

NINTENDO DS™

Drawn to Life

The Next Chapter



EVERYONE
E
CONTENT RATED BY
ESRB

THQ

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS REVIEWED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO PRODUCT.



This Game Card will work only with the Nintendo DS™ systems.



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WIRELESS DS MULTI-CARD PLAY

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

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.

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DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
Drawn To Life: The Next Chapter Game Card	One for each player

Connection Procedures

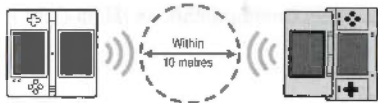
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. The **Menu Screen** of the Nintendo DS system will be displayed.
3. Touch the Drawn To Life: The Next Chapter Panel or icon.


Guidelines for Communications

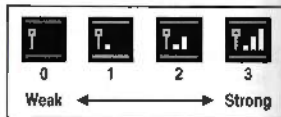
For best results when using DS Wireless Communications, follow these guidelines.

The  icon is an indicator of DS Wireless Communications. It appears on the **Menu Screen** of the Nintendo DS system or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). When using a Nintendo DSi system in a hospital or on board an aeroplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during DS Wireless Communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother DS Wireless Communications play. When DS Wireless Communications are in progress, the power indicator LED of your Nintendo DS/DS Lite system or the wireless indicator LED of your Nintendo DSi system will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (approx. 33 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Ensure that the maximum distance between systems at about 20 metres (approx. 66 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.
- In order to use DS Wireless Communications with Nintendo DSi, DS Wireless Communications must be enabled in the System Settings.

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The Adventure Continues

You are the Creator, a kind and artistic being who watches over the Raposa people. When creatures of darkness threaten their world, draw your "Creation Hero" to life and use your abilities to defeat enemies and restore balance back to four unique realms.

Wilfre is stealing colour from the Raposas' world and it's up to the Creation Hero to stop him! Set sail on the Raposas' turtle ship and travel to new islands of adventure. Can our heroes stop Wilfre's plan to end the Raposas' very existence?



Getting Started

Make sure your Nintendo DS system is turned off. Insert the **Drawn To Life: The Next Chapter** Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

Turn the power on. The **Health and Safety** Screen shown to the right will appear. Once you have read it, touch the Touch Screen.

When using a Nintendo DSi system, simply touch the **Drawn To Life: The Next Chapter** icon to start the game.

When using a Nintendo DS/DS Lite system, touch the **Drawn To Life: The Next Chapter** Panel to start the game. If the Nintendo DS/DS Lite system's **Start-up Mode** is set to **AUTO MODE**, this step will not be necessary. For details, refer to the **Instruction Booklet** for your Nintendo DS/DS Lite system.

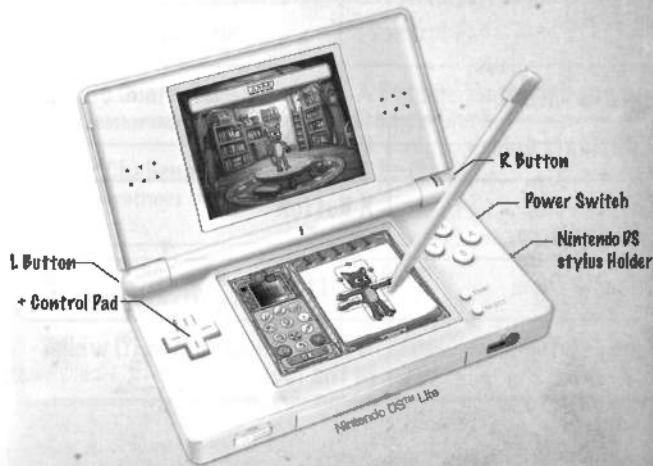
NOTE: "Nintendo DS system" is a catch-all term which is used to refer to the original Nintendo DS, the Nintendo DS Lite and Nintendo DSi systems.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR DS/DSi, GO ONLINE AT www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



Game Controls

(default)

DRAW MODE

Activate Guides	R Button
Place Guide behind hero	X Button
Toggle Zoom	B Button
Help/Tutorial	Press the Help Button (?) while in the tool

VILLAGE MODE

Move Hero Around	+Control Pad
Talk to Character (near another character)	A Button, Touch character icon on Touch Screen
Enter Challenge (near the entrance to a challenge level)	A Button
Enter Village (near the entrance to a village)	A Button
Run	B Button (hold) and +Control Pad

Game Controls

continued

CHALLENGE MODE

Look Up	+Control Pad UP
Duck	+Control Pad DOWN
Move Hero	+Control Pad LEFT / RIGHT
Slide	+Control Pad DOWN while on a slope
Activate Action Sketch	Touch the screen or A Button near an Action Sketch icon
Jump	B Button
Double Jump	B Button (with hero in air)

Extended Bounce	Hold B Button (after jumping on an enemy's head)
Ground Pound Attack	B Button and +Control Pad DOWN
Attack	Y Button
Change Hero Form	R Button and +Control Pad LEFT / RIGHT
Pause	START
Drawing Easel	Touch the screen or press the A Button near a Drawing Easel icon
Change Weapon	L Button and +Control Pad LEFT/RIGHT

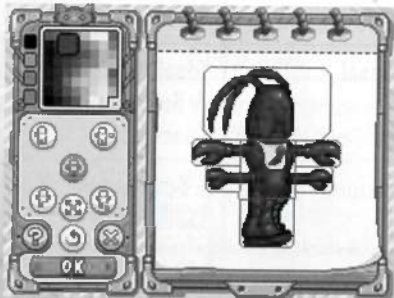


Playing the Game

This section will help you get started with **Drawn to Life: The Next Chapter**. When you first turn on the game, you will be asked a few questions. Once they are answered, draw a picture and then draw your hero.

1. Touch the screen to proceed.
2. The Hero Draw Mode will appear. Feel free to draw your Hero by using the various tools in the palette.

(Optional: If you wish to use one of our Pre-Drawn Guides, press the R Button to turn on guides. You can press Left and Right on the +Control Pad to choose the Pre-Drawn Guide you wish to use. To choose the Pre-Drawn Guide that is currently displayed, press the X Button to make it a part of the Hero's drawing.)



Transformations

The ability to transform allows the player to morph into 3 very unique forms. Each form has exclusive special abilities to change the play style or to aid in level progression.

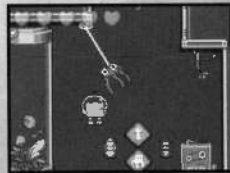
BLOB FORM

The blob form gives the player unique mobility options and problem solving skills to navigate platforming puzzles throughout the game. The blob has very limited speed and mobility compared to the hero form, but can squeeze through narrow passages which allow it to reach otherwise inaccessible areas. The blob can also encapsulate enemies by using its ground pound attack, when an enemy is encapsulated, the blob possesses faster mobility and can harm most types of enemies by rolling into them.



SPIDER FORM

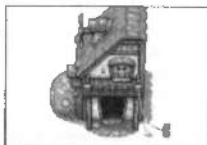
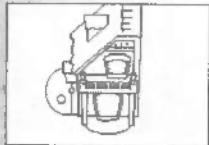
The spider form is unique in its ability to climb along walls and ceilings, as well as its signature web sling ability. Primarily used for movement and platforming puzzles, the spider form lacks the offensive abilities and precise controls available in hero form. The spider form can't climb along green moss that grows on some surfaces.



VILLAGE RESTORATION

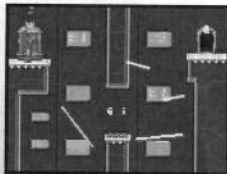
When players receive enough colour drops, they are able to restore areas of the different island villages. Players are given the medium brush tip and no other tools; the user simply sweeps up and down over an image restoring its original look. It is up to the player to decide what area they want to fill in using their colour drops.

Once the player has nearly painted in the entire area the image will display a transition and show the final version without the outlines and fully painted. The player must have enough colour drops to engage in colouring in the object. There will be an indicator displaying how many colour drops are needed.



ACTION DRAWING

In some challenge levels there are portals which allow you to access the Action Drawing mode. This mode proposes a physics puzzle that the player must solve to enable the hero to proceed. While in Action Drawing, control the camera with the +Control Pad and draw in the level using the stylus. After the drawings are complete, touching the OK button allows you to take control of your hero and interact with your drawings.



Register your game
with myTHQ

Register your copy
of *Drawn to Life: The Next
Chapter* to unlock monster
characters to play as.

You'll also get all the benefits of
myTHQ membership, including access
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inside information on the latest
THQ titles.

To register your game, go to

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Vimm's Lair

Notes

Notes

Notes

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Vinny's Law
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Teléfono: +420 225 225 012
Daytime: Po-Pá 9:30 - 18:00
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(Online-Formular für schriftliche Anfragen)

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precios establecidos por cada compañía telefónica.
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Regístrate tu juego en www.thq-games.es para
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technische helpdesk in Groot-Brittannië:
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(nationale/internationale telefoonnummers
zijn van toepassing)
ma/vr 8.00 tot 19.00 (GMT)
za 9.00 tot 17.00 (GMT)

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Telephone: +44 (0)87 06080047
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Online: Register your game at
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The PEGI age rating system:

Age Rating
categories:

Les
catégories
de tranche
d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content
Descriptors:

Description
du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:
Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:
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CREATE Personalise your favourite animals and play with them in game

RELATE Nature your animals and build incredible relationships with them

EXPLORE Learn what it takes to become the Ultimate Zoo Keeper with fascinating animal facts

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