exit through the opened door in the library to enter the upstairs hall. Go downstairs and give the

Taxidermy Book to May. The Kankers are all away from the table saw and are well distracted with their gifts. Use Edd to disable the saw. You have completed Scam 5.

Items Collected;

- (3) Jawbreakers
- (1) Costume Piece
- (1) Easter Egg

Game Completion; about 74%

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[4.6] Scam 6: X Marks the Ed

Main Objective:

Get the remaining map pieces to find your jawbreakers.

In the Cul-de-Sac, head down the alleyway, this time taking the leftmost path up to the Trailer Park. Initiate Scam 6. Eddy is digging in his room for a case, supposedly containing jawbreakers. The case is empty, save for a piece of a map. With all the pieces, the location of the jawbreakers could be revealed. In the first area, a dog is patrolling in front of the gate to the next area. Two hits with Batter-Ed will easily enough take out the dog enemy.

At the left is a bridge. Use Edd's slingshot to hit the target and lower the bridge. Watch out for the dog. Batter-Ed gets it in two hits, but regular attacks require four hits. The fence at the right has a shorter portion, which Edd can get over using Trampol-Edd. Take out any rats and spiders. To reach the other side of the building, go around the back. Jump across the slippery platform to get to the other side of the building. Levels like this make me glad the Eds have unlimited lives. Activate the control box to open the fence Use Tower of Eddy to reach the green power cell to the gate to the next area. Pick it up and take it to the green box by the gate. Head down the path at the right and use Batter-Ed on the junk car. The car becomes a bridge to cross to other platforms. Take out the dog and the rat. Use Edd's slingshot to lower the bridge. Take out the spiders and the rats and use Tower of Eddy to grab the yellow power cell. Place it by the yellow box at the gate. At the red building to the right of the gate, use Batter-Ed on the sofa propped against the building. The red power cell is on the pipes. Use Tower of Eddy to grab it and bring it to the red box at the gate. Use Edd to activate the gate's control box.

Enter the next area, taking out any nearby dogs and rats. Use Batter-Ed on the junk car multiple times, as Johnny is trying to get to a map piece stuck on the fence. The car will knock Johnny and Plank into the air. Use Edd to turn off the electric fence via control box. Grab the first map piece from the fence. The gate to the next area is also locked. Nearest to the building is a shorter portion of fence. Use Trampol-Edd to get Edd over the fence. Beware of the dogs, rats, and spiders. Open the gate by activating the control box. Switch to Ed and use Batter-Ed on the sofa at the far right. Activate the control box using Edd to open the gate to the next area. Along the slippery mud path at the right is a chicken with the last Easter Egg. Jump over the fence at the end of the part as a shortcut to the next area.

Enter the fenced area and use Edd to activate the control box and open the gate. Jimmy is nearby and appears to have the second map piece. Jimmy says he'll only give the piece over if he gets a

jawbreaker. Ed says he knows where to get one. Head down the path to the right. Use Edd's slingshot to lower the bridges. Use Tower of Eddy to cross along the narrow planks. Cross carefully, as there are multiple obstacles. Slippery mud platforms, enemies, and swinging tires will lead you to your doom in the swampy area. Move slowly on mud platforms, time yourself past swinging tires, and try to rid enemies at a distance. Lure them into the swamp as they approach you. Also infuriating, is that if any of the Eds not being played falls into the swamp, it counts as a loss. Thank goodness for unlimited lives. Stick the rightmost path to get to the "jawbreaker". Use Tower of Eddy to get the "jawbreaker", then carefully make your way back across the swamp. It may take a few tries. Give the "jawbreaker" to Jimmy, and he'll give you the second map piece. He's frightful to find he's been given a spider nest. Cruel, but at least you got the map piece.

Walk to down the path Jimmy was on. On the right is a ledge leading to a platform. Use Trampol-Edd to reach the platform. From this vantage point, shoot as many targets with the slingshot to make bridges. Also, break the cinder blocks to create bridges from the tin awnings. Return to the other two Eds and take the left path. Take out any dogs and rats. Use Batter-Ed on the cars to create bridges. Once that is all done, cross the planks below to reach the other side of the trailer park. The seventeenth jawbreaker is behind the stack of crates.

Use Edd to activate the control box on the fence at the right. In the next area, use Edd's slingshot to lower the bridge. In the next clearing, Rolf is there with Victor, who is chewing on the third map piece. Rolf challenges you to another duel against Victor in exchange for the map piece. Just as last time, use Batter-Ed to knock him into the water. Defeat Victor a second time. After winning twice, pick up the third map piece and the eighteenth jawbreaker. With the map completed, the Eds find the Kankers are to blame. They barge into their trailer. Eddy pulls a switch, dropping them underground.

For this portion, you will have to be quick and escape the underground before the Kankers bust through Ed's door barricade. Use Edd's slingshot to lower the bridge. The nineteenth jawbreaker is on the trailer at the left. Use Trampol-Edd to propel Edd onto the rock. Activate the control box leading to the next room. Time resets as you enter each new room. Use Tower of Eddy to cross the planks quickly, but avoiding falling into the water. Use Batter-Ed on the couch and Edd to activate the control box to the next door. Beware, as there are FOUR dogs in the next room. Take care of them and dig in the sandbox as Ed. This gets you the last Space Ranger costume piece and the last costume piece overall. There is a lot of do in this room. The twentieth jawbreaker is on top of the trailer. Use Trampol-Edd to get Edd on the lowest pipe near the trailer, in order to get on top of the trailer. Activate the four control boxes in the room, two located near the entry and the other two located near the exit. Proceed to the next room. Use Tower of Eddy to cross the planks while avoiding the swinging tire. On the next platform, use Batter-Ed on the couch. Have Edd activate the control box.

This last room has the fastest time, but Batter-Ed will solve the speed issue. However, the mud path makes it slippery and difficult to maneuver. Just like the race with Kevin, avoid falling off the track and avoiding falling into pits. It may take a few tries, but you'll get used to where pits are located and weave around them. The door at the end leads to the final boss, the Kankers.

This boss is SUPER ANNOYING. There is a lot to do, but I've done it numerous times and it isn't impossible. The area is a circular field with the Kankers in the center on a raised platform. They constantly shoot kisses, or sprays of kisses, which do MAJOR damage to the Eds. And to make matters worse, the area is filled with red squirrels. They won't cause damage here, but they can definitely deter your progress. Their only worth is replenishing health. Defeating the Kankers involves a long, grueling process.

Keeping you from damaging them is a pool of electric water surrounding their platform. In order to stop the water, you must hit the four targets. Edd's slingshot won't be much good here. I suggest switching to Ed. You can either throw red squirrels or cans at the targets. Red squirrels can only be stunned by Eddy's stink bombs. Then Ed can pick them up and throw them. This tactic may cause more damage, as the amount of red squirrels combined with the Kankers' attacks is a whole lot of damage. The alternative requires you to be much closer, as the cans are heavier and cannot be thrown as far. Red Squirrels and the Kankers can cause you to drop projectiles, making this twice as difficult. I highly recommend the first method. Use stink bombs to stun red squirrels, preferably squirrels that spawn alone. Throw them at the targets and use Batter-Ed on one of the four pillars holding the Kankers' platform. Repeat this process three more times. After the fourth pillar is destroyed, you'll have completed Scam 6.

Items Collected;

- (4) Jawbreakers
- (1) Costume Piece
- (1) Easter Egg

Game Completion; about 87%

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[5] Bonus Scams  
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[5.1] Revenge of Edzilla

Main Objective:

Destroy the city and get to the Chunky Puff Factory.

In the Cul-de-Sac, you probably should have built up a TON of coins by now. You can easily afford all 15 of the Vintage Jawbreakers from the Jawbreaker Machine in the park. Edd can activate it. If not, Scam 6 is the mother load of coins. Otherwise, go back to the court and go to the pink house to access Bonus Scam 1.

In the newly built Edtropolis, Eddy is keen on establishing more scams on the neighbor kids. The two Eds notice Ed has entered a trance, and thus believes he has become the monster, Edzilla! Ed's dream sequence initiates in a world similar to the B-list monster movies Ed loves so much. This level is fun, as the key is simply to destroy everything in your path, as the monstrous Edzilla!

However, there are a few hazards as you progress. Edzilla must destroy all buildings on an island before moving to the next. There are masonries that will attempt to stop Edzilla. Tanks fire at Edzilla and are spawned from tank factories. Destroy the tank factories first and then remove any of the spawned tanks to make your task easier. Also, avoid falling off of the island. There isn't much to note as this level is very straightforward with its smashing

objective.

On the first small island, is one tank building. After destroying all buildings, proceed to the next island. This island has two tank buildings, but also a hospital. Hospital's have a flag with a blue ball on them that replenish health upon destroying them. The next island is rather large, and has a total of five tank buildings. The twenty-first jawbreaker is held by the Johnny statue on the small island to the right. Normally, you'd die in the water, but the water surrounding the island is shallow and Ed can make it across. The twenty-second jawbreaker is behind the cluster of buildings near the bridge to the factory. The Kankerator emerges from the Chunky Puff Factory as the boss of the level.

Cross the bridge to the factory. This boss requires a bit of patience. The Kankerator has two attacks. It blows kisses and stomps, leaving a wave of dust to cause damage. Jump over the dust waves when it stomps, while continuous movement can avoid the kisses. The Kankerator drops Chunky Puff pieces. Ten of these must be thrown at it to win. After its health is depleted, you've completed Bonus Scam 1.

Items Collected;

(2) Jawbreakers

Game Completion; about 50%

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[5.2] Rebel Robot Ranch

Main Objective:

Find the space rocket.

In the Cul-de-Sac, go to the fence at the end of the street to access Bonus Scam 2. This level has a lot more enemies than previous levels, but the good news is, better weapons! Eddy still has his yo-yo, which is the best of the normal weapons anyway. His stink bombs are now electrical stink bombs. Edd's ruler is now a light saber, which has more length and can hit enemies without having to get to close. His slingshot becomes a laser gun, perfect for ranged shooting. Ed's attacks are the same.

In this level, Ed is leading the other two Eds through the Rebel Robot Ranch. However, he gets kidnapped by the enemy, leaving the other two Eds to rescue him!

As Eddy and Edd, you must rescue Ed. This scam can be a bit intimidating, thanks to all the enemies, but they aren't too much of a threat. Your new weapons can easily subdue the robots with a few hits. I definitely recommend Edd for this scam, as his laser is very useful. Robot dogs take 3 regular hits, and 2 laser hits, still weaker than the normal dogs. The red robot enemies can hit from afar, but only take 3 regular hits or 2 laser hits. Proceed along the path, taking out any enemies. The left path leads to a dead end, but has the twenty-third jawbreaker. Go along the right path to proceed to the enemy base.

Climb the stairs to the base. Another enemy is at the top. This enemy does not move, and turns very slowly, but has more accurate shots with its laser. It can easily be subdued with regular attacks or lasers. Destroy the electrical machine behind it to deactivate the

electrical currents blocking the entrance. Go back downstairs and destroy the machine generating the robot dogs.

Inside the base, destroy the two turret robots, ignoring the red ones. At the back left corner on a platform is a control box. Activate it as Edd. This unlocks the electrical gate at the right. Activate the control box inside the back right area to open the electrical gate at the far left. The generating machines can be destroyed after the control boxes are activated. Inside the next area, the control box near the red robot can allow its generator to be destroyed, but be quick before it attacks. The control box on the opposite wall deactivates the second generator up ahead. In the next area, destroy all the generators and robots. Then destroy the electrical machine to open the gate to the next area.

Inside the base again, turn left inside the corridor into a room with robots and blocks. Take out any generators and robots. On the right side of the room, the twenty-fourth jawbreaker is on one of the blocks. Activate the control box by the entrance to open the gate to the next room. Inside the next room, turn right and take out any robots. Activate the control box by the electrical gate.

In the next room, Ed is trapped in an electrical field. Destroy the generators and robots. Up near the entrance are blocks leading up to a ledge. Destroy the electrical machine hidden in the corner. Then go up the ramp behind Ed's prison and destroy the generator and any robots. Activate the control box to free Ed. Ed is back in your team. Enter through the gate below the ramp. Take out the generators and robots in the room. Continue back outside. Break the electrical machine underneath the cliff. Use Trampol-Edd to get Edd up on the ledge. Destroy the generators/robots. Activate the control box. Proceed along the path and destroy the robots/generators. Activate the control box at the top of the ramp on the right.

Proceed through the next gate, destroying any and all robots/generators. The boss fight is about to commence. This boss is probably the most difficult as it has very powerful attacks, including an orange bomb which practically a 1-hit K.O., as well as a laser attack. Before you start fighting, the twenty-fifth and final jawbreaker is hidden on a ledge in the far right corner.

To defeat the boss, there are a few different methods. The four electrical machines surrounding the boss can stun it when destroyed. While stunned, 2 or 3 shots can be made on him before he recovers. However, the green turret robots make this a pain. Activate all 8 control boxes in the room, and the boss will turn on its robots and destroy them all, before returning its attention to you. Without the turrets, get onto the hidden ledge where the jawbreaker was. Hiding near the edge of the fridge, continue firing Edd's laser at the robot, for a few cheap shots. Do this until it is defeated. Once defeated, you'll have completed Bonus Scam 2.

Items Collected;  
(3) Jawbreakers

Game Completion; about 100%

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[6] Collectibles



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[6.1] Jawbreakers

Jawbreakers are the most valuable collectible in the game, and are located throughout scams in hidden locations. There are a total of 40 jawbreakers. There are 25 regular jawbreakers and 15 vintage jawbreakers. The vintage jawbreakers can be purchased from the Jawbreaker Dispenser in the Cul-de-Sac's playground.

Below are the jawbreakers and their scam locations;

-Scam 1- (2)

Blueberry - located in the corner of the 2nd yard, near the dog.

Black Licorice - located inside Rolf's shed.

-Scam 2- (4)

Peppermint - located in the 1st big room on the lowest platform beside the sewage.

Red Hot - located in the room behind the 2nd white wall.

Tutti-Frutti - located between the crates in the room with Johnny.

Bubble Gum - located inside a piñata.

-Scam 3- (4)

Root Beer - located behind a pile of doghouses by Johnny.

Everlasting - located in Nazz's possession.

Candied Beets - located after visiting the Candy Store, in the area with the chicken.

Anchovy Paste - located in Jimmy's possession.

-Scam 4- (3)

Jimmy's Fudge - located behind the door after Whack-a-Jimmy.

Crayon Taco - located behind the door after the Power Cell Generator.

Chunky Puffs - located on an alternate route after the race against Kevin.

-Scam 5- (3)

Gingerbread Sailor - located in the room with the switch, near the television.

Sea Cucumber - located next to the sandbox.

Kanker Ketchup - located in the pit where the water level was raised.

-Scam 6- (4)

Peaches & Cream - located inside the crates near the end of the 1st area.

Pudding Skin - located after Victor's 3rd defeat.

Buttered Toast - located on the trailer in the 1st underground area.

GRAVY! - located on the trailer in the underground area with the four dogs.

-Bonus Scam 1- (2)

Curry Surprise - located in the statue on the smallest island.

Queen's Choice - located in the one of the buildings on the 3rd island.

-Bonus Scam 2- (3)

Australian Adventure - located behind the toxic cans near the dead-end's base.

Cantonese Paradise - located in the cargo hold inside the base.

Freezmee - located on a ledge during the Big Robot boss.

\*Vintage Jawbreakers\*

Italian - 1 coin

German - 2 coins  
Scottish - 4 coins  
French - 8 coins  
English - 12 coins  
Latin - 18 coins  
Greek - 26 coins  
Swedish - 36 coins  
Slovak - 48 coins  
Canadian - 62 coins  
Australian - 78 coins  
Guatemalan - 96 coins  
Antarctic - 116 coins  
Mexico - 138 coins  
Japanese - 162 coins

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#### [6.2] Coolectibles

Coolectibles are blue spheres that are picked up throughout a scam. They represent the Eds' coolness, which is depleted when they take damage.

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#### [6.3] Coins

Coins are the currency that the Eds can obtain from destroying objects such as crates throughout the Cul-de-Sac and in scams. They are used to purchase jawbreakers from the Jawbreaker Dispenser.

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#### [6.4] Chickens

Chickens, when caught, have movie collectibles or unique game modes. Chickens can only be caught by Ed. Their locations are;

-Scam 1- (1)

Big Heads - located in the 3rd yard.

-Scam 2- (1)

Small Heads - located after the hallway with the clam.

-Scam 3- (1)

Space Rangers - located in the woods, in the secret area.

-Scam 4- (1)

Plank Movie - located on the bridge after the Power Cell Generator

-Scam 5- (1)

Actor Movie - located near the entrance to the underground.

-Scam 6- (1)

Commercial Movie - located on a muddy trail, after collecting the 1st map piece.

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#### [6.5] Costumes

Costume fragments are located inside sandboxes in the Cul-de-Sac or in scams. There are 3 fragments for two costumes; the Edzilla costume and the Space Ranger costume. When all pieces of the Edzilla costume are collected, the Bonus Scam 1 is unlocked, and when all pieces of the Space Ranger are collected, the Bonus Scam 2 is unlocked.

Locations include;

Edzilla Costume;

-Scam 1- (1)

1st piece - located in the yard with the dog.

-Scam 2- (1)

2nd piece - located in Jimmy's yard, in a corner.

-Scam 3- (1)

3rd piece - located by Sarah and Jimmy near the Candy Store

Space Ranger Costume;

-Scam 4- (1)

1st piece - located after Whack-a-Jimmy, in a corner.

-Scam 5- (1)

2nd piece - located in the room across from the elevator.

-Scam 6- (1)

3rd piece - located on the ground near the trailer in the underground area with the four dogs.

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## [6.6] Easter Eggs/Movies

These are unique collectibles that can be obtained from chickens.

Game modes can be toggled on/off using the Pause Menu. The collectibles include;

Big Heads - enlarges the heads of the Eds during gameplay.

Small Heads - shrinks the heads of the Eds during gameplay.

Space Rangers - gives 3 Space Ranger costumes to the Eds.

Plank Movie - the video of the "Incredible Shrinking Day" EEnE music video from the original Cartoon Network bumper.

Actor Movie - a video detailing the making of the voices of EEnE.

EEnE Commercial - the commercial advertising for the game itself.

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## [7] Cheat Codes

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### [7.1] Cheats

Cheats are codes that can make the game significantly easier. Cheats became available after all the jawbreakers are collected. Collecting them all is well-worth it, as the cheats are;

Unlimited Stealth - allows the Eds to sneak by enemies/NPCs undetected, which is great for scams that require stealth.

Unlimited Damage - allows the Eds to defeat enemies in a single hit.  
\*This does not apply to the Kanker Sisters boss.

Fast Run - allows the Eds to run faster. Great for race scams. All attacks, jumping, etc. return to normal speed.

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## [8] Final Word

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### [8.1] Final Word

And thus ends my walkthrough of EEnE: The Mis-Edventures! It's a shame the game is so short, but I feel it does have some replay value. I hope this guide has given you enough information to achieve 100% completion in the game! Until my next walkthrough!

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[A] Email/Contact Information

Below is my e-mail, which you can contact me at if you have any questions or something to add to the guide. \*However, read through the ENTIRE guide before you send me an e-mail. If I've already answered something in the guide, your e-mail will be ignored.\*

superotakuaalex@yahoo.com

When you e-mail me, don't be rude, inconsiderate, or use profanity. Also, have a subject for your e-mail so I know what it's about. Don't send me spam, something unrelated to the guide, technical difficulties regarding the game and/or console, or something already answered in the guide.

I speak English primarily, so I won't be able to understand an e-mail written in Spanish, Italian, French (I only know the basics of the language), German, or any other language. The e-mail should be straight-forward and to the point. I don't want an e-mail that is off-topic. I also don't want the e-mail to be written in horrible English. Nobody is going to understand someone that types like this, "so how you paly gaem. Am stuk. Hallp meh." You don't have to be formal with the e-mail, but simple, casual writing will do.

If you send me an e-mail with any information to add to the guide, you will be credited in the Credits section in the guide.

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[B] FAQs

"Will I be able to use this guide in any shape, way, or form?"

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~ denotes my main site.

"Hey, I noticed something about the game that wasn't listed in this guide! May I submit the missing information?"

If you notice anything I failed to mention in the guide, it would be much appreciated to have that information submitted! Send me the information via email, and I will be glad to review it and add it to the guide, permitting it was indeed missing!

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[C] Credits

This section is where credits towards this guide and any other information will go. Your name used on the site will be used to credit you on your information.

Thanks goes to;

Artificial Mind and Movement, for the development of Ed, Edd, n'  
Eddy: The Mis-Edventures  
Me, for making this guide

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