

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.

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

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▲ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Introduction

It's a sunny and quiet day in Illinois, when all of a sudden Natasha's booferberry rings...It's King Carl, her dad, calling to tell her that something strange is happening in Zoravia. The citizens look dazed, wandering around in a trance, like zombies! It's time for Princess Natasha to put on her Secret Agent outfit and, with the help of her brilliant friend Oleg, save the citizens of Zoravia!

Play as Princess Natasha and use her Secret Agent skills in this exciting and dangerous adventure to save Zoravia!

Starting the Game

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Card when the system is already on might result in damage to the Game Card.

Menus

After the introduction, you can enter the main menu by pressing **START**.

From the main menu, you can access a special **EXTRAS** menu, choose to **PLAY** or change the game **OPTIONS**.



Press the **Control Pad Up, Down, Left or Right** or use your stylus to move through the options in every menu. Press the **A Button** to confirm the selection or the **B Button** to exit the current sub-menu when not using the stylus.

Extras

When entering the **EXTRAS** menu, you can take a look at some artwork and pictures, meet the characters and understand how the original cartoon Princess Natasha™ comes to life!

Choose the **ARTWORK** or **PICTURES** option to access concept drawings and pictures from the episodes.

The third option of the **EXTRAS** menu, **CODES**, allows you to enter special codes that you can find on the website www.pncodes.com. Find out the hidden codes to get new features and options in the game!

Options

From the main menu you can also access the **OPTIONS** menu, where you can change the volume settings of the music and sound effects. Select an option and press the **L or R Button** or select with the stylus to decrease or increase the volume.



You can also enter the Credits of this game by choosing the third option. It is the one represented by Lubek's head. Here you can read the names of all the people behind the development of this game!

Game Menu

When you're ready to start, choose the **PLAY** option from the main menu and get ready to kick some butt!

Before starting, you can choose whether you want to start a new game or continue a previous game using previously saved slots. A slot will save your progress automatically and inform you when saving. You have three slots to use.



If you choose to continue a previous game, select the slot you previously saved the game in. When you choose to continue, the game will start right where you left it.

If you choose an empty slot, a new game will start from the beginning of Natasha's mission!



City Map

Thanks to Oleg's super radar, Natasha gets real-time coordinates on her boofberry of where to find the robots that are trying to turn citizens into zombies. In this menu, you can choose your destination and save citizens.

By pressing the **Control Pad Up, Down, Left or Right** or using the stylus, you can move through the blue spots representing areas of Fountain Park. Press the **A Button** to select that location. Sometimes a few red spots will appear on the map. These are extra fun bonus levels!!

"Oleg is a real genius!"

On each spot, a balloon shows the name of the location, the zone and the number of levels to free citizens from the robots.

On the top left of the screen, a "citizen icon" shows the number of citizens saved and the minimum amount to save in order to complete a chapter. Be very careful! If you don't save enough citizens, Oleg will inform you that your mission can't be accomplished and that would mean the end of the game. Try to save all the citizens if you can!

On the top right of the screen, you can see the number of citizens that are still in a trance in this chapter. This number will change if you don't save them. They will then turn into evil zombies!



"Natasha, your mission is clear: you must free Fountain Park from the robots and save the citizens by using my antidote, the de-zombiefier spray!!"

Oleg's Briefing

Once a location is selected, Oleg will let you choose two modifications for your remote device from his inventions list. During the game, Oleg will invent new and more powerful gadgets. Certain gadgets are designed to work best against certain enemies!

In order to select the gadgets, press the **Control Pad Up, Down, Left or Right** or select the arrows with the stylus to change the selection. Confirm by pressing the **A Button**.

Every gadget has its own characteristics of power, speed, damage and range. Choose the ones that best fit your needs!

Oleg will also give you some hints on how to face the upcoming levels and describe the robots you might meet.

The Game

"Time for action!"

Pressing the **Control Pad Left or Right**, you can move Natasha through the level. When she's close to a ladder, you can climb it by pressing the **Control Pad Up or Down**. Press the **Control Pad Down** to avoid enemies by crouching down.



If you want to jump, press the **B Button** and press the **Control Pad Up, Down, Left or Right** in the direction you want Natasha to go. That will make her jump diagonally.

When you're next to a robot, you can kick and punch it by pressing the **A Button**. If you keep pressing repeatedly, Natasha will show her karate abilities using different combos that will make you earn more points! You can also use flying kicks if you press the **A Button** while jumping.

You might want to use the gadgets Oleg gave you before starting the game. It's very simple. Press the **Y Button** and Natasha will use her adapted booferberry to use Oleg's inventions.



An icon at the top right of the screen shows the selected gadget. You can swap between gadgets by pressing the **L or R Button**. Every gadget has its own number of shots or a charging bar. You must be careful and wait for the bar to recharge if you want to use these gadgets again. Most of the gadgets can be used while running and while jumping. Just move the **Control Pad Up, Down, Left or Right** in the direction you want to shoot.

When you hit a robot, an energy bar will appear on top of his head. When the bar is totally red, the robot will explode.



Interface

At the top right of the upper screen, you can see the current gadget you're using. The lower screen shows Natasha's energy, the number of lives as well as the points earned while playing, and you can change the current gadget by selecting the desired icon.

Citizens and Zombies

Remember that one of the most important things in this game is to save the citizens before they are turned into zombies by the robots. You can recognize the citizens that can still be saved because they're all gray. But you must be quick! The robots will try to turn them into full green zombies. Once that happens, you can't save them anymore. Gray zombies have an energy bar just like the robots. When you spray Oleg's antidote, the dezombiefier, their energy will increase until they're back to normal citizens and can run away. In order to spray the antidote, press the **X Button** when you're next to a gray zombie. Be careful! Once the gray zombies turn into green ones, they will become aggressive and attack you!



Pause the Game

Press **START** while playing if you want to pause the game. A pause menu will allow you to go back to playing or quit the current game and go back to the city map. Don't worry! If you quit one location of the game, you can start another from the city map without losing your progress.



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