



for
gamer.

NINTENDO DS™

NTR-CLPE-USA

Disney

CLUB PENGUIN™

ELITE PENGUIN FORCE



INSTRUCTION BOOKLET

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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has 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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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 DOWNLOADED FROM ONE GAME CARD.



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

⚠ 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.



For additional information on the Nintendo Wi-Fi Connection or setting up your Nintendo DS visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

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Nintendo

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Code Key

A =	F =	K =	P =	U =	Z =
B =	G =	L =	Q =	V =	
C =	H =	M =	R =	W =	
D =	I =	N =	S =	X =	
E =	J =	O =	T =	Y =	





Things have been odd around Club Penguin lately – much stranger than usual! After a series of mysterious tests, you have been chosen to join the ranks of the Elite Penguin Force. The EPF is a select group of highly talented Club Penguin secret agents who solve the toughest, most puzzling mysteries. Led by the secretive Director and assisted by uniquely trained puffles, they are Club Penguin's most elite secret agents.

Your first job as an Elite Penguin Force agent will be to figure out what happened to "G", the gadget guru who invents the EPF's wonderful gadgets. Could that mystery be connected to all the strange happenings around the island?

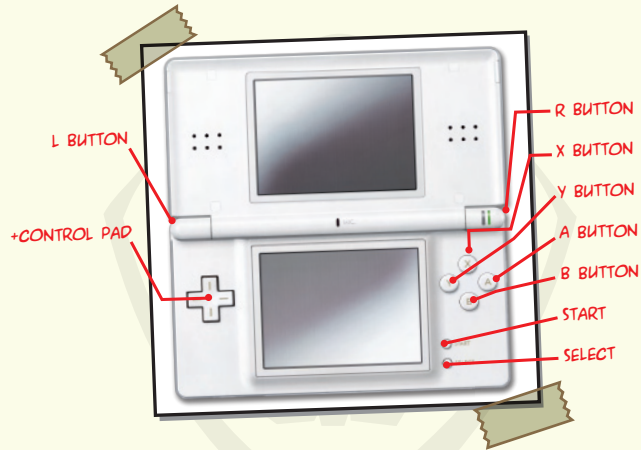
As an EPF agent, it is your mission to find out!

GETTING STARTED

- 1 Make sure the **POWER** switch is **OFF**.
- 2 Insert the *Disney Club Penguin: Elite Penguin Force* Game Card in the Nintendo DS™ slot.
- 3 Turn the **POWER** switch **ON**.
NOTE: the *Disney Club Penguin: Elite Penguin Force* Game Card is designed for the Nintendo DS™ system.
- 4 Please read and accept the Health and Safety screen by touching the bottom screen.
- 5 If the game does not automatically launch, select the *Disney Club Penguin: Elite Penguin Force* game icon from the DS launch screen.



MENU CONTROLS



Use the DS **Touch Screen** and **stylus** to select and choose items on the menus. You can also use the **+Control Pad** and the **A** and **B Buttons** to get around the menus.

Menu Controls

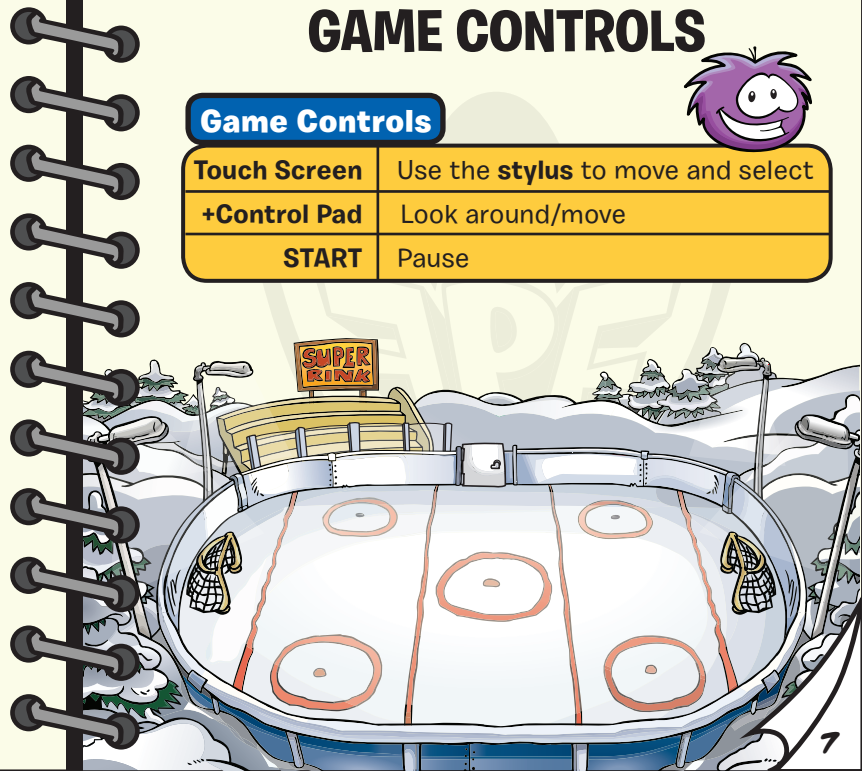
Use the **Touch Screen** to select menu controls with your **stylus** or finger.

GAME CONTROLS



Game Controls

Touch Screen	Use the stylus to move and select
+Control Pad	Look around/move
START	Pause



THE MAIN MENU

After you have created a penguin, you will be able to access the Main Menu – and the rest of Club Penguin.



Use the **stylus** or your wingtip on the **Touch Screen** to select EPF Missions, Mini Games, Multiplayer, and Nintendo Wi-Fi Connection.



Bonus!

Look for a secret code on the back of your Elite Penguin Force agent card included with your game. Then go to www.clubpenguin.com and enter your code to unlock cool new items online!

EPF Missions

Some secret missions were too hard for the average Penguin Secret Agent to solve, so the Director created a special group of super talented agents – the Elite Penguin Force. Click here to complete these challenging EPF missions.

Club Penguin Mini Games

You will find some of your favorite Club Penguin mini games here. Better yet, you will unlock even more mini games as you complete missions and as you solve mysteries. Best of all, coins you earn while competing in mini games can be spent on clothing and accessories in the game or transferred to your Club Penguin online account.

Multiplayer

This opens the Multiplayer Menu where you can join or create a multiplayer session with a nearby Nintendo DS.™

Upload/Download

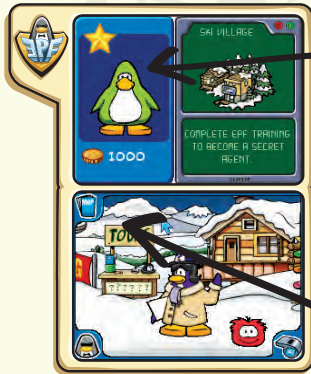
Connect to Club Penguin Online via Nintendo's Wi-Fi Connection, where you can upload coins from your DS to your Club Penguin Account, download the latest Club Penguin Newsletter, participate in the latest Club Penguin poll, and download special missions as they become available.

You will need to have a Club Penguin player account. If you do not have one, please go to www.clubpenguin.com.

CLUB PENGUIN DS

Game Screens

The Top Screen shows your penguin card and your current location on the map along with your current objective. The **Touch Screen** shows you the view right in front of you.



Penguin Card

That's your penguin. You can see your penguin dressed in the cool clothes and cooler accessories you have found or purchased.

Map

Tap this to open the navigation map. See below for more details.



Spy Gadget

G has invented a lot of gadgets for the Elite Penguin Force, and you will be using them all, but none is more valuable than the Spy Gadget.



Two-Way Communicator

With the Two-Way Communicator, you can talk to other EPF agents, wherever they happen to be.



Decoder

This device allows you to decode scrambled messages. Or you can use it to create coded messages of your own.



Robotomy Gadget

Use this gadget to deactivate out-of-control robots.



Spy Log

The Spy Log keeps track of an agent's to-do list, important clues, and conversations during missions.



Mechano-Duster

Agents use the Mechano-Duster to clean up snow, grime, paint and dust from objects to reveal what lies beneath.



HQ Jump Button

The HQ Jump Button is the quickest way to get to that most mysterious place of all – EPF Headquarters.



Trekker Call

The Spy Gadget can call the Trekker to a specific location with just the touch of a button.



Custom Gadget

For some of your missions, G will provide you with custom gadgetry. Here's where you will find them on the Spy Gadget.

☒ ☐ ☐ ☒ ☐ ☐ ☒ ☒ ☒ ☐

Other Gadgets



Puffle Whistle

This whistle summons Spy Puffles in up to seven ultra-sonic color frequencies from anywhere in Club Penguin. Unlike the Two-Way Communicator, the whistle's range is not obstructed by walls or weather.



Super Power Flashlight

Once you get this you'll never find yourself in the dark again.



Map

You can open the map at any time by tapping the Map icon in the upper right corner of the Touch Screen.

Elite Penguin Force Logo

This indicates where an EPF Mission is available.



Warp Locations

Click on the location to warp to it, or, if you are one hop away, click to waddle to it.

Tips and Tricks

Here are a couple more things to note before waddling off on your first mission.

Spy Puffles

Spy Puffles are a lot like Puffles in Club Penguin online, except here they are enhanced with special abilities. There are seven Spy Puffles, each with its own special ability. Use the Puffle Whistle to call one to your side during a mission.

Talking to Other Penguins

Your neighbors have a lot of information – talk to them to find out what they know. During a conversation, you can choose what to say by selecting from several possible comments. Once you have chosen a comment, select it by tapping it with your **stylus**.



Minor Mysteries

In addition to your main mission, many of your friends and neighbors will also need your help. Help them whenever you can! A good deed is always its own reward, but you never know when a good deed will be rewarded with something extra special!



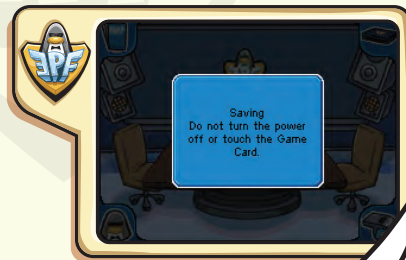
PAUSING

If you need a break, press **START** to open the Pause Menu. Tap Continue to return to the show, or tap Quit to exit to the Main Menu.



SAVING

Once you create a Club Penguin profile, the game saves automatically after every completed mission, so you don't have to!



MULTIPLAYER

You can use the wireless connection capability of your Nintendo DS™ to connect to another Nintendo DS™ player and compete against one another in Club Penguin DS mini games. Or you can share cool new missions and other stuff for Club Penguin DS.



DS to DS Mini games

If both players have copies of *Disney Club Penguin: Elite Penguin Force*, then you will be able to compete head-to-head in several Club Penguin mini games:

- * *Snowboarding*
- * *Jet Pack Adventure*
- * *Dance Challenge*

Once both players have joined, select a mini game to play, and then select game level and difficulty.

Command Coach

Command Coach is a multiplayer mode in which one player can help another in the Elite Penguin Force missions. The player that chooses to 'Host' will get to play the role of the Agent.

The player that chooses to 'Join' will get to play the role of the Command Coach. The Command Coach helps the Agent by drawing hints and circling objects that the Agent cannot see. The Agent controls the game as normal and is able to see hints that the Coach draws on their own screen. While in Command Coach mode each player gets to play the Mini Games individually. The Mini Games end when one of the players finishes.

Command Coach View



Agent View



DGamer™

Choose DGamer™ to enter the new online community exclusively for Disney gamers. Once inside, check out all of the cool achievements you've unlocked, send gifts and chat with friends, create a 3D avatar and more. (See the DGamer Quick Start Guide or visit www.DGamer.com.) Plus, while in LCD Off Mode you can plug in your headphones, close your DS and listen to music from DGamer.



EPF AGENT NOTES

