

Insert Manual back

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

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BONNE PIOCHE



NATIONAL GEOGRAPHIC



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REV-E

INTRODUCTION

Based upon the Academy Award® winning movie, MARCH OF THE PENGUINS for your Nintendo DS™ system follows the incredible life story of the emperor penguins, including their epic 70 mile journey to breed their young. Players help the penguins throughout their life cycle. Navigate obstacles like shifting pack ice, echoing underwater caverns, and underwater grottos, while avoiding ever present threats such as the leopard seal and the extreme cold.

GETTING STARTED

Thank you for purchasing MARCH OF THE PENGUINS for the Nintendo DS™ system.

Make sure your Nintendo DS™ system's power switch is set to OFF, then plug the MARCH OF THE PENGUINS Game Card into the Nintendo DS™ system.

Turn ON the Nintendo DS™ system.

Once the health and safety warning is displayed, tap the Touch Screen to get to the system menu.

Tap the MARCH OF THE PENGUINS icon on the Touch Screen and then press START on the MARCH OF THE PENGUINS Title Screen once it is displayed.

Note: If nothing appears on the screen turn the power switch to the OFF



position. Check to make sure the Game Card is inserted correctly, then turn the power switch to the ON position again. (Always remember to turn the power switch to the OFF position before inserting or removing a Game Card.)

MAIN MENU

On the Main Menu Screen, select the options that appear on the Touch Screen with the stylus or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection:

New Game

This option allows you to start a new game from Chapter 1.

Saved Game

Selecting this allows you to continue your game or play a previously completed Chapter.

Game Tools

This option displays two screens that describe the Game Tools you can use to help the penguins.

Options

Selecting this displays the Game Options Screen.



GAME OPTIONS

On the Game Options Screen, you can choose to turn on/off the game's music and sound effects.

Select the options that appear on the Touch Screen with the stylus or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection:

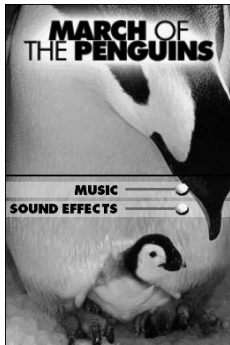
Music

This option allows you to change the volume of the game's music. Select the snowball icon and while keeping the stylus on the Touch Screen, move the icon along the line to the desired volume position. You may also press the Control Pad Right and Left to set the music volume.

Sound Effects

This option allows you to change the volume of the game's sound effects. Select the snowball icon and while keeping the stylus on the Touch Screen, move the icon along the line to the desired volume position. You may also press the Control Pad Right and Left to set the sound effect volume.

Press the B Button or select the bottom on the Touch Screen to return to the previous screen.



THE CHAPTERS

MARCH OF THE PENGUINS is a puzzle action game where players act as "conservationists-in-training" and help guide the emperor penguins through numerous multi-screen scrolling levels. Initial levels will be simple, while later levels will require careful planning to get the penguins to the breeding colony and back safely.

The story and game play for MARCH OF THE PENGUINS is described in Chapters. Each Chapter relays a particular part of the penguin's perilous journey and is comprised of numerous multi-screen scrolling game-play levels.



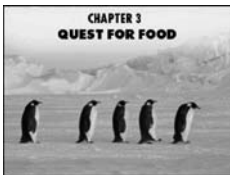
Chapter 1 – Journey to the Breeding Colony

In the first Chapter of the game, help the penguins as they start their journey across the barren landscape of Antarctica toward the breeding colony.



Chapter 2 – Mating Season

In this Chapter, help the male penguin find his suitable mate somewhere in the ice field maze by belly sliding from snow bank to snow bank.



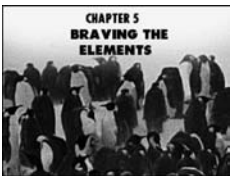
Chapter 3 – Quest for Food

In this Chapter, help the female penguins back across the ice toward the sea in search of food for themselves and their unborn chicks.



Chapter 4 – Feeding Time

In this Chapter, help the female penguins find their fill of fish and krill by swimming under the surface of the ice in the dangerous waters of the Antarctic.



Chapter 5 – Braving the Elements

In this Chapter, help the male penguin balance the egg through the maze of penguins in search for the warmest spot in the breeding colony.



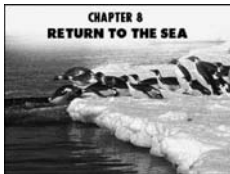
Chapter 6 – Return from the Sea

Focus on helping the female penguins travel back to their mates and their newborn chicks, while facing the continuing bitter Antarctic winter.



Chapter 7 – Finding the Family

In this Chapter, help the female penguin find her mate and newborn chick by belly sliding across the ice from snow bank to snow bank.



Chapter 8 – Return to the Sea

This Chapter focuses on the male penguins as they brave the harshness of the Antarctic winter in their attempt to make it back to feed in the sea.



Chapter 9 – The Grand Feast

In the dark waters of the frozen Antarctic, help the male penguins find his fill of fish and krill for the long journey back to the breeding colony.



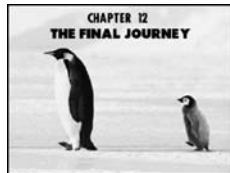
Chapter 10 – Return to the Family

Help the male penguins travel back to their mates and their newborn chicks, while facing the shifting ice floes caused by the warmth of the oncoming Antarctic spring.



Chapter 11 – The Grand Reunion

In this timed Chapter, help the male penguins find their mate and newborn chick by belly sliding across the ice from snow bank to snow bank.



Chapter 12 – The Final Journey

In the final chapter of the story, help the newborn chicks successfully return to the sea. As the Antarctic summer approaches, the ice floes begin to crack and create hazardous conditions for the penguins family.

THE GAME TOOLS

As a “conservationist-in-training”, you will be able to use a variety of Game Tools to help the emperor penguins on their quest.

These Game Tools include:



Snowball

This item is used to help the penguins have a soft landing when falling a short distance.



Hot Coal

This item is used to melt icicles that block the penguin’s way.



Fish

This item is used to attract penguins to wherever the fish is held.



Tent

This item is used as a trampoline to help the penguins reach higher locations.



Ice Slide

This item is used to help penguins belly slide to areas below them.



Ice Ramp

This item is used to propel penguins through the air across wide chasms in the ice.



Ice Bridge

This item is used to help the penguins across short gaps in the ice.



Ice Steps

This item is used to help the penguins walk from one ice level to another.

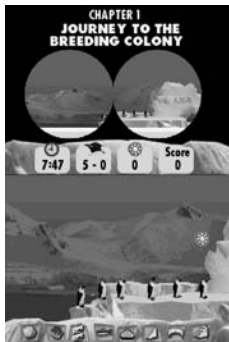


Snowflakes

You must collect a certain number to get through each level.

THE BINOCULAR VIEW

While the penguins move along the frozen ice field, you can use the Binocular View on the Top Screen to look a screen ahead to see what obstacles you will need to help the penguins overcome. You may press the L and R Buttons to scroll the screen left and right.



THE ICE FIELDS

You can help the penguins along their journey to create new life in the frozen ice fields of Antarctica by placing Game Tools in their path.

First, while the penguins are moving, press the Control Pad Left and Right to scroll the screen to view what is ahead of the colony. You may press the L and R Buttons to scroll the screen at a faster rate. Then, using the stylus, select the Game Tool in the Game Tool Bar at the bottom of the Touch Screen that you wish to place down.



While holding down the stylus, drag the Game Tool up into the game play area where you would like to place it down and remove stylus from the Touch Screen. Game Tools can only be placed in specific locations on the game play area. If a Game Tool cannot be placed, the following image will appear over the Game Tool:



Simply continue to move the Game Tool until the image disappears or release the stylus from the Touch Screen and the Game Tool will automatically return to the bottom Game Tool Bar.



After the first penguin has reached the end of the Chapter, you may make the remaining penguins move faster through the Ice Field by pressing and holding down the B Button. Releasing the B Button will once again cause the penguins to return to their normal walking speed.

Note: During their accelerated speed, the penguins may not be able to slide on the ice as they would when walking at their normal rate of speed.

THE BREEDING COLONY

During their epic adventure, the emperor penguins will have to make multiple trips from the breeding colony back to the sea to feed and return to find their mates and chick.

To be able to locate their mate, the penguin must slide across the ice in search of the right path. Press the Control Pad in any direction to make the penguin begin sliding. Once the penguin begins sliding, it will only stop if colliding with a snow bank or falling into a hole in the ice. Slide from snow bank to snow bank to find your mate, while collecting snow flakes along the way. Colliding with a rock or a barrier will cause the moving penguin to turn around and return to the previous snow bank.



THE ANTARCTIC WATERS

It is in the freezing waters of the Antarctic that the emperor penguin must feed. Penguins can dive to depths of over 1700 feet while holding their breath for up to 15 minutes or more.

To help the penguins feed, you can maneuver them using the Control Pad and keep them safe in the water by using the A Button to execute a spin maneuver. The spin maneuver will accelerate their movement through the water for a brief moment and will force close aquatic obstacles out of their way safely.

On the Top Screen appears two meters.

One indicates the amount of time the penguin can remain underwater, while the other indicates the amount of nourishment the penguin has ingested. The Nourishment Meter must be completely filled in order to complete the level.

If the penguin collides with a predator without executing the defensive spin maneuver, the penguin will flash for a few moments and lose a small amount of its air supply. When the penguin's air supply is completely gone, the level will restart.



PROTECTING THE EGG

While the female penguin is off at sea feeding for the first time in many months weeks, the male penguin must keep watch over the egg by balancing it on the top of its feet and keeping it warm through the frigid Antarctic Winter. This is done by the male penguins taking turns to find at the warmest spot in the colony.

Press the Control Pad in any direction to make the penguin begin walking with the egg. Once the penguin begins walking, it will only stop and drop the egg if it collides with a snow bank or another penguin. If the egg is dropped, it must be picked up quickly or it will freeze and the game will end. Simply maneuver the penguin to the egg to pick it up again. To complete the game, find your way through the maze of penguins to the warmest spot, which can be located where the penguins are the most densely packed together.

On the Top Screen appears a Thermometer Timer which depicts the temperature of the egg. The Thermometer Timer will continue to drop as the game is played. If the egg is dropped, the Thermometer Timer will drop faster as the egg is now in direct contact with the ice. If you fail to maneuver the male penguin and the egg to the warmest spot before the Thermometer Timer reaches the bottom, the game will end. Collecting snowflakes along the way will add time back to the Thermometer Timer.



SAVED GAME

The Expedition Log allows you to replay any Chapter that you previously completed.

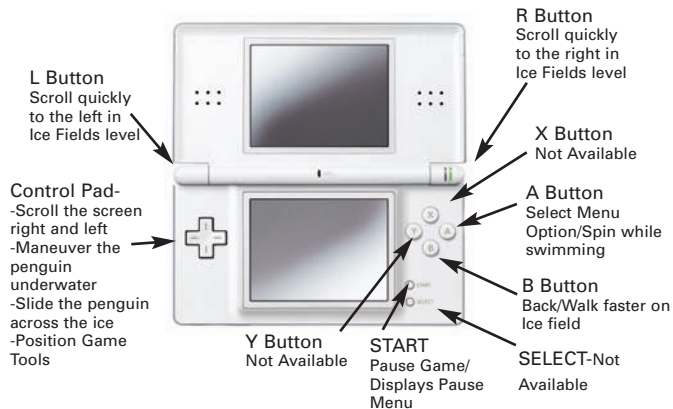
When you complete a Chapter, it is unlocked on the Expedition Log and can be replayed at any time. When the screen appears, all of the Chapter numbers that appear in black have been. Simply tap on the Chapter you which to replay and then tap on the “REPLAY” option or highlight the Chapter number by pressing the Control Pad Right and Left and press the A Button to replay the selected Chapter.

Press the B Button or tap the “CANCEL” option at anytime to return to the previous screen.



CONTROLS

You can use the following controls to play MARCH OF THE PENGUINS:



THE PAUSE MENU

When pressing START to pause the game, the Pause Menu will appear. On the Pause Menu, select the option that appears on the Touch Screen or press the Control Pad Up or Down and press the A Button to make your selection:

Continue

This option exits the Pause Menu and returns to the game.

Restart Level

This option exits the game and restarts the current Chapter. You will be prompted one more time to verify that you want to quit. Select the desired option or press the A Button to restart the level or the B Button to return to the Pause Menu.

Quit

This option quits the current game and returns you to the Main Option Screen. You will be prompted one more time to verify that you want to quit. Select the desired option or press the A Button to quit the current game or the B Button to return to the Pause Menu.



CREDITS

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"March of the Penguins" Directed
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NOTES