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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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

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During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



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INTRODUCTION

In ORIGINAL FRISBEE® DISC SPORTS: ULTIMATE & GOLF for the Nintendo DS™ system, you can enjoy two unique modes of play. In Ultimate, compete against a computer opponent or your best friend as you try your hand and aiming skills at the ultimate team sport! Played like soccer, this game requires a steady hand and good aim to get the Frisbee® Disc across the field and over the goal line. Golf lets you try your skills on 18 holes of golf, especially designed to be Frisbee® Disc friendly! With either game, you'll be enjoying the old-fashioned American pastime of Frisbee® Disc.

GETTING STARTED

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Select the ORIGINAL FRISBEE® DISC SPORTS: ULTIMATE & GOLF icon on the Touch Screen and then select the "START GAME" option or press the A Button.

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

MAIN MENU

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

- **Ultimate**

This option allows you to play Ultimate.

- **Golf**

This option allows you to play Golf.

ULTIMATE: GAME MODES

On the Game Mode Screen, you can select to play Ultimate in single or multiplayer mode as well as change the audio options.

In all modes, the object of Ultimate is to move the Frisbee® Disc down the field and into your end zone to score a point. Games are played to 15 points with the teams switching end zones after any player scores 8 points. Once a player has possession, they have 10 seconds to throw the Frisbee® Disc or give up possession to the other team. A countdown counter will appear next to your player when you gain possession of the Frisbee® Disc. At anytime if the Frisbee® Disc touches the ground or is intercepted by the opposing team, there is a change of possession. Select the options that appear on the Touch Screen with the Nintendo DS™ stylus, or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection:

- **Play**

This option begins the game and allows you to select your team.

- **Multiplayer**

Select this option to play against another human opponent.

- **Options**

Select this option to change the game's music and sound effect volumes.

Press the B Button or select "BACK" at any time to return to the previous screen.

TEAM SELECTION

On the Team Selection Screen, you can select the team members for your competition as well as the team color. You may choose up to four members on your team.

Selecting Team Members

Select the arrows that appear on the Touch Screen, or view each team member and their stats by pressing the Control Pad Right or Left and pressing the A Button to make your selection. Once all four team members have been selected, you may choose the team color.

Selecting Team Color

Select the desired team's color on the Touch Screen, or highlight each team color by pressing the Control Pad Right or Left and pressing the A Button to make your selection. Once the team color has been selected, the competition will begin! Press the B Button or select "BACK" at anytime to return to the previous screen.

FIELD OVERVIEW

When playing Ultimate on the Game Screen, the Top Screen displays your team on the field and the Touch Screen displays the positions of all the players on the field. The following information is displayed on the Touch Screen:

Team Names

This displays the name of your team and your opponent's team.

Scores

This displays the current score.

Frisbee® Disc Window

Shows the angle at which the Frisbee® Disc was thrown. This helps you estimate where the Frisbee® Disc will land.

Field Display

This shows the players on the field. Red dots represent player one's team while yellow dots represent player two's team. Dots with a white circle around them represent the player you are controlling. A dot with a black circle around it represents the intended receiver for a throw. The yellow x in a circle shows the approximate location where a thrown Frisbee® Disc will land. The large arrow indicates which direction you should be moving down the field.

Play Display

At the bottom of the screen are three plays that can be used to set up your offensive or defensive formation. Click on the desired play to move your teammates to get them open on offense or to tighten the coverage on defense.

TEAM POSITIONS

Defensive Positions

On defense, the player can choose from three types of coverage. They can choose a 1-2-1 zone with good midfield coverage, a 2-2 zone defense with good overall coverage, or play man to man with tight coverage at all times.

Offensive Positions

On offense, the user can choose from three selected team layouts. Players can line their team up in a horizontal stack where they can dart up and down to try and elude defenders. This is best used when the Frisbee® Disc is near the center of the field. They may also choose a horizontal stack with players darting left and right to elude defenders. This is best used when the Frisbee®

Disc is near the top or bottom of the field. The third choice is to send the team on a rush to the end zone to try and break free of defenders and score a quick goal.

CONTROLS

Button Controls

Throwing the Frisbee® Disc

Press the A Button once to throw the Frisbee® Disc toward your intended receiver. Press the B Button to change your intended receiver (shown as a dot with a black circle around it). Strength and accuracy of the throw is based on the player's stats shown on the team select screen. Once the Frisbee® Disc is thrown, control passes to the receiver so you can move toward the spot where the Frisbee will land and try to elude defenders. Not catching the Frisbee® Disc or an interception by the opposing team results in a change of possession.

Flight Angle

Once the Frisbee® Disc is in the air, you may now select the angle of your throw. Pressing the L or R Button when the Frisbee® Disc is in the air will cause the Frisbee® Disc to bank toward the direction you pressed. The Frisbee® Disc indicator on the lower screen will show the angle of the Frisbee® Disc as it flies. This is very useful when the defense is covering closely and you need to avoid an interception.

Nintendo DS™ Stylus Controls

Choosing Plays

Select the play icons at the bottom of the Touch Screen to put your team in that particular defensive or offensive formation.

Moving Selected Players

In addition to set plays, you can move a single player anywhere on the field by selecting them with the Nintendo DS™ stylus. Their player dot will turn black to show that you have selected them. Click again anywhere on the field and the selected player will go to that spot.

GOLF: GAME MODES

On the Game Mode Screen, you can select a variety of Frisbee® Disc options. Select the options that appear on the Touch Screen, 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 starts a new game. However, your game will not be saved unless you assign a Game Slot to it by selecting the Load / Create Game Option.

- Load Game

This option allows you to load a previously saved game or assign a Game Slot in which to save a new game. You must select this option in order to save any game data. You may also erase a saved game from this screen.

- Practice

This option allows you to practice any of the 18 holes.

- Multiplayer

Select this option to play against another human opponent.

- Options

Select this option to change the game's music and sound effect volumes. Press the B Button or select "BACK" at anytime to return to the previous screen.

SELECTING A PLAYER

On the Player Selection Screen, you can select your character that will represent you on the course. To choose a player, select the arrows that appear on the Touch Screen. Then you must select the player's image or press the Control Pad Right or Left and press the A Button. Press the B Button or select "BACK" at anytime to return to the previous screen.

ROUND SELECTION

On the Course Selection Screen, you can select to play the front nine holes, the back nine holes, or all 18 holes. Select the desired option on the Touch Screen or press the Control Pad Up or Down and press the A Button. Press the B Button or select "BACK" at anytime to return to the previous screen.

YOUR SCORE CARD

On the Score Card Screen, you can view an aerial image of the next hole as well as view your stats for each hole. Your Score Card will appear after each completed hole. Press the Control Pad Right or Left to scroll through the Score Card to view your stats for each hole.

SELECTING A HOLE

On the Hole Selection Screen, you can choose which hole to practice. Each hole is represented with the following information:

- Hole number
- Physical layout

- Total distance from tee off to the target basket
- The Par for the hole

To choose a hole, select the arrows that appear on the Touch Screen. Then select the hole's image or press the Control Pad Right and Left and press the A Button. Press the B Button or tap "BACK" at anytime to return to the previous screen.

LOADING A GAME

On the Load Game Screen, you can load a previously saved game, erase a previously saved game, or create a data file for a new game.

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

- Load or Create Game

This option allows you to load a game from one of the three Game Slots or assign a Game Slot for a new game. Choosing an empty save slot will create a new saved game, while choosing a slot that contains data will load that data.

- Erase Game

This option allows you to erase a game from one of the three Game Slots. You will be prompted one more time to verify that you want to erase the Game Slot. Select the desired option or press the Control Pad Up or Down to make your selection and press the A Button to confirm it.

Once an option has been selected, select the desired Game Slot on the Touch

Screen or highlight one of the following by pressing the Control Pad Up or Down and pressing the A Button to make your selection. Press the B Button or select "BACK" at anytime to return to the previous screen.

HOLE OVERVIEW

When playing Golf on the Game Screen, the Top Screen displays your avatar on the course and the Touch Screen displays a status area for the current hole. The following information is displayed on the Touch Screen:

Frisbee® Disc Direction

This yellow crosshair indicates the direction in which your player will throw the Frisbee® Disc.

Hole Number

This displays the current hole number.

Player Name

This displays your player's name.

Stroke Counter

This indicates your current strokes for the hole. Each time you throw the Frisbee® Disc this number is incremented.

Hole Par

This displays the optimum number of strokes that should be taken to complete the hole.

Hole Distance

This displays the distance from your player to the target basket.

Wind Direction and Speed

This displays the current wind speed and direction. You may have to angle your throw to compensate for the wind.

Current Frisbee® Disc

This indicates the type of Frisbee® Disc you are throwing.

FRISBEE® DISC SELECTION

Each Frisbee® Disc has an optimal distance and flight pattern associated with it. When thrown further than its optimal distance, each Frisbee® Disc may fly with less accuracy.

You may press the X Button to choose the following types:

- *Super Driver* - This Frisbee® Disc is best used when teeing off and has an optimal distance of 300ft.

- *Super Turn* - This Frisbee® Disc, best used when getting around trees and other obstacle, has an optimal distance of 250ft.

- *Turnover* - This Frisbee® Disc is used for fairway flights and has an optimal distance of 200ft.

- *Putter* - This Frisbee® Disc is best used when close to the target basket and has an optimal distance of 100ft.

THROWING THE FRISBEE® DISC

The goal of Golf is to throw the Frisbee® Disc into the target basket in the least number of throws or strokes. To throw the Frisbee® Disc, press the Control Pad

or select on the yellow crosshair on the Touch Screen to maneuver the white circle target on the Top Screen to wherever you would like the Frisbee® Disc to land. Your Frisbee® Disc will land near the location of the white circle target depending upon the strength and angle of your throw and the wind speed and direction.

Nintendo DS™ Stylus Controls

Throw Strength

Select the "THROW" option on the Touch Screen to display the Throw Meter. Next, place the Nintendo DS™ stylus on the Frisbee® Disc icon at the bottom of the Throw Meter, and fling the Nintendo DS™ stylus up the Touch Screen as fast as you would like to throw the Frisbee® Disc.

Flight Angle

To angle the Frisbee® Disc, move the Nintendo DS™ stylus toward the left or right near the top of the Throw Meter. To throw the Frisbee® Disc straight, move the Nintendo DS™ stylus straight up the Touch Screen.

Button Controls

Throw Strength

Press the A Button once to display the Throw Meter. Pressing the A Button at the position of the moving Frisbee® Disc icon as it moves left will determine the strength of your throw. Press the A Button when the Frisbee® Disc icon is toward the right side of the Throw Meter to throw the Frisbee® Disc softly or toward the left side to throw the Frisbee® Disc with more strength.

Flight Angle

Once the strength of your throw is selected, you may now select the angle of

your throw. Pressing the A Button when the desired arrow is illuminated will cause the Frisbee® Disc to bank toward the direction of the arrow. To throw the Frisbee® Disc straight, press the A Button when the center arrow is illuminated.

CONTROLS

Touch Screen Controls

- To aim your throw - Select the yellow crosshair and move it to where you want the Frisbee® Disc to land.
- To throw the Frisbee® Disc - Select the Frisbee® Disc icon on the Throw Meter and fling the Nintendo DS™ stylus Up.
- To angle your throw - Fling the Nintendo DS™ stylus to the left or right at the top of the Throw Meter.

Button Controls

- To aim your throw - Use the +Control Pad to move the white circle target around the course.
- To throw the Frisbee® Disc - Press the A Button to display the Throw Meter and again to select strength.
- To angle your throw - Press the A Button a third time to select the angle.

THE OPTIONS MENU

On the Audio Options Screen, you can choose to turn on or off the music and sound effects. Select the options that appear on the Touch Screen, 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 Frisbee® Disc icon, and while keeping the Nintendo DS™ 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 Frisbee® Disc icon, and while keeping the Nintendo DS™ stylus on the Touch Screen, move the icon along the line to the desired volume position. You may also press the Control Pad Right or Left to set the sound effect volume.

Press the B Button or select "Back" at anytime to return to the previous screen.

MULTIPLAYER MODE

In order to play in Multiplayer Mode, each player must have their own Nintendo DS™ system and a copy of the ORIGINAL FRISBEE® DISC SPORTS: Ultimate & Golf Game Card. When choosing Multiplayer Mode, you will have the option to Host or Join a game. 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.

Press the B Button or select "BACK" at anytime to return to the previous screen.

Host Game

Select this option if you want to be the player who starts the multiplayer game.

Join Game

Select this option to join a previously hosted multiplayer game.

Whether you select "HOST GAME" or "JOIN GAME", you will need to first choose your character. Please refer to the "Selecting a Player" portion of this manual.

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.

Quit

This option quits the current game and returns you to the Main Menu Screen. You will be prompted one more time to verify that you want to quit. Select the desired option or press the Control Pad Up or Down to make your selection and press the A Button to confirm it.

Options

This option displays the Audio Option Screen.

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www.DSIGames.com

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