



# UK Programme Schedule

## April 2008

Issue Date: 11/03/08

If you would like to receive schedule updates for  
Cartoon Network please contact:  
Barry.ng@turner.com or Simon.hill@turner.com

For Listings Enquires please contact the:  
Programme Information Department  
Tel: 020 7693 1276 / 1099  
Fax: 020 7693 1929

Turner Broadcasting System Europe Ltd.  
Turner House  
16 Great Marlborough Street  
London W1F 7HS

## TUESDAY 1ST APRIL 2008

- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
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Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
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- 15.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
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- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Droppin' Da Boom: Justin, Rickie, Nate and Jubei take an outer space mission to retrieve their missing game cartridges and save the galaxy.
- 00.25 ROBOTBOY**  
Cleaning Day: Tommy's mum punishes him for going to the beach by giving away his toys - including Robotboy. Constabot: Constantine tries to impress Kamikazi by capturing Robotboy.
- 00.50 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 01.15 CRAMP TWINS**  
Grandma's Piano: The twins are tested for their musical skills when their grandmother visits. Guide Games: When soap flakes cover the city, Wayne and Lucien become tourist guides.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation S.H.A.V.E: The gang help the Southern Kids Next Door. Operation O.O.M.P.-P.A.H: Numbuh One tries to find a way to stop his dad from playing his sousaphone - badly.
- 02.05 ED, EDD N EDDY**  
A Pinch to Grow an Ed: Eddy asks the gang for their help in devising a plan to help him grow taller. Sir Ed-A-Lot: The gang are forced to babysit Ed's young sister.
- 02.30 CRAMP TWINS**  
Little Big Man: Tony stumbles across a model village that is in perfect scale to him. Flag Boy: Lucien tries to help Tony settle into his new school.
- 02.50 CRAMP TWINS**  
Little Watchers: Lucien gets the blame when Wayne accidentally breaks Mr Winkle's new sluice gate. Egg Bound: Lucien finds an abandoned egg in the swamp and takes it home.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Hurter Monkey: Grim battles a monkey butler to stay with Billy and Mandy. Goodbling and the Hip-Hop-Opotamus: Grim accidentally turns Principal Goodvibes into a gangster rapper.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Dad Day Afternoon: Grim tries to fool his father into thinking he is a country singer. Scary Poppins: Mandy's parents hire a nanny to look after her.
- 04.00 ED, EDD N EDDY**  
Ed in a Halfshell: When Sarah is late for her ballet class she leaves Ed to babysit Jimmy. Mirror, Mirror, on the Ed: The Eds are dared to switch their personalities.
- 04.25 ED, EDD N EDDY**  
Hot Buttered Ed: The Eds attempt to get a good spot at the swimming creek. High Heeled Ed: The Eds turn the attention of their scams onto the girls of the town.
- 04.50 CRAMP TWINS**  
Room Rage: Mrs Cramp demands that every room in the house is kept clean. Dirty Monkey: Mrs Cramp wins a competition for a free beauty makeover for the whole family.
- 05.10 CRAMP TWINS**  
Walk Like a Man: Lucien tries to convince Wayne that he has become a man. Bouncy Bob: Mr Cramp tries to teach Lucien the fine art of using a pogo-stick.

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- 00.00 DA BOOM CREW**  
Statue of Major Limitations: The Boom Crew climb to the top of a giant statue to assist some desperate aliens. However, they soon run into an alien girl with a hidden agenda.
- 00.25 ROBOTBOY**  
I Want That Toy: Tommy is accused of stealing Robotboy from a toy shop. Sweet Revenge: Gus promises to look after Robotboy while Tommy is in hospital.
- 00.50 ROBOTBOY**  
Six Million Euro Man: Afoncugel steals a deactivated Robotboy to give him a stronger body. Robogus and the G-Machine: Robotboy's new AI chip causes him to switch minds with Gus.
- 01.15 CRAMP TWINS**  
Prize Swallow: Wayne snatches the free cereal toy that Lucien has been waiting for. Ice Scream: Tony and Lucien tell Wayne a ghost story to stop him stealing ice creams.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation F.L.A.V.O.U.R: Numbuh Five is summoned to taste the mythical fourth flavour of ice cream. Operation K.I.S.S.: Numbuh Two's experiments cause him to change into a teenager.
- 02.05 ED, EDD N EDDY**  
A Fistful of Ed: Double D becomes the most feared boy in school when he accidentally sends Lee Kanker to the hospital.
- 02.30 CRAMP TWINS**  
Count Crampula: Tony and Lucien are disturbed by Wayne's vampiric behaviour. Naughty Nuptials: Wayne and Lucien try to stop Tony's wedding.
- 02.50 CRAMP TWINS**  
Triker Trouble: Wayne decides to hold his own bike rally when he is barred from a downhill race competition. Heart Wrench: Wendy gets jealous when Wayne falls for another woman.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Dumb Dumbs and Dragons: Grim sends Billy back in time to prove that he can be a hero. Fear and Loathing in Endsville: Grim tries to spend some quality time with his hero, Dracula.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Billy and Mandy vs the Martians: Grim finds himself freed from Billy and Mandy but forced to work for an even more sinister foe - the Martian Grim Reaper and his zombie army.
- 04.00 ED, EDD N EDDY**  
Fa-La-La-La-Ed: Ed becomes convinced that Santa Claus is watching him and refuses to do anything naughty. Cry Ed: Eddy decides to fake an accident to get some attention.
- 04.25 ED, EDD N EDDY**  
Wish You Were Ed: The Eds take Rolf on a journey through the past. Momma's Little Ed: Eddy and Ed play a practical joke on Edd by leaving him fake notes from his parents.
- 04.50 CRAMP TWINS**  
Miss Kissy: Wayne is given a detention when he tries to tell the school about Miss Hissy's new boyfriend. Friend Fight: Lucien and Tony fall out as friends.

- 05.10 CRAMP TWINS**  
Spy's Pies: A new neighbour becomes determined to find out Mrs Cramp's secret for cleaning. No Means Yes: Lucien reluctantly agrees to stand-in for Mari at Parent-Teacher night.
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- 00.00 DA BOOM CREW**  
Frogday Afternoon: The Boom Crew are suspected of intruding on a frog festival while looking for another Boom Cart.
- 00.25 ROBOTBOY**  
Brother: Robotboy discovers that he has a long lost brother that was captured by Kamikazi. Roughing It: Tommy, Gus and Lola get stranded in the woods with an uncharged Robotboy...
- 00.50 ROBOTBOY**  
Wrestling with Gus: Gus sets up a wrestling ring in Tommy's garden to showcase his 'talent'. The Soothsayer: Gus uses Robotboy's ability to predict the future for his own ends.
- 01.15 CRAMP TWINS**  
Wolfman Wayne: Lucien and Tony decide to test their scientific experiment on Wayne. Shed Dead: Wayne tries to help his dad to break the record for staying on the bucking bull.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation G.H.O.S.T: Numbuh Three is kidnapped by hamsters. Operation F.U.G.I.T.I.V.E: The gang are forced to work with a brat when an operative defects to the other side.
- 02.05 ED, EDD N EDDY**  
Run Ed Run: Sarah convinces Eddy that the sky is falling down to stop him from leaving the house. A Town Called Ed: The gang demonstrate how life was in Peach Creek in olden times.
- 02.30 CRAMP TWINS**  
Pantaloonacy: Lucien asks Mike to help him toughen up. Girl Gang: Wayne desperately wants to join Mari and Wendy when they team up to become the strongest gang in school.
- 02.50 CRAMP TWINS**  
Weepy Wayne: A rumour sweeps around school that Wayne cried during his favourite film. First Crusher: Wayne enters a wrestling competition when the carnival comes to town.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
A Grim Day: Grim has a rare day off and decides to help Skarr with his garden. Pandora's Lunch Box: The new girl at school tries to get Mandy to unleash evil from her lunch box.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
The Love that Dare Not Speak Its Name: Billy falls in love with Blandy, who is really in love with Grim. Major Cheese: Grim plans to reap long-living pensioner Mighty Moe.
- 04.00 ED, EDD N EDDY**  
Once Upon an Ed: The Eds take turns to tell little Johnny bedtime stories. For Your Ed Only: Sarah is angry when she finds out that the Eds have read her secret diary.
- 04.25 ED, EDD N EDDY**  
It Came From Outer Ed: Ed wants to pursue his own scam based on a comic book story. 3 Squares and an Ed: Eddy and Edd try to break Ed out of his bedroom when he is grounded.

- 04.50 CRAMP TWINS**  
Wolfman Wayne: Lucien and Tony decide to test their scientific experiment on Wayne. Shed Dead: Wayne tries to help his dad to break the record for staying on the bucking bull.
- 05.10 CRAMP TWINS**  
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## FRIDAY 4TH APRIL 2008

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- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Junk Planet: The crew ask for the help of an alien garbage man when The Whip crash lands on his planet.
- 00.25 ROBOTBOY**  
Dog-Ra: Tommy and Gus adopt a lost puppy. War and Pieces: Tommy must get Robotboy home before Kamikazi discovers that he has broken his aggro-capacitor and cannot fight back.
- 00.50 ROBOTBOY**  
Kamikazi fools Tommy into giving his mother a free spa voucher. Kami-Chameleon: Tommy sends Robotboy home from school when Kamikazi's henchmen attempt to kidnap him.
- 01.15 CRAMP TWINS**  
Spy's Pies: A new neighbour becomes determined to find out Mrs Cramp's secret for cleaning. No Means Yes: Lucien reluctantly agrees to stand-in for Mari at Parent-Teacher night.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation S.H.O.G.U.N: Numbuh Two and Numbuh Four are kidnapped by a gang of ninjas. Operation C.O.L.L.E.G.E: Numbuh One travels to England to protect a 10 year old prodigy.
- 02.05 ED, EDD N EDDY**  
All Eds Are Off: The Eds make a bet who will stay away from their gang for the longest time. Smile for the Ed: Eddy's determined to get a great school photo for his mum.
- 02.30 CRAMP TWINS**  
Worm Funeral: Wayne agrees to help Lucien bury his favourite worm. One Sock Wonder: When Lucien tells his mother that Wayne is wearing dirty clothes he is forced to take them off.
- 02.50 CRAMP TWINS**  
Happy Gas: Mr Cramp, Mrs Cramp and Wayne start to act like children when swamp gas fills their home. Twin Toys: Wayne tries to recover Lucien's lost childhood toy.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Herbicide Maniac: General Skarr plans to take revenge on Billy for destroying his garden. Chaos Theory: Hoss Delgado asks Billy, Mandy and Grim to help him break up with Eris.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
The Wrongest Yard: Billy and Irwin join the school team so they can defend themselves. Druid, Where's My Car?: Billy and Grim become druids so that Billy can retrieve his kite.
- 04.00 ED, EDD N EDDY**  
Duelling Eds: When Eddy accidentally offends Rolf, he challenges him to a duel. Dim-lit Ed: Edd tries to educate the entire neighbourhood.

- 04.25 ED, EDD N EDDY**  
A Pinch to Grow an Ed: Eddy asks the gang for their help in devising a plan to help him grow taller. Sir Ed-A-Lot: The gang are forced to babysit Ed's young sister.
- 04.50 CRAMP TWINS**  
Grandma's Piano: The twins are tested for their musical skills when their grandmother visits. Guide Games: When soap flakes cover the city, Wayne and Lucien become tourist guides.
- 05.10 CRAMP TWINS**  
Twin Studies: Lucien sets out to disprove a scientist's theory that all twins are alike. Birthday Blues: Mr and Mrs Cramp try to make a big impression on Wendy's birthday party.
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## SATURDAY 5TH APRIL 2008

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- 07.00 CODENAME: KIDS NEXT DOOR**  
Operation C.A.K.E.D-F.I.V.E: The gang discover an old KND member who was frozen 200 years ago by the Three Cute Annoying Triplets' delicious but deadly birthday cake.
- 07.30 CODENAME: KIDS NEXT DOOR**  
Operation R.E.C.R.U.I.T: The KND put a pair of twins through a rigorous test. Operation D.A.D.D.Y: The gang are sent to save Shawnie from a bad haircut.
- 08.00 CODENAME: KIDS NEXT DOOR**  
Operation C.L.O.W.N: Numbuh Two's joking has caught the attentions of an evil clown. Operation S.P.A.N.K.E.N.S.T.E.I.N: Numbuh Three's little sister plans revenge on Numbuh Two.
- 08.30 CODENAME: KIDS NEXT DOOR**  
Operation H.O.T.S.T.U.F.F: Numbuh Three turns up the heating in her house. Operation M.I.S.S.I.O.N: Numbuh Four offers KND's enemies a deal if they help him with a secret mission.
- 09.00 CODENAME KIDS NEXT DOOR - THE FINAL EPISODE: OPERATION I.N.T.E.R.V.I.E.W.S.**  
Operation I.N.T.E.R.V.I.E.W.s: Finally see the middle aged Kids Next Door in this amazing final episode with an action packed final mission.
- 10.00 CODENAME: KIDS NEXT DOOR: OPERATION: Z.E.R.O.**  
The KND ask for the help of their greatest-ever operative, Numbuh Zero, when Father threatens to turn every kid and adult into tapioca eating Senior Citi-zombies.
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A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Wanted: The crew travel to a strange space station to retrieve a Boom Cart, however, they are mistaken to be the intergalactic terrors 'The Grargon Gang'.
- 00.25 ROBOTBOY**  
Shelf Life: Princess Justine pays Donnie to steal Robotboy for her. The Babysitter: Dr Kamikazi sends a Russian assassin to pretend to be Tommy's babysitter for the weekend.
- 00.50 ROBOTBOY**  
Fight: Kurt challenges Tommy to a fight after school over a kiss from Bambi. Cast Iron Constantine: Kamikazi sends Constantine on an undercover mission at the Bay Area School.
- 01.15 CRAMP TWINS**  
Miss Kissy: Wayne is given a detention when he tries to tell the school about Miss Hissy's new boyfriend. Friend Fight: Lucien and Tony fall out as friends.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation R.E.P.O.R.T: The gang recall the story of how they tried to get the 'goods' from the Delightful Children. Operation B.R.I.E.F: The gang believe Numbuh One is going crazy.
- 02.05 ED, EDD N EDDY**  
Tween a Rock and an Ed Place: Jonny tells everyone that Plank is throwing a special party. Tight End Ed: Nazz makes Ed the inspirational new school mascot.
- 02.30 CRAMP TWINS**  
Neigh Means Neigh: Tony pretends to be the voice of Wendy's 'talking' pony. Miner Mishaps: Wayne decides he'd rather work than go to school.
- 02.50 CRAMP TWINS**  
Just Desserts: Lucien helps Randall lose weight, while Wayne goes on a dessert-only diet. Pirate Pants: Lucien is forced to stay with the Phelps family when a protest backfires.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Modern Primitives: Billy convinces Grim to thaw a frozen caveman. Giant Billy and Mandy All-Out Attack: Grim ignores Mandy's commands to take Billy and Irwin to Japan.

- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Keeper of the Reaper: Billy and Mandy go to court for custody of Grim when Billy's dad gets a new job in another town.
- 04.00 ED, EDD N EDDY**  
Dawn of the Eds: When the Eds find themselves in a junkyard they believe they are on another planet. Virt-Ed-Go: The Eds build a club house but will only let paying members join.
- 04.25 ED, EDD N EDDY**  
Read All About Ed: Eddy signs the gang up to deliver all of the town's newspapers. Quick Shot Ed: When the Eds find a camera they try to make a calendar of their friends.
- 04.50 CRAMP TWINS**  
Workout: The twins have to find a job for their school project on work. 6th Senselessness: Tony tries to convince Lucien that he has psychic powers and can read Wayne's mind.
- 05.10 CRAMP TWINS**  
Big Baby: The twins' five year-old cousin stays and starts to behave like an infant. Ad Bad: Wayne tries to sabotage Lucien's sleepover with Tony by blocking sewage pipes.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## SUNDAY 6TH APRIL 2008

- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
The Secret Snake Club: Mandy joins the Secret Snake Club, where members call forth an ancient entity to save nerds from persecution.
- 08.30 THE GRIM ADVENTURES OF BILLY & MANDY**  
My Fair Mandy: Mandy enters the school beauty pageant to stop Mindy's boasting. Grim, Billy and Crabina prepare Mandy for the contest.
- 09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Prank Call of Cthulu: Billy and Irwin get sucked into another dimension when they try to make prank calls from Cthulu's magical phone.
- 09.30 THE GRIM ADVENTURES OF BILLY & MANDY**  
Keeper of the Reaper: Billy and Mandy go to court for custody of Grim when Billy's dad gets a new job in another town.
- 10.00 THE GRIM ADVENTURES OF THE KND**  
Billy wears his dad's 'lucky pants' against all warnings and end up ripping them. It's now up to the Kids Next Door to save the day!
- 10.30 BILLY & MANDY'S BIG BOOGIE ADVENTURE**  
Billy, Mandy, Grim and Irwin must race against the Boogey Man to capture a powerful magical hand that will give Grim back his powers.

- 12.00 THE GRIM ADVENTURES OF BILLY & MANDY: THE WRATH OF THE SPIDER QUEEN**  
Grim's old high school friend returns to Endsville to devour him and claim his powers. Meanwhile, Jeffy returns to invite Billy to his wedding.
- 13.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 17.00 THE GRIM ADVENTURES OF THE KND**  
Billy wears his dad's 'lucky pants' against all warnings and end up ripping them. It's now up to the Kids Next Door to save the day!
- 17.30 HALLOWEEN: BILLY & MANDY**  
Jacked-Up Halloween: Headless prankster Jack O'Lantern tricks Billy to give him Grim's scythe so that he can take revenge on Grim and turn the world into permanent Halloween.
- 18.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Moon the Moon: The gang travel into space to battle aliens who have stolen all the cheese on the planet and plan to destroy the earth.
- 18.30 THE GRIM ADVENTURES OF BILLY & MANDY**  
Keeper of the Reaper: Billy and Mandy go to court for custody of Grim when Billy's dad gets a new job in another town.
- 19.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Boom vs Doom: A mad inventor traps the crew inside his ship so that he can use the Boom Carts to power his weapon of ultimate doom.
- 00.25 ROBOTBOY**  
Tether Tommy: Dwight enters Tommy in a tetherball competition. The Tune Up: Robotboy begins to act strangely when Gus downloads a video game into him.
- 00.50 ROBOTBOY**  
Tummy Trouble: An intelligent tapeworm is implanted into Gus' stomach. Valentine's Day: Robotboy loses his fighting abilities when he is hit by one of Dr Kamikazi's love arrows.
- 01.15 CRAMP TWINS**  
Fashion Passion: Wayne is declared a fashion guru when he attends his class photo in weird clothes. Small Wonder: Tony complains when his favourite shoes are replaced.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation C.A.K.E.D: The gang construct a plan to steal the Delightful Children's cake. Operation S.P.A.C.E: Numbuh Three finds an abandoned vehicle while travelling to the moon.

**02.05 ED, EDD N EDDY**  
Tinker Ed: The Eds try to make amends for telling Jimmy that fairy tales aren't real. The Good, the Bad, and the Ed: Eddy competes with Rolf in a difficult Urban Ranger challenge.

**02.30 CRAMP TWINS**  
Slave Mart: Wayne and Lucien are forced to work in the local supermarket when their fighting causes damage in the store. Cool for Cramp: Mr Cramp tries to prove that he is cool.

**02.50 CRAMP TWINS**  
Mister Congeniality: Lucien protests against the 'Junior Princess Beauty Pageant' at the mall by joining the competition. Get Greedy: Wayne tries to get his dad a promotion.

**03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Billy Ocean: Mandy and Grim try to free Billy from a whale's belly. Hill Billy: Billy is pulled into a 1920s cartoon so that he can learn to juggle chickens the old-fashioned way.

**03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Prank Call of Cthulu: Billy and Irwin get sucked into another dimension when they try to make prank calls from Cthulu's magical phone.

**04.00 ED, EDD N EDDY**  
An Ed Too Many: When Sarah falls in love with Ed, the rest of the gang try to break them up. Ed-N-Seek: The Eds join a neighbourhood game of hide and seek.

**04.25 ED, EDD N EDDY**  
Look into My Eds: The Eds use a hypnotising pinwheel to control everyone in town. Tag Yer Ed: Edd plans to show Rolf and Kevin that he is tough by arranging a wrestling match.

**04.50 CRAMP TWINS**  
Haircut Horrors: Mrs Cramp decides that the boys need an urgent haircut. Nostalgia Nasty: When Wayne discovers a mangle, Mrs Cramp starts thinking about the olden days.

**05.10 CRAMP TWINS**  
Picket, Picket: Lucien is determined to find out who is causing cars to crash in Soap City. Sick Daze: When Wayne catches a cold, Lucien tries to protect himself from the illness.

**05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## MONDAY 7TH APRIL 2008

**06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!

**07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

**08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

**09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

**10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

**11.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

**12.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

**13.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

**14.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

**15.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.

**16.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.

**17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

**18.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

**19.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

**20.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

**21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

**22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

**23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!

**00.00 DA BOOM CREW**  
Planet of Lost Lives: The Boom Crew encounter a familiar face whilst trekking through a scary new planet.

**00.25 ROBOTBOY**  
Bambi-Bot: Kamikazi creates a Bambi clone to use against Tommy. Double Tommy: Kamikazi substitutes Tommy for an evil super agent with the assignment to capture Robotboy.

**00.50 ROBOTBOY**  
Attack of the Killer G-Men: Kamikazi steals Gus' drool to make evil clones. Party Out of Bounds: Dr Kamikazi, Bjorn and Kurt's dad invite themselves to Donnie's birthday party.

**01.15 CRAMP TWINS**  
Date Dupe: Lucien feels nervous when Patsy McCloud invites him over to her house. Agent X: Mrs Cramp feels anxious when she cannot clean a dirty mark on Wayne's shirt.

**01.40 CODENAME: KIDS NEXT DOOR**  
Operation B.E.A.C.H: Numbuh 3 is kidnapped at the beach. Operation U.N.D.E.R.C.O.V.E.R: One of the Delightful Children teams up with the gang to infiltrate a coffee-making ring.

**02.05 ED, EDD N EDDY**  
Truth or Ed: Eddy turns the Peach Creek Junior High Tattler into a scandal-seeking newspaper. This Won't Hurt an Ed: Eddy teases Kevin over his fear of needles.

**02.30 CRAMP TWINS**  
Lion Worrier: Wayne persuades his dad to dress up as a lion for his show-and-tell lesson. Grandma Dearest: Wayne and Lucien spend a terrifying night at Grandma's house.

**02.50 CRAMP TWINS**  
Goosenapped: The Cramps and the Parsons go to war when Wayne is caught stealing geese. Rotten Romance: Mari regrets her offer to Lucien to be his girlfriend.

**03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Ecto Cooler: The ghost of Lord Byron helps Billy to become the coolest kid in school. The Schlubs: Grim discovers the tiny mushroom village of the Schlubs in Billy's backyard.

**03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Reap Walking: Mandy tries to prove that Grim is innocent of reaping the rare white-winged owls. The Loser from Earth's Core: Billy and Grim try to make Nergal accept his life.

**04.00 ED, EDD N EDDY**  
Fool on the Ed: A practical joker steals Eddy's idea to fool everyone. A Boy and his Ed: When the Eds find out that Kevin has a garage full of jawbreakers they try to make friends.

**04.25 ED, EDD N EDDY**  
Laugh Ed Laugh: Eddy feels alone when all of his friends catch chickenpox and cannot see him. It's Way Ed: The Eds decide to become fashionable by starting their own trend.

**04.50 CRAMP TWINS**  
Home on the Range: Lucien and Wayne are taken by their parents to a barbecue. Holesome: Mrs Cramp uses the boys to test her new experimental cleaning powder.

**05.10 CRAMP TWINS**  
Silence Please: Lucien tries to create a peaceful room in the Cramp house to relax. Fur Fungus: Wendy persuades her father to have every 'Fuzz Baby' shaved when she finds a fungus.

**05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## TUESDAY 8TH APRIL 2008

**06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!

**07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

**08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

**09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

**10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

- 11.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 14.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 15.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 **STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 18.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 19.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 **SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 **DA BOOM CREW**  
Baby Boom: The Boom Crew are forced to become the workers in Hedlok's space mine, after trying to reunite an alien baby with her mother.
- 00.25 **ROBOTBOY**  
Kindergarten Khaos: Kamikazi uses Tommy and Gus' book buddy course to capture Robotboy. Robot Girl: Kamikazi's bat clones take Robotboy and his girlfriend captive.
- 00.50 **ROBOTBOY**  
The Consultant: Kamikazi hires a consultant to find out why he has failed to steal Robotboy. Feline Frenzy: Kamikazi plans to turn all of Bay Area's cats into a sabre-toothed army.
- 01.15 **CRAMP TWINS**  
Mr Winkle's Monkey: Lucien, Mari and Tony plan to stop the swamp from becoming an amusement park. Wicked Wendy: Wayne is inspired by the opening of a new trampoline park.

- 01.40 **CODENAME: KIDS NEXT DOOR**  
Operation D.O.G.F.I.G.H.T: Numbuh 2 teams up with his enemy to stop a ban on chilli dogs. Operation T.R.I.P.: Father tries to stop Numbuh 3 from teaming up with the Japanese KND.
- 02.05 **ED, EDD N EDDY**  
Who's Minding the Ed: Ed agrees to look after Rolf's animals while he attends a family reunion. Pick an Ed: Eddy goes undercover to find out who wrote a nasty message about him.
- 02.30 **CRAMP TWINS**  
Keith: Wayne makes himself a new brother out of junk. Mommy Boy: Lucien takes over his mother's duties when she is offered a job with Agent X.
- 02.50 **CRAMP TWINS**  
Sugar Zombie: Wayne's new computer game turns him into a 'zombie'. Beware the Rare Colossal Swamp Squid: Lucien and Tony try to stop TV wrestler Cougar Ron fighting a swamp squid.
- 03.10 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Mommy Fiercest: Grim helps Billy's mum with her wrinkles by turning her into a girl. The Taking Tree: Billy loses his action figure and Grim loses his scythe to the Taking Tree.
- 03.35 **THE GRIM ADVENTURES OF BILLY & MANDY**  
One Crazy Summoner: Nigel Planter asks for help to get the attention of a beautiful witch. Guess What's Coming to Dinner: Hoss Delgado and Eris pose as Billy's parents.
- 04.00 **ED, EDD N EDDY**  
A Glass of Warm Ed: The gang discover Ed is sleepwalking into other people's houses and eating their food. Flea Bitten Ed: The Eds open a beauty salon for pets.
- 04.25 **ED, EDD N EDDY**  
Who, What, Where, Ed: The Eds must find a valuable item to swap with Rolf's egg. Keeping Up with the Eds: Edd asks the gang for help when he is forced to cut the lawn.
- 04.50 **CRAMP TWINS**  
Swamp Fever: Lucien tries to devise a way to save the local swamp. Kung Foolish: Lucien decides to enrol in a martial arts course to protect himself from Wayne.
- 05.10 **CRAMP TWINS**  
Mr Winkle's Monkey: Lucien, Mari and Tony plan to stop the swamp from becoming an amusement park. Wicked Wendy: Wayne is inspired by the opening of a new trampoline park.
- 05.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## WEDNESDAY 9TH APRIL 2008

- 06.00 **CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 09.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

- 10.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 14.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 15.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 **STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 18.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 19.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 **SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 **DA BOOM CREW**  
Ice Ice Planet: The Boom Crew face a race against time when they accidentally extinguish the last remaining heat source of a primitive alien society.
- 00.25 **ROBOTBOY**  
There's Something About Stevie: Kamikazi creates a huge boar to destroy Robotboy... The Homecoming: Dr Kamikazi disguises himself to convince Tommy that Robotboy must return home.
- 00.50 **ROBOTBOY**  
Manchurian Robot: Kurt's father tries to prove Robotboy's existence by programming him to attack an ambassador. Door to Door: Kamikazi hatches a plan to make Gus give him Robotboy.

- 01.15 CRAMP TWINS**  
Swamp Fever: Lucien tries to devise a way to save the local swamp. Kung Foolish: Lucien decides to enrol in a martial arts course to protect himself from Wayne.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation E.N.D: Numbuh One becomes a fugitive when he is ordered to decommission by Global Command and relinquish his control of KND.
- 02.05 ED, EDD N EDDY**  
Cool Hand Ed: The Eds, Jonny and Plank plan a great escape from Peach Creek Junior High. Too Smart For His Own Ed: Double-D swaps places with Ed.
- 02.30 CRAMP TWINS**  
Tattoo Boy: Wayne threatens to reveal Lucien's underpants secret if he tells anyone about his tattoos... Cow Son: Lucien bonds with his dad by entering an animal calling contest.
- 02.50 CRAMP TWINS**  
News Whale: Lucien tries to attract news coverage for his protest to 'save the whale'. Twisted Ending: Wayne forces Lucien and Tony to help him re-enact a scene from a comic book.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Billy Idiot: Billy is accepted into a top ballet school. House of the Ancients: Grim, Billy and Mandy are forced to perform community service at a supernatural retirement home.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
The Firebird Sweet: Billy's new bird stops him from eating his favourite cereal. The Bubble with Billy: Grim offers Billy some underworld gum to get him through a school test.
- 04.00 ED, EDD N EDDY**  
Eds-Aggerate: When the Eds break Kevin's window they tell him that it was a group called 'the mucky boys'. Oath to an Ed: The Eds try to enlist as 'Urban Rangers'.
- 04.25 ED, EDD N EDDY**  
Button Yer Ed: When Eddy loses his voice Edd and Ed hire Rolf as interpreter. Avast Ye Eds: The Eds offer the kids a boat ride but soon they come under attack from a pirate ship.
- 04.50 CRAMP TWINS**  
Date Dupe: Lucien feels nervous when Patsy McCloud invites him over to her house. Agent X: Mrs Cramp feels anxious when she cannot clean a dirty mark on Wayne's shirt.
- 05.10 CRAMP TWINS**  
Fashion Passion: Wayne is declared a fashion guru when he attends his class photo in weird clothes. Small Wonder: Tony complains when his favourite shoes are replaced.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## THURSDAY 10TH APRIL 2008

- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

- 09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
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- 15.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
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Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!

- 00.00 DA BOOM CREW**  
The Crimson Raider: Blurp joins the Boom Crew on their latest mission to explore an ocean planet where a Boom Cart is wreaking havoc with the sea life.
- 00.25 ROBOTBOY**  
Robotman: Professor Moshimo creates an ultra powerful adult Robotboy to help Tommy. A Tale of Two Evil Geniuses: Kamikazi and General Yakitori are challenged to capture Robotboy.

- 00.50 ROBOTBOY**  
Oh That Smell: Robotboy's desire to 'smell' like a real boy leads him to trouble. Museum Madness: The gang gets locked in a museum with two old thieves looking to steal treasures.
- 01.15 CRAMP TWINS**  
Silence Please: Lucien tries to create a peaceful room in the Cramp house to relax. Fur Fungus: Wendy persuades her father to have every 'Fuzz Baby' shaved when she finds a fungus.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation F.U.T.U.R.E: Numbuh Four is sent to an all-girls boarding school with a terrible secret...
- 02.05 ED, EDD N EDDY**  
I Am Curious Ed: The Eds begin an investigation into where babies come from. No Speak da Ed: Rolf gets angry when Ed receives a package of wolf gifts from his foreign penpal.
- 02.30 CRAMP TWINS**  
Film Fad: Wayne forces Lucien to be his stunt double in the action film that he is shooting. Spit Collector: Mrs Cramp worries about Wayne's hyperactivity.
- 02.50 CRAMP TWINS**  
Dance Pants: Wayne wears a disguise to enter a dancing competition at the school disco. Bestest Brother: Wayne is forced to become a better brother to Lucien.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Runaway Pants: Billy tries to cheat his fitness exam by asking Nergal to change into shorts that can run for him. Scythe 2.0: Grim's new scythe takes a dislike to Billy and Mandy.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Jeffy's Web: Jeff the Spider wants Billy to take care of his unhatched eggs. Irwin Gets a Clue: Hoss Delgado offers Irwin the chance to join him for a dangerous mission.
- 04.00 ED, EDD N EDDY**  
Know-It-All Ed: The gang sell a box of turkey basters as water pistols. Dear Ed: When the Eds hear that Jonny 2x4 and Plank have fallen out they try to get them back together.
- 04.25 ED, EDD N EDDY**  
Eeny, Meeny, Miney, Ed: Eddy tricks Ed into believing that Edd is a creature from outer space. Ready, Set... Ed!: The Eds try to break a school record before Kevin.
- 04.50 CRAMP TWINS**  
The Bad Seed: Lucien investigates whether he is adopted. Rodeo Rita: Mr Cramp makes the boys dress as cowboys when he hears that his favourite Country singer is coming to town.
- 05.10 CRAMP TWINS**  
Petrified Poodles: Wendy asks Wayne to look after their animals when they go on holiday. Harp Wars: Mr and Mrs Cramp are delighted when Wayne is given a harp from Wendy.
- 05.30 CODENAME: KIDS NEXT DOOR**  
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## FRIDAY 11TH APRIL 2008

- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
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- 00.00 DA BOOM CREW**  
The Legendary Meemazaza: The Boom Crew encounter a legendary warrior who forces them to complete a series of tests before they can have his Boom Cart.
- 00.25 ROBOTBOY**  
Crying Time: Robotboy wants to act like a real boy. Runaway Robot: Robotboy is attracted by a Bjorn Bjornsson advertisement to turn robots into humans.
- 00.50 ROBOTBOY**  
Traffic Slam: Afoncugel and Kamikazi find themselves caught in traffic with Tommy. Tragic Magic: Gus is sent to an alternate world when he angers a magician during his stage show.
- 01.15 CRAMP TWINS**  
Home on the Range: Lucien and Wayne are taken by their parents to a barbecue. Holesome: Mrs Cramp uses the boys to test her new experimental cleaning powder.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation A.F.L.O.A.T: The team gatecrash the annual 'We Hate the Kids Next Door' barbecue. Operation L.E.A.D.E.R: Lizzie takes over Numbuh One's position as leader.
- 02.05 ED, EDD N EDDY**  
Boom Boom Out Goes the Ed: A power cut leads Ed to believe that evil mole people are attacking. Cleanliness is Next to Edness: Double-D searches for a way to clean himself.
- 02.30 CRAMP TWINS**  
Wendy Wear: Wendy is bored with designing clothes for her dolls and is encouraged to create a new school uniform. Homeless Joe: Wayne invites Dirty Joe to stay at the Cramp house.
- 02.50 CRAMP TWINS**  
Swampless: Tony bans Lucien from the swamp after a disagreement. Mummy Mania: Mrs Cramp leaves Miss Hissy in charge of her family while she takes a trip.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
My Fair Mandy: Mandy enters the school beauty pageant to stop Mindy's boasting. Grim, Billy and Crabina prepare Mandy for the contest.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
He's Not Dead, He's My Mascot: Mindy orders Billy to take care of the school's cat for the weekend. Hog Wild: Billy begs Grim to fix his dad's broken motorbike.
- 04.00 ED, EDD N EDDY**  
Hands Across Ed: The Eds decide to stage an appeal to raise money for Ed's eyebrow operation. Floss Your Ed: When Ed has a loose tooth the whole town try to help him get it out.
- 04.25 ED, EDD N EDDY**  
In Like Ed: The Eds come to the conclusion that Kevin is a spy and decide to track his movements. Who Let the Ed In?: Eddy and Ed conspire to get rid of Ed's imaginary friend.
- 04.50 CRAMP TWINS**  
Great Bowl of Fear: Lucien tries to scare Wayne from fishing in the toilet bowl. Mud Crush: Lucien tries to stop Wayne's plans of selling the swamp's mud as a beauty aid.
- 05.10 CRAMP TWINS**  
Food Fight: Lucien becomes suspicious that Wayne's new breakfast cereal gives him more energy. Mari Mania: Mari is horrified when her mother wants to re-take their family photo.
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Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 BEN 10**  
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**SATURDAY 12TH  
APRIL 2008**

00.00	<b>DA BOOM CREW</b> The Hour of the Eclipse - Part 1: As Planet Yodiggity prepares to celebrate Freedom Day, the Boom Crew begin their mission to retrieve the final Boom Cart.	06.00	<b>CRAMP TWINS</b> Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!	23.00	<b>SAMURAI JACK</b> A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
00.25	<b>ROBOTBOY</b> Don't Fight It: Tommy removes Robotboy's aggro-capacitor to stop him from superactivating. Kurt's Father: Kurt is told to be friends with Tommy so that his dad can clone Robotboy.	07.00	<b>THE GRIM ADVENTURES OF BILLY &amp; MANDY</b> Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.	00.00	<b>DA BOOM CREW</b> The Hour of the Eclipse - Part 2: The Boom Crew prepare for their most dangerous mission - to infiltrate Xorch's ship and bring back the final Boom Cart.
00.50	<b>ROBOTBOY</b> Mancation: Tommy is forced to spend a weekend camping out with his Dad and Donny. Journey to the Centre of Gus: Gus accidentally eats Bjorn's miniature robot...	08.00	<b>BEN 10</b> When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.	00.25	<b>ROBOTBOY</b> Underwater: Tommy, Gus and Donnie accompany Tommy's dad on a free fishing trip. Kamikazi Nightmare: Tommy's dad sells Robotboy to a shady toy collector - Dr Kamikazi.
01.15	<b>CRAMP TWINS</b> Picket, Picket: Lucien is determined to find out who is causing cars to crash in Soap City. Sick Daze: When Wayne catches a cold, Lucien tries to protect himself from the illness.	09.00	<b>JOHNNY TEST</b> Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.	00.50	<b>ROBOTBOY</b> Science Fear: Kurt takes his Dad's top secret robot fighting machine to the school science fair. Automatommy: Tommy tests an experimental new robot suit on himself.
01.40	<b>CODENAME: KIDS NEXT DOOR</b> Operation U.T.O.P.I.A.: Numbuh One discovers a perfect island. Operation R.O.B.B.E.R.S.: Homework bandits hold up the 8.30am school bus for yesterday's tough assignment.	10.00	<b>POKEMON: DIAMOND &amp; PEARL</b> Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.	01.15	<b>CRAMP TWINS</b> Haircut Horrors: Mrs Cramp decides that the boys need an urgent haircut. Nostalgia Nasty: When Wayne discovers a mangle, Mrs Cramp starts thinking about the olden days.
02.05	<b>ED, EDD N EDDY</b> Mission Ed-Possible: Double-D is given the responsibility of taking Ed and Eddy's report cards home to their parents. Every Which Way But Ed: The Eds recall their past adventures.	11.00	<b>CODENAME: KIDS NEXT DOOR</b> A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.	01.40	<b>CODENAME: KIDS NEXT DOOR</b> Operation F.O.U.N.T.A.I.N.: Numbuh Five attempts to rescue her classmate, Leona, from a deadly, ancient, underground school.
02.30	<b>CRAMP TWINS</b> Lice-ense to Kill: Mr Cramp infects the town's children with head lice while promoting his medicine. Army of Wayne: Wayne is placed in charge of a group of wayward first graders.	12.00	<b>STORM HAWKS</b> Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.	02.05	<b>ED, EDD N EDDY</b> Out with the Old, In with the Ed: The Eds prepare for the end of summer... and the start of a new school year.
02.50	<b>CRAMP TWINS</b> Webcam Wayne: Lucien films Wayne's bad behaviour for the internet. Swamp Curse: Tony develops a reputation around town as a 'dark magician' when he puts a curse on the Winkles.	13.00	<b>BEN 10</b> Tourist Trap: Ben's prank backfires when he accidentally releases a Megawhatt, a destructive monster made of electrical energy.	02.30	<b>CRAMP TWINS</b> Wendy House: Lucien's tree house is overtaken by Wendy. Cramp Vs Cramp: Wayne tries to separate his parents after learning about his classmate's fun weekends with his divorced dad.
03.10	<b>THE GRIM ADVENTURES OF BILLY &amp; MANDY</b> Zip Your Fly: Mandy accidentally uses the Grim Zipper's power to zip her head to a fly's head. Puddle Jumping: Grim turns Billy's pool into a transporter.	13.30	<b>THE GRIM ADVENTURES OF BILLY &amp; MANDY</b> Billy Idiot: Billy is accepted into a top ballet school. House of the Ancients: Grim, Billy and Mandy are forced to perform community service at a supernatural retirement home.	02.50	<b>CRAMP TWINS</b> Bully for Wayne: Wayne tries to befriend the tough new kid at school. Agent W: Mr Cramp worries that their suspicious new neighbour may be trying to steal his products.
03.35	<b>THE GRIM ADVENTURES OF BILLY &amp; MANDY</b> Duck!: A ghost duck plagues Endsville with his pranks. Aren't You Chupacabra to See Me?: Grim and Mandy visit the underworld video store to pick up a new movie...	14.00	<b>BEN 10</b> When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.	03.10	<b>THE GRIM ADVENTURES OF BILLY &amp; MANDY</b> Dream Mutt: Billy cannot decide which dog he wants to adopt so Grim merges his four favourites into one. Scythe for Sale: Billy accidentally sells Grim's scythe in a yard sale.
04.00	<b>ED, EDD N EDDY</b> Rambling Ed: The gang try to help Ed look for a new home in the neighbourhood. Home Cooked Eds: The Kanker sisters decide to holiday on Eddy's lawn.	15.00	<b>ROBOTBOY</b> Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.	03.35	<b>THE GRIM ADVENTURES OF BILLY &amp; MANDY</b> Happy Huggy Stuffy Bears: Mandy becomes a spokesperson for a sinister toy. The Secret Decoder Ring: Billy uses his cereal box decoder ring to find the secrets of the universe.
04.25	<b>ED, EDD N EDDY</b> Key to My Ed: The Eds find a key in the street and are determined to find out what it opens. To Sir with Ed: Eddy invites the gang over to his house when he is left 'home alone'.	16.00	<b>STORM HAWKS</b> Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.	04.00	<b>ED, EDD N EDDY</b> Urban Ed: The Eds decide that they should increase the pace of life in the cul-de-sac. Stop, Look and Ed: The Eds decide that they do not have to obey signs that forbid them.
04.50	<b>CRAMP TWINS</b> The Great Luciani: Lucien agrees to assist Wayne with his magic tricks. Wendy Boy: Wendy tries to please her dad by asking Wayne to show her how to make him something special.	17.00	<b>POKEMON: DIAMOND &amp; PEARL</b> Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.	04.25	<b>ED, EDD N EDDY</b> Honour Thy Ed: The Eds are lured into an abandoned house where the Kanker sisters have set it up for a triple wedding ceremony. Scrambled Ed: Edd is troubled by lack of sleep.
05.10	<b>CRAMP TWINS</b> Chameleon Chaos: Wayne feels scared when Lucien brings home a lizard from the swamp. Weedkiller: Lucien tries to take care of a little swamp plant growing in the pavement.	18.00	<b>JOHNNY TEST</b> Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.	04.50	<b>CRAMP TWINS</b> Hotel Hysteria: When Mrs Cramp wants to extend her kitchen space, Wayne suggests that they do it themselves. Alien Glow: Wayne tries to persuade Lucien that aliens are invading.
05.30	<b>CODENAME: KIDS NEXT DOOR</b> A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.	19.00	<b>BEN 10</b> When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.	05.10	<b>CRAMP TWINS</b> Room Rage: Mrs Cramp demands that every room in the house is kept clean. Dirty Monkey: Mrs Cramp wins a competition for a free beauty makeover for the whole family.
		20.00	<b>ED, EDD N EDDY</b> Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.	05.30	<b>CODENAME: KIDS NEXT DOOR</b> A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
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**SUNDAY 13TH  
APRIL 2008**

**MONDAY 14TH**

## APRIL 2008

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Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
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- 23.00 **SAMURAI JACK**  
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- 00.00 **DA BOOM CREW**  
Droppin' Da Boom: Justin, Rickie, Nate and Jubei take an outer space mission to retrieve their missing game cartridges and save the galaxy.
- 00.25 **ROBOTBOY**  
Human Fist on Ice: Fictional superhero The Human Fist is hypnotised by Kamikazi to capture Robotboy. Robot Rebels: Lola's toy robots incite Robotboy to stop helping humans.
- 00.50 **ROBOTBOY**  
C.H.O.P: Robotboy tries to help his friend C.H.O.P defend himself against his TV partner's new co-star. Destroy All Robots: Tommy's teacher plans to confiscate everyone's robots.
- 01.15 **CRAMP TWINS**  
Big Baby: The twins' five year-old cousin stays and starts to behave like an infant. Ad Bad: Wayne tries to sabotage Lucien's sleepover with Tony by blocking sewage pipes.
- 01.40 **CODENAME: KIDS NEXT DOOR**  
Operation B.U.T.T: The gang persuade Numbuh One to take a day off at the beach. Operation T.R.A.I.N.I.N.G: Numbuh Two's younger brother takes an extreme training course.
- 02.05 **ED, EDD N EDDY**  
Run For Your Ed: Edd and Eddy discover that Ed has the Kanker sisters' missing heirloom. Hand Me Down Ed: A mysterious toy has a strange effect on the neighbourhood.
- 02.30 **CRAMP TWINS**  
Hankenstein: Lucien agrees to take the school rabbit home for the holidays. Cricket Slayer: Wayne tries to exploit Lucien's guilt over the cricket he accidentally 'killed'.
- 02.50 **CRAMP TWINS**  
Little Big Man: Tony stumbles across a model village that is in perfect scale to him. Flag Boy: Lucien tries to help Tony settle into his new school.
- 03.10 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Wild Parts: Billy's nose is lured away by a Nasalmancer hoping to get his sense of smell back. The Problem with Billy: Harold tells Grim and Mandy about Billy's intelligent past.
- 03.35 **THE GRIM ADVENTURES OF BILLY & MANDY**  
The Bad News Ghouls: Grim and his friends help Billy and Irwin to defeat Mindy's baseball team. The House of No Tomorrow: Billy and Mandy visit a closed amusement park attraction.
- 04.00 **ED, EDD N EDDY**  
Rent-A-Ed: The Eds set up a service to repair kids' broken things. Shoo Ed: Kevin pays the Eds to distract Jonny 2x4 while he escapes his company - giving Eddy a business idea.
- 04.25 **ED, EDD N EDDY**  
Ed in a Halfshell: When Sarah is late for her ballet class she leaves Ed to babysit Jimmy. Mirror, Mirror, on the Ed: The Eds are dared to switch their personalities.
- 04.50 **CRAMP TWINS**  
Walk Like a Man: Lucien tries to convince Wayne that he has become a man. Bouncy Bob: Mr Cramp tries to teach Lucien the fine art of using a pogo-stick.
- 05.10 **CRAMP TWINS**  
Miss Kissy: Wayne is given a detention when he tries to tell the school about Miss Hissy's new boyfriend. Friend Fight: Lucien and Tony fall out as friends.
- 05.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## TUESDAY 15TH APRIL 2008

- 06.00 **CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 09.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 10.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 14.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 15.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 **STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 18.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 19.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Statue of Major Limitations: The Boom Crew climb to the top of a giant statue to assist some desperate aliens. However, they soon run into an alien girl with a hidden agenda.
- 00.25 ROBOTBOY**  
The Boy Who Cried Kamikazi: Tommy pretends that Kamikazi is attacking to test Robotboy. Christmas Evil: Kamikazi pretends to kidnap Santa to lure Tommy and Robotboy into a trap...
- 00.50 ROBOTBOY**  
The Sleepover: Tommy and Gus leave Robotboy for a slumber party, leaving Robotboy to find a sleepover of his own. Rowho?: Kamikazi uses fake polish to wipe Robotboy's memory chips.
- 01.15 CRAMP TWINS**  
Workout: The twins have to find a job for their school project on work. 6th Senselessness: Tony tries to convince Lucien that he has psychic powers and can read Wayne's mind.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation A.R.C.H.I.V.E: The gang hear the history of the Grown-Ups vs the Kids. Operation S.L.U.M.B.E.R: Numbuh Four goes undercover for Numbuh 86's top-secret girls-only mission.
- 02.05 ED, EDD N EDDY**  
Stuck in Ed: A mental block forces Eddy to consult Jimmy over his next scam. Postcards From the Ed: Ed angers Eddy when he agrees to show Plank's parents around the cul-de-sac.
- 02.30 CRAMP TWINS**  
Little Watchers: Lucien gets the blame when Wayne accidentally breaks Mr Winkle's new sluice gate. Egg Bound: Lucien finds an abandoned egg in the swamp and takes it home.
- 02.50 CRAMP TWINS**  
Count Crampula: Tony and Lucien are disturbed by Wayne's vampiric behaviour. Naughty Nuptials: Wayne and Lucien try to stop Tony's wedding.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
That's My Mummy: Billy believes that he's been placed under a Mummy's Curse. Toys Will be Toys: Grim brings Billy's toys to life so that Billy can say his final goodbye.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Chocolate Sailor: Billy gets a job selling chocolate and becomes his own best customer. The Good, the Bad & the Toothless: Sperg steals Billy's tooth to sell to the Tooth Fairy.
- 04.00 ED, EDD N EDDY**  
Hot Buttered Ed: The Eds attempt to get a good spot at the swimming creek. High Heeled Ed: The Eds turn the attention of their scams onto the girls of the town.
- 04.25 ED, EDD N EDDY**  
Fa-La-La-La-Ed: Ed becomes convinced that Santa Claus is watching him and refuses to do anything naughty. Cry Ed: Eddy decides to fake an accident to get some attention.
- 04.50 CRAMP TWINS**  
Spy's Pies: A new neighbour becomes determined to find out Mrs Cramp's secret for cleaning. No Means Yes: Lucien reluctantly agrees to stand-in for Mari at Parent-Teacher night.
- 05.10 CRAMP TWINS**  
Wolfman Wayne: Lucien and Tony decide to test their scientific experiment on Wayne. Shed Dead: Wayne tries to help his dad to break the record for staying on the bucking bull.

- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- WEDNESDAY 16TH  
APRIL 2008**
- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 14.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 15.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 18.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 19.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Frogday Afternoon: The Boom Crew are suspected of intruding on a frog festival while looking for another Boom Cart.
- 00.25 ROBOTBOY**  
Robot Love: Gus enters Robotboy in Robocon, the ultimate robot fighting championship. Brother Bjorn: Robotboy is challenged to a fight by Professor Moshimo's former student.
- 00.50 ROBOTBOY**  
Nursing a Grudge: Gus gets sent to the school nurse to get out of a science test. Stuck on You: Afoncugel steals Robotboy with a giant magnet.
- 01.15 CRAMP TWINS**  
Twin Studies: Lucien sets out to disprove a scientist's theory that all twins are alike. Birthday Blues: Mr and Mrs Cramp try to make a big impression on Wendy's birthday party.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation P.I.N.K.-E.Y.E: Numbuh Two investigates who is infecting everyone with pink eye. Operation K.A.S.T.L.E: An old nemesis tracks down Numbuh Three and her young sister.
- 02.05 ED, EDD N EDDY**  
Stiff Upper Ed: The Eds try to get back at an exclusive club that refuses to let them join. Here's Mud in Your Ed: Rolf and Jimmy trick Eddy into buying their money tree seeds.
- 02.30 CRAMP TWINS**  
Triker Trouble: Wayne decides to hold his own bike rally when he is barred from a downhill race competition. Heart Wrench: Wendy gets jealous when Wayne falls for another woman.
- 02.50 CRAMP TWINS**  
Pantalooney: Lucien asks Mike to help him toughen up. Girl Gang: Wayne desperately wants to join Mari and Wendy when they team up to become the strongest gang in school.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Whatever Happened to Billy Whatshisname?: Mandy replaces Billy with Bobby. Just the Two of Pus: Sperg finds out that the only cure for his acne is the touch of Grim's arm.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Attack of the Clowns: Grim and Mandy force Billy confront his fear of clowns. Complete and Udder Chaos: Eris gives up chaos, leading Billy, Mandy and Grim into greater temptation.
- 04.00 ED, EDD N EDDY**  
Wish You Were Ed: The Eds take Rolf on a journey through the past. Momma's Little Ed: Eddy and Ed play a practical joke on Edd by leaving him fake notes from his parents.
- 04.25 ED, EDD N EDDY**  
Once Upon an Ed: The Eds take turns to tell little Johnny bedtime stories. For Your Ed Only: Sarah is angry when she finds out that the Eds have read her secret diary.
- 04.50 CRAMP TWINS**  
Prize Swallow: Wayne snatches the free cereal toy that Lucien has been waiting for. Ice Scream: Tony and Lucien tell Wayne a ghost story to stop him stealing ice creams.

05.10 **CRAMP TWINS**  
Grandma's Piano: The twins are tested for their musical skills when their grandmother visits. Guide Games: When soap flakes cover the city, Wayne and Lucien become tourist guides.

05.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## THURSDAY 17TH APRIL 2008

06.00 **CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!

07.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

08.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

09.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

10.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

11.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

12.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

13.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

14.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

15.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.

16.00 **STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.

17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

18.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

19.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

20.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

23.00 **SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!

00.00 **DA BOOM CREW**  
Junk Planet: The crew ask for the help of an alien garbage man when The Whip crash lands on his planet.

00.25 **ROBOTBOY**  
Metal Monster: Tommy tries to shield Robotboy from an investigative journalist. Time Transmission: Kamikazi sends a message from the future about Robotboy.

00.50 **ROBOTBOY**  
Racer Zero: Tommy enters the Bay Area box cart derby. The Legend of Brainy Yak: Moshimo's protege teams up with Kamikazi to take his revenge on his former master.

01.15 **CRAMP TWINS**  
Grandma's Piano: The twins are tested for their musical skills when their grandmother visits. Guide Games: When soap flakes cover the city, Wayne and Lucien become tourist guides.

01.40 **CODENAME: KIDS NEXT DOOR**  
Operation C.A.K.E.D: The gang try to nab the Delightful Children's delicious birthday cake. Operation L.O.C.K.D.O.W.N: Numbuh One shuts down the tree house before an attack.

02.05 **ED, EDD N EDDY**  
Robbin' Ed: Eddy vows revenge when someone runs away with the proceeds of his latest scam. A Case of Ed: Edd becomes convinced that he has symptoms of a terminal disease.

02.30 **CRAMP TWINS**  
Weepy Wayne: A rumour sweeps around school that Wayne cried during his favourite film. First Crusher: Wayne enters a wrestling competition when the carnival comes to town.

02.50 **CRAMP TWINS**  
Worm Funeral: Wayne agrees to help Lucien bury his favourite worm. One Sock Wonder: When Lucien tells his mother that Wayne is wearing dirty clothes he is forced to take them off.

03.10 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Test of Time: Billy and Mandy use first-hand research for their history reports. A Kick in the Asgard: A surge of static electricity takes Billy on an intergalactic exchange.

03.35 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Bearded Billy: Bearded Billy: Billy takes Grim's ultra-powerful hair tonic. The Nerve: Billy steals Mandy's nerve to confront Sperg.

04.00 **ED, EDD N EDDY**  
It Came From Outer Ed: Ed wants to pursue his own scam based on a comic book story. 3 Squares and an Ed: Eddy and Edd try to break Ed out of his bedroom when he is grounded.

04.25 **ED, EDD N EDDY**  
Duelling Eds: When Eddy accidentally offends Rolf, he challenges him to a duel. Dim-lit Ed: Edd tries to educate the entire neighbourhood.

04.50 **CRAMP TWINS**  
Twin Studies: Lucien sets out to disprove a scientist's theory that all twins are alike. Birthday Blues: Mr and Mrs Cramp try to make a big impression on Wendy's birthday party.

05.10 **CRAMP TWINS**  
Workout: The twins have to find a job for their school project on work. 6th Senselessness: Tony tries to convince Lucien that he has psychic powers and can read Wayne's mind.

05.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## FRIDAY 18TH APRIL 2008

06.00 **CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!

07.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

08.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

09.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

10.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

11.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

12.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

13.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

14.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

15.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.

16.00 **STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.

17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

18.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

- 19.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Wanted: The crew travel to a strange space station to retrieve a Boom Cart, however, they are mistaken to be the intergalactic terrors 'The Gargon Gang'.
- 00.25 ROBOTBOY**  
Teasebots: Dr Kamikazi unleashes an army of teasebots to wear down Robotboy's batteries. Constantine Rising: Constantine plans to capture Robotboy in Kamikazi's absence.
- 00.50 ROBOTBOY**  
Zap! You're Old: Kamikazi plans to steal Robotboy by causing Tommy, Gus and Lola to get old. Wunderpark: Afoncugel tricks Tommy into bringing Robotboy to his fake amusement park.
- 01.15 CRAMP TWINS**  
Prize Swallow: Wayne snatches the free cereal toy that Lucien has been waiting for. Ice Scream: Tony and Lucien tell Wayne a ghost story to stop him stealing ice creams.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation H.U.G.S: Numbuh Four finds himself trapped on Rainbow Monkey. Operation J.E.W.E.L.S: Numbuh Five travels to the Al-Suhgar Desert to recover a powerful, mystical candy.
- 02.05 ED, EDD N EDDY**  
Thick as an Ed: Eddy is caught in the middle when Edd and Ed fight over Ed's stinky jacket. Sorry Wrong Ed: The Eds investigate Rolf's cursed phone.
- 02.30 CRAMP TWINS**  
Happy Gas: Mr Cramp, Mrs Cramp and Wayne start to act like children when swamp gas fills their home. Twin Toys: Wayne tries to recover Lucien's lost childhood toy.
- 02.50 CRAMP TWINS**  
Neigh Means Neigh: Tony pretends to be the voice of Wendy's 'talking' pony. Miner Mishaps: Wayne decides he'd rather work than go to school.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Super Zero: Billy asks Grim for super powers so that he can fight the 'Evil Empire'. Sickly Sweet: Grim and Billy teach Mandy to be caring.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Which Came First?: Billy and Mandy discover a government experiment with super chickens. Substitute Teacher: Billy's cousin pretends to be a teacher to get his revenge on Sperg.
- 04.00 ED, EDD N EDDY**  
A Pinch to Grow an Ed: Eddy asks the gang for their help in devising a plan to help him grow taller. Sir Ed-A-Lot: The gang are forced to babysit Ed's young sister.

- 04.25 ED, EDD N EDDY**  
Dawn of the Eds: When the Eds find themselves in a junkyard they believe they are on another planet. Virt-Ed-Go: The Eds build a club house but will only let paying members join.
- 04.50 CRAMP TWINS**  
Big Baby: The twins' five year-old cousin stays and starts to behave like an infant. Ad Bad: Wayne tries to sabotage Lucien's sleepover with Tony by blocking sewage pipes.
- 05.10 CRAMP TWINS**  
Haircut Horrors: Mrs Cramp decides that the boys need an urgent haircut. Nostalgia Nasty: When Wayne discovers a mangle, Mrs Cramp starts thinking about the olden days.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## SATURDAY 19TH APRIL 2008

- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 14.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 15.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

- 18.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 19.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 20.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Boom vs Doom: A mad inventor traps the crew inside his ship so that he can use the Boom Carts to power his weapon of ultimate doom.
- 00.25 ROBOTBOY**  
The Donniator: Dr Kamikazi turns Donnie into a robot to destroy Robotboy. Halloween: Kamikazi uses Halloween as the perfect opportunity to capture Robotboy.
- 00.50 ROBOTBOY**  
Bad Language: Kamikazi hypnotises Robotboy to do his bidding. Up a Tree: Robotboy builds Tommy, Lola and Gus the ultimate treehouse to ward off Donny.
- 01.15 CRAMP TWINS**  
Wolfman Wayne: Lucien and Tony decide to test their scientific experiment on Wayne. Shed Dead: Wayne tries to help his dad to break the record for staying on the bucking bull.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation G.R.A.D.U.A.T.E.S: Numbuh Two's younger brother, Tommy, graduates from the KND just as his father starts his unstoppable plan to destroy the KND.
- 02.05 ED, EDD N EDDY**  
Your Ed Here: Eddy is horrified when Kevin discovers his middle name is Skipper. The Good Old Ed: The Eds think back to their past scrapes when contributing to their time capsule.
- 02.30 CRAMP TWINS**  
Just Desserts: Lucien helps Randall lose weight, while Wayne goes on a dessert-only diet. Pirate Pants: Lucien is forced to stay with the Phelps family when a protest backfires.
- 02.50 CRAMP TWINS**  
Slave Mart: Wayne and Lucien are forced to work in the local supermarket when their fighting causes damage in the store. Cool for Cramp: Mr Cramp tries to prove that he is cool.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Bully Boogie: Grim accepts the challenge of the Boogie Man to see who is scarier. Here Thar Be the Dwarves: Billy tries to help the Dwarves in their battle against the Elves.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Nigel Planter and the Chamber Pot of Secrets: Billy and Mandy try to help boy wizard Nigel Planter. Circus of Fear: Grim takes Billy and Mandy to the Underworld Circus of Fear.

- 04.00 ED, EDD N EDDY**  
Read All About Ed: Eddy signs the gang up to deliver all of the town's newspapers. Quick Shot Ed: When the Eds find a camera they try to make a calendar of their friends.
- 04.25 ED, EDD N EDDY**  
An Ed Too Many: When Sarah falls in love with Ed, the rest of the gang try to break them up. Ed-N-Seek: The Eds join a neighbourhood game of hide and seek.
- 04.50 CRAMP TWINS**  
Picket, Picket: Lucien is determined to find out who is packing cars to crash in Soap City. Sick Daze: When Wayne catches a cold, Lucien tries to protect himself from the illness.
- 05.10 CRAMP TWINS**  
Home on the Range: Lucien and Wayne are taken by their parents to a barbeque. Holesome: Mrs Cramp uses the boys to test her new experimental cleaning powder.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## SUNDAY 20TH APRIL 2008

- 06.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 07.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 08.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 09.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 10.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 11.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 12.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 13.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 14.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 15.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 16.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.

- 17.00 POKEMON: DIAMOND & PEARL**  
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- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!

- 00.00 DA BOOM CREW**  
Planet of Lost Lives: The Boom Crew encounter a familiar face whilst trekking through a scary new planet.
- 00.25 ROBOTBOY**  
Cleaning Day: Tommy's mum punishes him for going to the beach by giving away his toys - including Robotboy. Constabot: Constantine tries to impress Kamikazi by capturing Robotboy.
- 00.50 ROBOTBOY**  
Hair-a-parent: Robotboy mistakenly believes that a waitress is his real mother. Clammadon Rising: Gus inadvertently awakes a radio-active clam that has been asleep for centuries.
- 01.15 CRAMP TWINS**  
Spy's Pies: A new neighbour becomes determined to find out Mrs Cramp's secret for cleaning. No Means Yes: Lucien reluctantly agrees to stand-in for Mari at Parent-Teacher night.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation T.R.I.C.K.Y.: Numbuh Four sets off on a Halloween quest for candy. Operation U.N.C.O.O.L.: Numbuh Two convinces the KND to rescue Numbuh 73.
- 02.05 ED, EDD N EDDY**  
Little Ed Blue: Eddy and Edd are driven crazy by Ed's strange behaviour. A Twist of Ed: Edd convinces the others that the only way to repel the Kanker Sisters is to be romantic.
- 02.30 CRAMP TWINS**  
Mister Congeniality: Lucien protests against the 'Junior Princess Beauty Pageant' at the mall by joining the competition. Get Greedy: Wayne tries to get his dad a promotion.
- 02.50 CRAMP TWINS**  
Lion Worrier: Wayne persuades his dad to dress up as a lion for his show-and-tell lesson. Grandma Dearest: Wayne and Lucien spend a terrifying night at Grandma's house.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Nursery Crimes: Billy asks Mandy to read him a story to send him to sleep. My Peeps: Grim's eye surgery on Billy gives him the power to see into the future.

- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
House of Pain: Lord Pain tries to kill Billy and Mandy. A Grim Prophecy: A witch shows Grim his future. Mandy Bites Dog: Mandy borrows Grim's hell-hound to scare Mindy's dog.
- 04.00 ED, EDD N EDDY**  
Look into My Eds: The Eds use a hypnotising pinwheel to control everyone in town. Tag Yer Ed: Edd plans to show Rolf and Kevin that he is tough by arranging a wrestling match.
- 04.25 ED, EDD N EDDY**  
Fool on the Ed: A practical joker steals Eddy's idea to fool everyone. A Boy and his Ed: When the Eds find out that Kevin has a garage full of jawbreakers they try to make friends.
- 04.50 CRAMP TWINS**  
Silence Please: Lucien tries to create a peaceful room in the Cramp house to relax. Fur Fungus: Wendy persuades her father to have every 'Fuzz Baby' shaved when she finds a fungus.
- 05.10 CRAMP TWINS**  
Swamp Fever: Lucien tries to devise a way to save the local swamp. Kung Foolish: Lucien decides to enrol in a martial arts course to protect himself from Wayne.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## MONDAY 21ST APRIL 2008

- 06.00 DEXTER'S LABORATORY**  
Head Band: Dee Dee gets a song stuck in her head. Stuffed Animal House: Dee Dee's stuffed toys come to life. Used Ink: Dexter invents an ink that can hypnotise.
- 07.00 BEN 10**  
Goodbye and Good Riddance: After a summer of saving the world, Ben is forced to return to 5th Grade without Grandpa Max and Gwen.
- 07.30 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 ED, EDD N EDDY**  
X Marks the Ed: The entire town notices Eddy's spot and greasy skin. From Here to Ed: Eddy declares Kevin his enemy.
- 09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 11.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 12.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.

- 14.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Imposter's Home for um... Make 'Em Up Pals: Frankie tries to prove that new 'Friend' John McGee is really a teenager trying to pass himself off as imaginary.
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
The Krakken: While camping at the lake, Ben encounters a sea monster during an attack - the Krakken.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
A Pinch to Grow an Ed: Eddy asks the gang for their help in devising a plan to help him grow taller. Sir Ed-A-Lot: The gang are forced to babysit Ed's young sister.
- 18.30 THE BATMAN**  
Vertigo: Green Arrow believes Bruce Wayne and Vertigo are behind a sickness spreading through Gotham. Can Batman prove him wrong?
- 19.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 19.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 ROBOTBOY**  
Oh That Smell: Robotboy's desire to 'smell' like a real boy leads him to trouble. Museum Madness: The gang gets locked in a museum with two old thieves looking to steal treasures.
- 20.30 THE BATMAN**  
White Heat: Firefly becomes Phosphorus after a nuclear accident. How can Batman defeat someone hotter than the sun?
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Baby Boom: The Boom Crew are forced to become the workers in Hedlok's space mine, after trying to reunite an alien baby with her mother.
- 00.25 ROBOTBOY**  
I Want That Toy: Tommy is accused of stealing Robotboy from a toy shop. Sweet Revenge: Gus promises to look after Robotboy while Tommy is in hospital.
- 00.50 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 01.15 CRAMP TWINS**  
Miss Kissy: Wayne is given a detention when he tries to tell the school about Miss Hissy's new boyfriend. Friend Fight: Lucien and Tony fall out as friends.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation P.R.E.S.I.D.E.N.T.: The KND are employed as security guards for the 4th Grade President. Operation H.O.S.P.I.T.A.L.: The gang rush to hospital to protect an injured member.
- 02.05 ED, EDD N EDDY**  
They Call Him Mr. Ed: The Eds try to move up in the world by opening their own business. For the Ed, By the Ed: Eddy runs against Plank to be elected 'King of the Cul-de-sac'.
- 02.30 CRAMP TWINS**  
Goosenapped: The Cramps and the Parsons go to war when Wayne is caught stealing geese. Rotten Romance: Mari regrets her offer to Lucien to be his girlfriend.
- 02.50 CRAMP TWINS**  
Keith: Wayne makes himself a new brother out of junk. Mommy Boy: Lucien takes over his mother's duties when she is offered a job with Agent X.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Lil' Porkchop: Grim grants Billy's wish for his tiny pet fish to grow. Skarred for Life: Billy unwittingly tempts General Skarr back to his bad old ways with Grim's scythe.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Dumb Luck: Grim discovers the cause behind Billy's unbelievable run of bad luck. No Body Loves Grim: Billy accidentally loses Grim's body at the beach.
- 04.00 ED, EDD N EDDY**  
Laugh Ed Laugh: Eddy feels alone when all of his friends catch chickenpox and cannot see him. It's Way Ed: The Eds decide to become fashionable by starting their own trend.
- 04.25 ED, EDD N EDDY**  
A Glass of Warm Ed: The gang discover Ed is sleepwalking into other people's houses and eating their food. Flea Bitten Ed: The Eds open a beauty salon for pets.
- 04.50 CRAMP TWINS**  
Mr Winkle's Monkey: Lucien, Mari and Tony plan to stop the swamp from becoming an amusement park. Wicked Wendy: Wayne is inspired by the opening of a new trampoline park.
- 05.10 CRAMP TWINS**  
Date Dupe: Lucien feels nervous when Patsy McCloud invites him over to her house. Agent X: Mrs Cramp feels anxious when she cannot clean a dirty mark on Wayne's shirt.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 06.00 DEXTER'S LABORATORY**  
Dee Dee's Room: Dexter searches inside Dee Dee's bedroom. Hunter: An intergalactic hunter searches for Monkey. The Big Sister: Dexter's experiments turn Dee Dee into a giant.
- 07.00 BEN 10**  
The Krakken: While camping at the lake, Ben encounters a sea monster during an attack - the Krakken.
- 07.30 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 ED, EDD N EDDY**  
Ed or Tails?: The Eds fight over a special package of jawbreakers. Boys Will be Eds: The Eds try to impress a beautiful new girl in town.
- 09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 11.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 12.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 15.00 CODENAME: KIDS NEXT DOOR**  
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- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Foster's Goes to Europe: Mac wins a trip to visit Europe but the rest of the gang struggle to pack in time to make the trip.
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
Permanent Retirement: Grandpa, Gwen and Ben visit an elderly relative only to find that her retirement community has been overrun by a group of shape-shifting aliens.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
Dawn of the Eds: When the Eds find themselves in a junkyard they believe they are on another planet. Virt-Ed-Go: The Eds build a club house but will only let paying members join.

**TUESDAY 22ND  
APRIL 2008**

- 18.30 THE BATMAN**  
White Heat: Firefly becomes Phosphorus after a nuclear accident. How can Batman defeat someone hotter than the sun?
- 19.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 19.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 ROBOTBOY**  
Traffic Slam: Afoncugel and Kamikazi find themselves caught in traffic with Tommy. Tragic Magic: Gus is sent to an alternate world when he angers a magician during his stage show.
- 20.30 THE BATMAN**  
A Mirror Darkly: Batman, Robin and the Flash join forces when the Mirror Master attempts to take over Gotham by trapping everyone inside a mirror.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Ice Ice Planet: The Boom Crew face a race against time when they accidentally extinguish the last remaining heat source of a primitive alien society.
- 00.25 ROBOTBOY**  
Brother: Robotboy discovers that he has a long lost brother that was captured by Kamikazi. Roughing It: Tommy, Gus and Lola get stranded in the woods with an uncharged Robotboy...
- 00.50 ROBOTBOY**  
Six Million Euro Man: Afoncugel steals a deactivated Robotboy to give him a stronger body. Robogus and the G-Machine: Robotboy's new AI chip causes him to switch minds with Gus.
- 01.15 CRAMP TWINS**  
Fashion Passion: Wayne is declared a fashion guru when he attends his class photo in weird clothes. Small Wonder: Tony complains when his favourite shoes are replaced.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation S.P.R.O.U.T: The gang take a fantastic voyage to stop a sprout from entering Numbuh Four's stomach. Operation H.O.U.N.D: Numbuh Five is plagued by a homework-eating dog.
- 02.05 ED, EDD N EDDY**  
Ed Overboard: Edd and Eddy ask for help when Ed is kidnapped by the Kanker Sisters. One of Those Eds: The Eds try to pick up a coin that is stuck to the sidewalk.
- 02.30 CRAMP TWINS**  
Sugar Zombie: Wayne's new computer game turns him into a 'zombie'. Beware the Rare Colossal Swamp Squid: Lucien and Tony try to stop TV wrestler Cougar Ron fighting a swamp squid.
- 02.50 CRAMP TWINS**  
Tattoo Boy: Wayne threatens to reveal Lucien's underpants secret if he tells anyone about his tattoos... Cow Son: Lucien bonds with his dad by entering an animal calling contest.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Spider's Little Daddy: Mandy tries to coach Jeff the Spider to get closer to his dad. Tricycle of Terror: Billy's new bike attacks anyone who says bad things about it.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Billy & Mandy Begins: Irwin asks the gang how they met and became friends. The Crass Unicorn: Billy tries to help a rude unicorn to change her bad attitude.
- 04.00 ED, EDD N EDDY**  
Who, What, Where, Ed: The Eds must find a valuable item to swap with Rolf's egg. Keeping Up with the Eds: Edd asks the gang for help when he is forced to cut the lawn.
- 04.25 ED, EDD N EDDY**  
Eds-Aggerate: When the Eds break Kevin's window they tell him that it was a group called 'the mucky boys'. Oath to an Ed: The Eds try to enlist as 'Urban Rangers'.
- 04.50 CRAMP TWINS**  
Fashion Passion: Wayne is declared a fashion guru when he attends his class photo in weird clothes. Small Wonder: Tony complains when his favourite shoes are replaced.
- 05.10 CRAMP TWINS**  
The Bad Seed: Lucien investigates whether he is adopted. Rodeo Rita: Mr Cramp makes the boys dress as cowboys when he hears that his favourite Country singer is coming to town.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- WEDNESDAY 23RD  
APRIL 2008**
- 06.00 DEXTER'S LABORATORY**  
Star Spangled Sidekicks: Dexter and Dee Dee compete to be the new sidekick to their hero. TV Super Pals: The gang watch TV. Game Over: Dexter gets trapped inside a video game.
- 07.00 BEN 10**  
Permanent Retirement: Grandpa, Gwen and Ben visit an elderly relative only to find that her retirement community has been overrun by a group of shape-shifting aliens.
- 07.30 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 ED, EDD N EDDY**  
Is There an Ed in the House?: Ed annoys Eddy when he insists on taking care of Sarah. An Ed is Born: The Eds decide to make a film for Eddy's brother to show him how cool they are.
- 09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
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- 13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Go Goo Go: An impressionable young girl, Goo, believes Mac is her boyfriend and starts to visit him every day at Foster's.
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
Hunted: Ben faces his toughest challenge when Vilgax sends three alien bounty hunters to retrieve the Omnitrix.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
Read All About Ed: Eddy signs the gang up to deliver all of the town's newspapers. Quick Shot Ed: When the Eds find a camera they try to make a calendar of their friends.
- 18.30 THE BATMAN**  
A Mirror Darkly: Batman, Robin and the Flash join forces when the Mirror Master attempts to take over Gotham by trapping everyone inside a mirror.
- 19.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 19.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 ROBOTBOY**  
Mancation: Tommy is forced to spend a weekend camping out with his Dad and Donny. Journey to the Centre of Gus: Gus accidentally eats Bjorn's miniature robot...
- 20.30 THE BATMAN**  
Joker Express: Batman suspects that the Joker is back in the city after a series of hypnotic robberies by ordinary people.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!

- 00.00 DA BOOM CREW**  
The Crimson Raider: Blurp joins the Boom Crew on their latest mission to explore an ocean planet where a Boom Cart is wreaking havoc with the sea life.
- 00.25 ROBOTBOY**  
Dog-Ra: Tommy and Gus adopt a lost puppy. War and Pieces: Tommy must get Robotboy home before Kamikazi discovers that he has broken his aggro-capacitor and cannot fight back.
- 00.50 ROBOTBOY**  
Wrestling with Gus: Gus sets up a wrestling ring in Tommy's garden to showcase his 'talent'. The Soothsayer: Gus uses Robotboy's ability to predict the future for his own ends.
- 01.15 CRAMP TWINS**  
Date Dupe: Lucien feels nervous when Patsy McCloud invites him over to her house. Agent X: Mrs Cramp feels anxious when she cannot clean a dirty mark on Wayne's shirt.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation R.A.B.B.I.T: Numbuhs Two and Five venture into the Jungle Gym to retrieve a missing bunny. Operation F.L.U.S.H: The Grown-ups attempt to capture the KND Treehouse.
- 02.05 ED, EDD N EDDY**  
Will Work for Ed: When Rolf needs someone to help him, Eddy volunteers Ed for the job. Ed, Ed and Away: The Eds become obsessed with catching a drifting balloon.
- 02.30 CRAMP TWINS**  
News Whale: Lucien tries to attract news coverage for his protest to 'save the whale'. Twisted Ending: Wayne forces Lucien and Tony to help him re-enact a scene from a comic book.
- 02.50 CRAMP TWINS**  
Film Fad: Wayne forces Lucien to be his stunt double in the action film that he is shooting. Spit Collector: Mrs Cramp worries about Wayne's hyperactivity.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Spidermandy: Mandy accidentally catches spiderpox from Jeff. Be A-Fred, Be Very A-Fred: A prestigious company offers the chance to spend the day with Grim, their 'spokesmonster'.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Hurter Monkey: Grim battles a monkey butler to stay with Billy and Mandy. Goodbling and the Hip-Hop-Opotamus: Grim accidentally turns Principal Goodvibes into a gangster rapper.
- 04.00 ED, EDD N EDDY**  
Button Yer Ed: When Eddy loses his voice Ed and Ed hire Rolf as interpreter. Avast Ye Eds: The Eds offer the kids a boat ride but soon they come under attack from a pirate ship.
- 04.25 ED, EDD N EDDY**  
Know-It-All Ed: The gang sell a box of turkey basters as water pistols. Dear Ed: When the Eds hear that Jonny 2x4 and Plank have fallen out they try to get them back together.
- 04.50 CRAMP TWINS**  
Petrified Poodles: Wendy asks Wayne to look after their animals when they go on holiday. Harp Wars: Mr and Mrs Cramp are delighted when Wayne is given a harp from Wendy.
- 05.10 CRAMP TWINS**  
Great Bowl of Fear: Lucien tries to scare Wayne from fishing in the toilet bowl. Mud Crush: Lucien tries to stop Wayne's plans of selling the swamp's mud as a beauty aid.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 06.00 DEXTER'S LABORATORY**  
Babysitter Blues: Dexter ages himself when he falls for his babysitter. Valhallen's Room: Valhallen loses his favourite axe. Dream Machine: Dexter designs a happy dream machine.
- 07.00 BEN 10**  
Hunted: Ben faces his toughest challenge when Vilgax sends three alien bounty hunters to retrieve the Omnitrix.
- 07.30 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 ED, EDD N EDDY**  
Gimme Gimme Never Ed: The Eds try to give Plank a dangerous and scary ride. My Fair Ed: Edd attempts to turn Ed and Eddy into polite kids.
- 09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 11.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 12.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Land of the Flea: Mr Herriman and Frankie try to force Eduardo to get rid of his friendly fleas. Meanwhile, Bloo wants to get some fleas of his own...
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
Tourist Trap: Ben's prank backfires when he accidentally releases a Megawhatt, a destructive monster made of electrical energy.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
An Ed Too Many: When Sarah falls in love with Ed, the rest of the gang try to break them up. Ed-N-Seek: The Eds join a neighbourhood game of hide and seek.
- 18.30 THE BATMAN**  
Joker Express: Batman suspects that the Joker is back in the city after a series of hypnotic robberies by ordinary people.
- 19.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 19.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 ROBOTBOY**  
Science Fear: Kurt takes his Dad's top secret robot fighting machine to the school science fair. Automatommy: Tommy tests an experimental new robot suit on himself.
- 20.30 THE BATMAN**  
The Metal Face of Comedy: A freak accident during a digital robbery causes the Joker to download himself into the internet and onto the streets of Gotham as Joker 2.0.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
The Legendary Meemazaza: The Boom Crew encounter a legendary warrior who forces them to complete a series of tests before they can have his Boom Cart.
- 00.25 ROBOTBOY**  
Shelf Life: Princess Justine pays Donnie to steal Robotboy for her. The Babysitter: Dr Kamikazi sends a Russian assassin to pretend to be Tommy's babysitter for the weekend.
- 00.50 ROBOTBOY**  
Kamikazi fools Tommy into giving his mother a free spa voucher. Kami-Chameleon: Tommy sends Robotboy home from school when Kamikazi's henchmen attempt to kidnap him.
- 01.15 CRAMP TWINS**  
Mr Winkle's Monkey: Lucien, Mari and Tony plan to stop the swamp from becoming an amusement park. Wicked Wendy: Wayne is inspired by the opening of a new trampoline park.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation F.O.O.D.F.I.T.E: Grandma Stuffum returns as a cafeteria lady. Operation C.L.U.E.S: A friendly Sunday dinner with Numbuh Two's and Three's parents takes a dramatic turn.
- 02.05 ED, EDD N EDDY**  
Fa-La-La-La-Ed: Ed becomes convinced that Santa Claus is watching him and refuses to do anything naughty. Cry Ed: Eddy decides to fake an accident to get some attention.
- 02.30 CRAMP TWINS**  
Dance Pants: Wayne wears a disguise to enter a dancing competition at the school disco. Bestest Brother: Wayne is forced to become a better brother to Lucien.
- 02.50 CRAMP TWINS**  
Wendy Wear: Wendy is bored with designing clothes for her dolls and is encouraged to create a new school uniform. Homeless Joe: Wayne invites Dirty Joe to stay at the Cramp house.

**THURSDAY 24TH  
APRIL 2008**

**03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Dad Day Afternoon: Grim tries to fool his father into thinking he is a country singer. Scary Poppins: Mandy's parents hire a nanny to look after her.

**03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Dumb Dumbs and Dragons: Grim sends Billy back in time to prove that he can be a hero. Fear and Loathing in Endsville: Grim tries to spend some quality time with his hero, Dracula.

**04.00 ED, EDD N EDDY**  
Eeny, Meeny, Miney, Ed: Eddy tricks Ed into believing that Ed is a creature from outer space. Ready, Set... Ed!: The Eds try to break a school record before Kevin.

**04.25 ED, EDD N EDDY**  
Hands Across Ed: The Eds decide to stage an appeal to raise money for Ed's eyebrow operation. Floss Your Ed: When Ed has a loose tooth the whole town try to help him get it out.

**04.50 CRAMP TWINS**  
Food Fight: Lucien becomes suspicious that Wayne's new breakfast cereal gives him more energy. Mari Mania: Mari is horrified when her mother wants to re-take their family photo.

**05.10 CRAMP TWINS**  
The Great Luciani: Lucien agrees to assist Wayne with his magic tricks. Wendy Boy: Wendy tries to please her dad by asking Wayne to show her how to make him something special.

**05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## FRIDAY 25TH APRIL 2008

**06.00 DEXTER'S LABORATORY**  
Dollhouse Drama: Dexter shrinks himself to spy on Dee Dee. Krunk's Date: Krunk falls in love with Red's sidekick. The Big Cheese: Dexter panics over a French test.

**07.00 BEN 10**  
Tourist Trap: Ben's prank backfires when he accidentally releases a Megawhatt, a destructive monster made of electrical energy.

**07.30 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

**08.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

**08.30 ED, EDD N EDDY**  
Rock-a-bye Ed: Ed tries to avoid Jonny 2x4 when he has a nightmare about him. O-Ed Eleven: The Eds find a treasure map that leads them to the home of the Kanker Sisters.

**09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

**10.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!

**11.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.

**12.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

**13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.

**14.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.

**15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

**15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Crime after Crime: Everyone gets punished when Bloo tries to avoid eating Frankie's meal. Meanwhile, Mr Herriman becomes addicted to carrots...

**16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.

**16.30 BEN 10**  
Kevin 11: After an argument with Max, Ben leaves for the city on his own and encounters a boy who has the power to absorb energy - and the power of the Omnitrix.

**17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

**17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.

**18.00 ED, EDD N EDDY**  
Look into My Eds: The Eds use a hypnotising pinwheel to control everyone in town. Tag Yer Ed: Edd plans to show Rolf and Kevin that he is tough by arranging a wrestling match.

**18.30 THE BATMAN**  
The Metal Face of Comedy: A freak accident during a digital robbery causes the Joker to download himself into the internet and onto the streets of Gotham as Joker 2.0.

**19.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

**19.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

**20.00 ROBOTBOY**  
C.H.O.P: Robotboy tries to help his friend C.H.O.P defend himself against his TV partner's new co-star. Destroy All Robots: Tommy's teacher plans to confiscate everyone's robots.

**20.30 THE BATMAN**  
Green Lantern tries to send his ring to Batman after an attack from Sinestro, however the Penguin intercepts the ring and starts a new crime spree with his new powers.

**21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

**22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.

**23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!

**00.00 DA BOOM CREW**  
The Hour of the Eclipse - Part 1: As Planet Yodiggity prepares to celebrate Freedom Day, the Boom Crew begin their mission to retrieve the final Boom Cart.

**00.25 ROBOTBOY**  
Tether Tommy: Dwight enters Tommy in a tetherball competition. The Tune Up: Robotboy begins to act strangely when Gus downloads a video game into him.

**00.50 ROBOTBOY**  
Fight: Kurt challenges Tommy to a fight after school over a kiss from Bambi. Cast Iron Constantine: Kamikazi sends Constantine on an undercover mission at the Bay Area School.

**01.15 CRAMP TWINS**  
Swamp Fever: Lucien tries to devise a way to save the local swamp. Kung Foolish: Lucien decides to enrol in a martial arts course to protect himself from Wayne.

**01.40 CODENAME: KIDS NEXT DOOR**  
Operation N.U.G.G.E.T: Numbuh Four discovers a chicken nugget in the stream. Operation M.A.C.A.R.O.N.I: Numbuh 13 discovers an adult scheme to ransack the Macaroni Museum.

**02.05 ED, EDD N EDDY**  
Hot Buttered Ed: The Eds attempt to get a good spot at the swimming creek. High Heeled Ed: The Eds turn the attention of their scams onto the girls of the town.

**02.30 CRAMP TWINS**  
Swampless: Tony bans Lucien from the swamp after a disagreement. Mummy Mania: Mrs Cramp leaves Miss Hissy in charge of her family while she takes a trip.

**02.50 CRAMP TWINS**  
Lice-ense to Kill: Mr Cramp infects the town's children with head lice while promoting his medicine. Army of Wayne: Wayne is placed in charge of a group of wayward first graders.

**03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
Billy and Mandy vs the Martians: Grim finds himself freed from Billy and Mandy but forced to work for an even more sinister foe - the Martian Grim Reaper and his zombie army.

**03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
A Grim Day: Grim has a rare day off and decides to help Skarr with his garden. Pandora's Lunch Box: The new girl at school tries to get Mandy to unleash evil from her lunch box.

**04.00 ED, EDD N EDDY**  
In Like Ed: The Eds come to the conclusion that Kevin is a spy and decide to track his movements. Who Let the Ed In?: Eddy and Ed conspire to get rid of Ed's imaginary friend.

**04.25 ED, EDD N EDDY**  
Rambling Ed: The gang try to help Ed look for a new home in the neighbourhood. Home Cooked Eds: The Kanker sisters decide to holiday on Eddy's lawn.

**04.50 CRAMP TWINS**  
Chameleon Chaos: Wayne feels scared when Lucien brings home a lizard from the swamp. Weedkiller: Lucien tries to take care of a little swamp plant growing in the pavement.

**05.10 CRAMP TWINS**  
Hotel Hysteria: When Mrs Cramp wants to extend her kitchen space, Wayne suggests that they do it themselves. Alien Glow: Wayne tries to persuade Lucien that aliens are invading.

**05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## SATURDAY 26TH APRIL 2008

- 06.00 ED, EDD N EDDY**  
Out with the Old, In with the Ed: The Eds prepare for the end of summer... and the start of a new school year.
- 06.30 CODENAME: KIDS NEXT DOOR**  
Operation F.U.T.U.R.E: Numbuh Four is sent to an all-girls boarding school with a terrible secret...
- 07.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 08.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 10.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 11.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 12.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 13.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 14.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
One False Movie: With a little help from Bloo, Mac's film is entered into the student film festival.
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
The Alliance: Ben discovers that a tough gang leader has merged with parts of Vilgax's robot drones to become an alien cyborg.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
Fool on the Ed: A practical joker steals Eddy's idea to fool everyone. A Boy and his Ed: When the Eds find out that Kevin has a garage full of jawbreakers they try to make friends.
- 18.30 THE BATMAN**  
Green Lantern tries to send his ring to Batman after an attack from Sinestro, however the Penguin intercepts the ring and starts a new crime spree with his new powers.
- 19.00 POKEMON: DIAMOND & PEARL**  
Following a Maiden's Voyage: Dawn turns 10 and begins her Pokemon Journey as a Debut but ends up getting lost on the way to the lab!
- 19.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 20.00 ROBOTBOY**  
The Sleepover: Tommy and Gus leave Robotboy for a slumber party, leaving Robotboy to find a sleepover of his own. Rowho?: Kamikazi uses fake polish to wipe Robotboy's memory chips.
- 20.30 THE BATMAN**  
Attack of the Terrible Trio: Three college misfits seek to take revenge on their school friends by morphing into wild animals using dangerous mutagens.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
The Hour of the Eclipse - Part 2: The Boom Crew prepare for their most dangerous mission - to infiltrate Xorch's ship and bring back the final Boom Cart.
- 00.25 ROBOTBOY**  
Bambi-Bot: Kamikazi creates a Bambi clone to use against Tommy. Double Tommy: Kamikazi substitutes Tommy for an evil super agent with the assignment to capture Robotboy.
- 00.50 ROBOTBOY**  
Tummy Trouble: An intelligent tapeworm is implanted into Gus' stomach. Valentine's Day: Robotboy loses his fighting abilities when he is hit by one of Dr Kamikazi's love arrows.
- 01.15 CRAMP TWINS**  
Silence Please: Lucien tries to create a peaceful room in the Cramp house to relax. Fur Fungus: Wendy persuades her father to have every 'Fuzz Baby' shaved when she finds a fungus.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation P.O.O.L: When Numbuh Four's pool becomes a portal to another universe, the fate of both worlds depends on Wally defeating the smartest evil genius ever...
- 02.05 ED, EDD N EDDY**  
Ed in a Halfshell: When Sarah is late for her ballet class she leaves Ed to babysit Jimmy. Mirror, Mirror, on the Ed: The Eds are dared to switch their personalities.
- 02.30 CRAMP TWINS**  
Webcam Wayne: Lucien films Wayne's bad behaviour for the internet. Swamp Curse: Tony develops a reputation around town as a 'dark magician' when he puts a curse on the Winkles.
- 02.50 CRAMP TWINS**  
Wendy House: Lucien's tree house is overtaken by Wendy. Cramp Vs Cramp: Wayne tries to separate his parents after learning about his classmate's fun weekends with his divorced dad.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
The Love that Dare Not Speak Its Name: Billy falls in love with Blandy, who is really in love with Grim. Major Cheese: Grim plans to reap long-living pensioner Mighty Moe.

- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Herbicidal Maniac: General Skarr plans to take revenge on Billy for destroying his garden. Chaos Theory: Hoss Delgado asks Billy, Mandy and Grim to help him break up with Eris.
- 04.00 ED, EDD N EDDY**  
Key to My Ed: The Eds find a key in the street and are determined to find out what it opens. To Sir with Ed: Eddy invites the gang over to his house when he is left 'home alone'.
- 04.25 ED, EDD N EDDY**  
Urban Ed: The Eds decide that they should increase the pace of life in the cul-de-sac. Stop, Look and Ed: The Eds decide that they do not have to obey signs that forbid them.
- 04.50 CRAMP TWINS**  
Room Rage: Mrs Cramp demands that every room in the house is kept clean. Dirty Monkey: Mrs Cramp wins a competition for a free beauty makeover for the whole family.
- 05.10 CRAMP TWINS**  
Walk Like a Man: Lucien tries to convince Wayne that he has become a man. Bouncy Bob: Mr Cramp tries to teach Lucien the fine art of using a pogo-stick.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## SUNDAY 27TH APRIL 2008

- 06.00 ED, EDD N EDDY**  
Mission Ed-Possible: Double-D is given the responsibility of taking Ed and Eddy's report cards home to their parents. Every Which Way But Ed: The Eds recall their past adventures.
- 06.30 CODENAME: KIDS NEXT DOOR**  
Operation A.F.L.O.A.T: The team gatecrash the annual 'We Hate the Kids Next Door' barbecue. Operation L.E.A.D.E.R: Lizzie takes over Numbuh One's position as leader.
- 07.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 08.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 10.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 11.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 12.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 13.00 STORM HAWKS**  
Action adventures with Sky Knights Finn, Piper, Radar, Stork and Junko as they try to defend Atmos from the dark forces of Cyclonia.
- 14.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Setting a President: Upset at Mr Herriman's strict rules, Frankie decides to run against him for president.
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
Last Laugh: Ben must overcome his deathly fear of clowns when Gwen is kidnapped by the ringmaster at an evil circus.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
Laugh Ed Laugh: Eddy feels alone when all of his friends catch chickenpox and cannot see him. It's Way Ed: The Eds decide to become fashionable by starting their own trend.
- 18.30 THE BATMAN**  
Attack of the Terrible Trio: Three college misfits seek to take revenge on their school friends by morphing into wild animals using dangerous mutagens.
- 19.00 POKEMON: DIAMOND & PEARL**  
Two Degrees of Separation: Dawn and Pinlu begin their journey and enter their first Pokémon battle. They run into Pikachu and Team Rocket whilst Ash catches up with Dawn...
- 19.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 20.00 ROBOTBOY**  
Nursing a Grudge: Gus gets sent to the school nurse to get out of a science test. Stuck on You: Afoncugel steals Robotboy with a giant magnet.
- 20.30 THE BATMAN**  
The End of The Batman: Batman and Robin are troubled when a crimefighting-fighting duo show up in Gotham with one aim - to help the criminals and destroy The Batman.
- 21.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 DA BOOM CREW**  
Droppin' Da Boom: Justin, Rickie, Nate and Jubei take an outer space mission to retrieve their missing game cartridges and save the galaxy.
- 00.25 ROBOTBOY**  
Kindergarten Khaos: Kamikazi uses Tommy and Gus' book buddy course to capture Robotboy. Robot Girl: Kamikazi's bat clones take Robotboy and his girlfriend captive.
- 00.50 ROBOTBOY**  
Attack of the Killer G-Men: Kamikazi steals Gus' drool to make evil clones. Party Out of Bounds: Dr Kamikazi, Bjorn and Kurt's dad invite themselves to Donnie's birthday party.
- 01.15 CRAMP TWINS**  
Home on the Range: Lucien and Wayne are taken by their parents to a barbeque. Holesome: Mrs Cramp uses the boys to test her new experimental cleaning powder.
- 01.40 CODENAME: KIDS NEXT DOOR**  
Operation C.A.K.E.D: Numbuh Two is challenged to a 'toobathon' by the Delightful Children from Down the Lane, with the winner getting their scrumptious birthday cake.
- 02.05 ED, EDD N EDDY**  
Rent-A-Ed: The Eds set up a service to repair kids' broken things. Shoo Ed: Kevin pays the Eds to distract Jonny 2x4 while he escapes his company - giving Eddy a business idea.
- 02.30 CRAMP TWINS**  
Bully for Wayne: Wayne tries to befriend the tough new kid at school. Agent W: Mr Cramp worries that their suspicious new neighbour may be trying to steal his products.
- 02.50 CRAMP TWINS**  
Hankenstein: Lucien agrees to take the school rabbit home for the holidays. Cricket Slayer: Wayne tries to exploit Lucien's guilt over the cricket he accidentally 'killed'.
- 03.10 THE GRIM ADVENTURES OF BILLY & MANDY**  
The Wrongest Yard: Billy and Irwin join the school team so they can defend themselves. Druid, Where's My Car?: Billy and Grim become druids so that Billy can retrieve his kite.
- 03.35 THE GRIM ADVENTURES OF BILLY & MANDY**  
Modern Primitives: Billy convinces Grim to thaw a frozen caveman. Giant Billy and Mandy All-Out Attack: Grim ignores Mandy's commands to take Billy and Irwin to Japan.
- 04.00 ED, EDD N EDDY**  
Honour Thy Ed: The Eds are lured into an abandoned house where the Kanker sisters have set it up for a triple wedding ceremony. Scrambled Ed: Ed is troubled by lack of sleep.
- 04.25 ED, EDD N EDDY**  
Rent-A-Ed: The Eds set up a service to repair kids' broken things. Shoo Ed: Kevin pays the Eds to distract Jonny 2x4 while he escapes his company - giving Eddy a business idea.
- 04.50 CRAMP TWINS**  
Miss Kissy: Wayne is given a detention when he tries to tell the school about Miss Hissy's new boyfriend. Friend Fight: Lucien and Tony fall out as friends.
- 05.10 CRAMP TWINS**  
Spy's Pies: A new neighbour becomes determined to find out Mrs Cramp's secret for cleaning. No Means Yes: Lucien reluctantly agrees to stand-in for Mari at Parent-Teacher night.
- 05.30 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 06.00 DEXTER'S LABORATORY**  
Way of the Dee Dee: Dexter tries to have fun. Say Uncle Sam: Major Glory teaches the others to behave. Tribe Called Girl: Dexter compares Dee Dee's behaviour with a monkey.
- 07.00 BEN 10**  
Kevin 11: After an argument with Max, Ben leaves for the city on his own and encounters a boy who has the power to absorb energy - and the power of the Omnitrix.
- 07.30 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 ED, EDD N EDDY**  
The Luck of the Ed: Eddy asks Ed to hide his favourite magazines for him. Ed, Pass it On: Eddy starts the rumour that his mean brother is coming back to the neighbourhood.
- 09.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 11.00 BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 12.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 13.00 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 15.00 CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Room with a Feud: Bloo, Coco, Wilt, Eduardo and Peanut Butter compete in a series of challenges to see who will win the new spare room.
- 16.00 THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 BEN 10**  
Lucky Girl: Ben defeats a magician whose power comes from mystical charms. However, when Gwen finds one of his charms she develops amazing luck in battle, at the expense of Ben.
- 17.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 ED, EDD N EDDY**  
A Glass of Warm Ed: The gang discover Ed is sleepwalking into other people's houses and eating their food. Flea Bitten Ed: The Eds open a beauty salon for pets.
- 18.30 THE BATMAN**  
The End of The Batman: Batman and Robin are troubled when a crimefighting-fighting duo show up in Gotham with one aim - to help the criminals and destroy The Batman.
- 19.00 POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.

## MONDAY 28TH APRIL 2008

- 19.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 **ROBOTBOY**  
Racer Zero: Tommy enters the Bay Area box cart derby. The Legend of Brainy Yak: Moshimo's protege teams up with Kamikazi to take his revenge on his former master.
- 20.30 **THE BATMAN**  
What Goes Up: Black Mask employs Shadow Thief to bust him out of jail and plan the robbery of the magical nth element - found only in rare meteors.
- 21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 **SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 **DA BOOM CREW**  
Statue of Major Limitations: The Boom Crew climb to the top of a giant statue to assist some desperate aliens. However, they soon run into an alien girl with a hidden agenda.
- 00.25 **ROBOTBOY**  
There's Something About Stevie: Kamikazi creates a huge boar to destroy Robotboy... The Homecoming: Dr Kamikazi disguises himself to convince Tommy that Robotboy must return home.
- 00.50 **ROBOTBOY**  
The Consultant: Kamikazi hires a consultant to find out why he has failed to steal Robotboy. Feline Frenzy: Kamikazi plans to turn all of Bay Area's cats into a sabre-toothed army.
- 01.15 **CRAMP TWINS**  
Picket, Picket: Lucien is determined to find out who is causing cars to crash in Soap City. Sick Daze: When Wayne catches a cold, Lucien tries to protect himself from the illness.
- 01.40 **CODENAME: KIDS NEXT DOOR**  
Operation S.I.T.T.E.R: Hoagie discovers that Cree is his babysitter. Operation S.A.T.U.R.N: Ramon 4 propels the world's supply of Rainbow Monkeys into deep space.
- 02.05 **ED, EDD N EDDY**  
Honour Thy Ed: The Eds are lured into an abandoned house where the Kanker sisters have set it up for a triple wedding ceremony. Scrambled Ed: Edd is troubled by lack of sleep.
- 02.30 **CRAMP TWINS**  
Little Big Man: Tony stumbles across a model village that is in perfect scale to him. Flag Boy: Lucien tries to help Tony settle into his new school.
- 02.50 **CRAMP TWINS**  
Little Watchers: Lucien gets the blame when Wayne accidentally breaks Mr Winkle's new sluice gate. Egg Bound: Lucien finds an abandoned egg in the swamp and takes it home.
- 03.10 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Keeper of the Reaper: Billy and Mandy go to court for custody of Grim when Billy's dad gets a new job in another town.
- 03.35 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Billy Ocean: Mandy and Grim try to free Billy from a whale's belly. Hill Billy: Billy is pulled into a 1920s cartoon so that he can learn to juggle chickens the old-fashioned way.

- 04.00 **ED, EDD N EDDY**  
Ed in a Halfshell: When Sarah is late for her ballet class she leaves Ed to babysit Jimmy. Mirror, Mirror, on the Ed: The Eds are dared to switch their personalities.
- 04.25 **ED, EDD N EDDY**  
Hot Buttered Ed: The Eds attempt to get a good spot at the swimming creek. High Heeled Ed: The Eds turn the attention of their scams onto the girls of the town.
- 04.50 **CRAMP TWINS**  
Wolfman Wayne: Lucien and Tony decide to test their scientific experiment on Wayne. Shed Dead: Wayne tries to help his dad to break the record for staying on the bucking bull.
- 05.10 **CRAMP TWINS**  
Prize Swallow: Wayne snatches the free cereal toy that Lucien has been waiting for. Ice Scream: Tony and Lucien tell Wayne a ghost story to stop him stealing ice creams.
- 05.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.

## TUESDAY 29TH APRIL 2008

- 06.00 **DEXTER'S LABORATORY**  
Space Case: Dexter begs aliens to take Dee Dee to experiment on. Ratman: Krunk tries to fix their broken toilet. Dexter's Debt: Dexter faces a bill from NASA for \$200 million.
- 07.00 **BEN 10**  
The Alliance: Ben discovers that a tough gang leader has merged with parts of Vilgax's robot drones to become an alien cyborg.
- 07.30 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 **ED, EDD N EDDY**  
Brother Can You Spare an Ed: Ed struggles to make enough money to repay Sarah. The Day the Ed Stood Still: A fancy-dress costume convinces Ed that he is a real monster.
- 09.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 **CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 11.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 12.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 13.00 **FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.

- 15.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 **FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Cuckoo for Coco Cards: Bloo gets jealous when Mac brings his classmates on a field trip to the Foster's Home and Coco gets all of the attention.
- 16.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 **BEN 10**  
A Small Problem: Ben changes into an alien form to ride a roller coaster, however he gets stuck as Greymatter and finds himself captured by a sci-fi geek.
- 17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 **ED, EDD N EDDY**  
Who, What, Where, Ed: The Eds must find a valuable item to swap with Rolf's egg. Keeping Up with the Eds: Edd asks the gang for help when he is forced to cut the lawn.
- 18.30 **THE BATMAN**  
What Goes Up: Black Mask employs Shadow Thief to bust him out of jail and plan the robbery of the magical nth element - found only in rare meteors.
- 19.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 19.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 **ROBOTBOY**  
Zap! You're Old: Kamikazi plans to steal Robotboy by causing Tommy, Gus and Lola to get old. Wunderpark: Afoncugel tricks Tommy into bringing Robotboy to his fake amusement park.
- 20.30 **THE BATMAN**  
A Matter of Family: Bruce tries to help a young circus performer to capture the crime boss who killed his family.
- 21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 **SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 **DA BOOM CREW**  
Frogday Afternoon: The Boom Crew are suspected of intruding on a frog festival while looking for another Boom Cart.
- 00.25 **ROBOTBOY**  
Robotman: Professor Moshimo creates an ultra powerful adult Robotboy to help Tommy. A Tale of Two Evil Geniuses: Kamikazi and General Yakitori are challenged to capture Robotboy.

- 00.50 **ROBOTBOY**  
Manchurian Robot: Kurt's father tries to prove Robotboy's existence by programming him to attack an ambassador. Door to Door: Kamikazi hatches a plan to make Gus give him Robotboy.
- 01.15 **CRAMP TWINS**  
Haircut Horrors: Mrs Cramp decides that the boys need an urgent haircut. Nostalgia Nasty: When Wayne discovers a mangle, Mrs Cramp starts thinking about the olden days.
- 01.40 **CODENAME: KIDS NEXT DOOR**  
Operation C.H.O.C.O.L.A.T.E: Numbuh Five's family and friends are attacked. Operation M.A.T.A.D.O.R: Numbuh Four must combat Soccer Mum and his new job as a matador.
- 02.05 **ED, EDD N EDDY**  
Urban Ed: The Eds decide that they should increase the pace of life in the cul-de-sac. Stop, Look and Ed: The Eds decide that they do not have to obey signs that forbid them.
- 02.30 **CRAMP TWINS**  
Count Crampula: Tony and Lucien are disturbed by Wayne's vampiric behaviour. Naughty Nuptials: Wayne and Lucien try to stop Tony's wedding.
- 02.50 **CRAMP TWINS**  
Triker Trouble: Wayne decides to hold his own bike rally when he is barred from a downhill race competition. Heart Wrench: Wendy gets jealous when Wayne falls for another woman.
- 03.10 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Prank Call of Cthulu: Billy and Irwin get sucked into another dimension when they try to make prank calls from Cthulu's magical phone.
- 03.35 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Ecto Cooler: The ghost of Lord Byron helps Billy to become the coolest kid in school. The Schlubs: Grim discovers the tiny mushroom village of the Schlubs in Billy's backyard.
- 04.00 **ED, EDD N EDDY**  
Fa-La-La-La-La-Ed: Ed becomes convinced that Santa Claus is watching him and refuses to do anything naughty. Cry Ed: Eddy decides to fake an accident to get some attention.
- 04.25 **ED, EDD N EDDY**  
Wish You Were Ed: The Eds take Rolf on a journey through the past. Momma's Little Ed: Eddy and Ed play a practical joke on Edd by leaving him fake notes from his parents.
- 04.50 **CRAMP TWINS**  
Grandma's Piano: The twins are tested for their musical skills when their grandmother visits. Guide Games: When soap flakes cover the city, Wayne and Lucien become tourist guides.
- 05.10 **CRAMP TWINS**  
Twin Studies: Lucien sets out to disprove a scientist's theory that all twins are alike. Birthday Blues: Mr and Mrs Cramp try to make a big impression on Wendy's birthday party.
- 05.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- WEDNESDAY 30TH  
APRIL 2008**
- 06.00 **DEXTER'S LABORATORY**  
Dexter's Rival: Dexter feels jealous of his new classmate. Bee Where?: The Justice Friends try to kill a bee. Mandarker: Dexter's science project is beaten by Mandark's late entry.
- 07.00 **BEN 10**  
Last Laugh: Ben must overcome his deathly fear of clowns when Gwen is kidnapped by the ringmaster at an evil circus.
- 07.30 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 08.00 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 08.30 **ED, EDD N EDDY**  
If It Smells Like an Ed: The Eds are forced to clear their names when someone tries to frame them.
- 09.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 10.00 **CRAMP TWINS**  
Fun and adventures with the troublesome twins - Lucien and Wayne Cramp - who are always fighting, arguing and embarrassing each other!
- 11.00 **BEN 10**  
When 10-year-old Ben Tennyson discovers a mysterious device, he gains the power to change into different alien heroes, each with uniquely awesome powers.
- 12.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 13.00 **FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Fun and adventures with Mac and his imaginary friends Bloo, Frankie, Wilt, Coco and Eduardo.
- 14.00 **ROBOTBOY**  
Number-one Robotboy fan Tommy Turnbull is entrusted with the butt-kicking battle-robot to protect him from the villainous claws of Dr Kamikazi.
- 15.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 15.30 **FOSTER'S HOME FOR IMAGINARY FRIENDS**  
Challenge of the Superfriends: Mac is recruited to be the sidekick of Imaginary Man, leaving a jealous Bloo to join forces with an imaginary Super Villain.
- 16.00 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Comic adventures with the troublesome twosome Billy and Mandy as they trick the Grim Reaper into being their best friend - forever.
- 16.30 **BEN 10**  
Side Effects: Ben's cold causes strange side effects in his alien forms while dealing with a cockroach monster.
- 17.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 17.30 **JOHNNY TEST**  
Exciting adventures with the fearless Johnny Test, his super dog Poochie, and his super genius twin sisters Susan and Mary.
- 18.00 **ED, EDD N EDDY**  
Eds-Aggerate: When the Eds break Kevin's window they tell him that it was a group called 'the mucky boys'. Oath to an Ed: The Eds try to enlist as 'Urban Rangers'.
- 18.30 **THE BATMAN**  
A Matter of Family: Bruce tries to help a young circus performer to capture the crime boss who killed his family.
- 19.00 **POKEMON: DIAMOND & PEARL**  
Join Ash Ketchum in his adventures in the Sinnoh region whilst Dawn competes in more and more exciting Pokémon contests.
- 19.30 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 20.00 **ROBOTBOY**  
Bad Language: Kamikazi hypnotises Robotboy to do his bidding. Up a Tree: Robotboy builds Tommy, Lola and Gus the ultimate treehouse to ward off Donny.
- 20.30 **THE BATMAN**  
Team Penguin: Penguin assembles an all-star team of Gotham's most dangerous villains to take down Batman. Meanwhile, Batgirl and Robin try to work together for the first time.
- 21.00 **CODENAME: KIDS NEXT DOOR**  
A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.
- 22.00 **ED, EDD N EDDY**  
Wild adventures of three friends who share the same name, school, street and the same desire to buy as many jawbreakers as they can.
- 23.00 **SAMURAI JACK**  
A great warrior is sent thousands of years into the future by the evil wizard Aku and must search the ends of the earth for a time portal. His name is... Samurai Jack!
- 00.00 **DA BOOM CREW**  
Junk Planet: The crew ask for the help of an alien garbage man when The Whip crash lands on his planet.
- 00.25 **ROBOTBOY**  
Crying Time: Robotboy wants to act like a real boy. Runaway Robot: Robotboy is attracted by a Bjorn Bjornsson advertisement to turn robots into humans.
- 00.50 **ROBOTBOY**  
Oh That Smell: Robotboy's desire to 'smell' like a real boy leads him to trouble. Museum Madness: The gang gets locked in a museum with two old thieves looking to steal treasures.
- 01.15 **CRAMP TWINS**  
Big Baby: The twins' five year-old cousin stays and starts to behave like an infant. Ad Bad: Wayne tries to sabotage Lucien's sleepover with Tony by blocking sewage pipes.
- 01.40 **CODENAME: KIDS NEXT DOOR**  
Operation L.U.N.C.H: Lizzie's romantic lunch is stolen by Robin Food. Operation M.U.N.C.H.I.E.S: The gang discover the location of the last box of Rainbow Munchies.
- 02.05 **ED, EDD N EDDY**  
Key to My Ed: The Eds find a key in the street and are determined to find out what it opens. To Sir with Ed: Eddy invites the gang over to his house when he is left 'home alone'.
- 02.30 **CRAMP TWINS**  
Pantaloonacy: Lucien asks Mike to help him toughen up. Girl Gang: Wayne desperately wants to join Mari and Wendy when they team up to become the strongest gang in school.
- 02.50 **CRAMP TWINS**  
Weepy Wayne: A rumour sweeps around school that Wayne cried during his favourite film. First Crusher: Wayne enters a wrestling competition when the carnival comes to town.
- 03.10 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Reap Walking: Mandy tries to prove that Grim is innocent of reaping the rare white-winged owls. The Loser from Earth's Core: Billy and Grim try to make Nergal accept his life.
- 03.35 **THE GRIM ADVENTURES OF BILLY & MANDY**  
Mommy Fiercest: Grim helps Billy's mum with her wrinkles by turning her into a girl. The Taking Tree: Billy loses his action figure and Grim loses his scythe to the Taking Tree.

**04.00 ED, EDD N EDDY**

Once Upon an Ed: The Eds take turns to tell little Johnny bedtime stories. For Your Ed Only: Sarah is angry when she finds out that the Eds have read her secret diary.

**04.25 ED, EDD N EDDY**

It Came From Outer Ed: Ed wants to pursue his own scam based on a comic book story. 3 Squares and an Ed: Eddy and Edd try to break Ed out of his bedroom when he is grounded.

**04.50 CRAMP TWINS**

Workout: The twins have to find a job for their school project on work. 6th Senselessness: Tony tries to convince Lucien that he has psychic powers and can read Wayne's mind.

**05.10 CRAMP TWINS**

Big Baby: The twins' five year-old cousin stays and starts to behave like an infant. Ad Bad: Wayne tries to sabotage Lucien's sleepover with Tony by blocking sewage pipes.

**05.30 CODENAME: KIDS NEXT DOOR**

A gang of 10 year-olds take on their own top secret missions, using fantastic home-made technology to safeguard their tree house against attack and grown-ups.