

NINTENDO DS™

Drawn to Life



EVERYONE
E
CONTENT RATED BY
ESRB

THQ

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This Game Card will work only with the Nintendo DS system.

Det här DS-kortet fungerar endast med Nintendo DS-systemet.



WIRELESS DS MULTI-CARD PLAY

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

LANGATON MONEN KORTIN DS-PELI

TÄTÄ PELIÄ VOI PELATA LANGATTOMANA MONINPELINÄ, KUN KUNKIN PELAAJAN NINTENDO DS -JÄRJESTELMÄSSÄ ON PELIKORTTI.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, 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 book for future reference.

TÄRKEÄÄ: Lue tuotteen mukana toimitettu terveys- ja turvaopas huolellisesti ennen Nintendo DS:n, pelikortin, pelikasetin tai lisälaitteen käyttöä. Oppaassa on tärkeää terveys- ja turvaohjeita. Lue tämä käyttöohje huolellisesti, jotta uutta peliä on mahdollisimman mukava pelata. Ohjeessa on myös tärkeää tietoa käytöstä. Säilytä tämä ohje myöhempiä käyttöä varten.

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Vimm's Lain

YOUR HERO. YOUR ADVENTURE.

This is the story of the Raposas and their village. For many years, the Raposas lived happily in their village and prospered until a rebel Raposa named Wilfre, created an army of evil shadows to spread darkness over the land. He tore key pages from the Book of Life and hid them across the world.

These pages contained the templates for the moon, sun, stars, and other cherished possessions. With those items gone, the Raposas began to abandon the village. Those who remain cry out to you, The Creator, to draw a Hero to help them rebuild their village back to greatness.



GETTING STARTED

1. Turn OFF the Power Switch on your Nintendo DS™ System. Never insert or remove a Game Card when the power is on.
2. Insert the Drawn to Life Game Card into the top slot of your Nintendo DS™ system.
3. Turn ON the Power Switch. The Logo screens should appear (If you don't see them, begin again at step 1).
4. Press START or press the A Button to launch Drawn to Life.



MAIN MENU

The Main Menu will appear when starting the game. You can press the **L Button** or the **R Button** to cycle through your drawn Heroes.

Tapping on  will either start a New Game, or continue a Saved Game.

Tapping on  will access the Options Menu, where you can adjust sound settings or change your control scheme.

Tapping on  will take you back a screen, exit the Options Menu, or take you back to the Title screen.

You also have the option to view the credits by selecting the Credits Option.

TITLE SCREEN

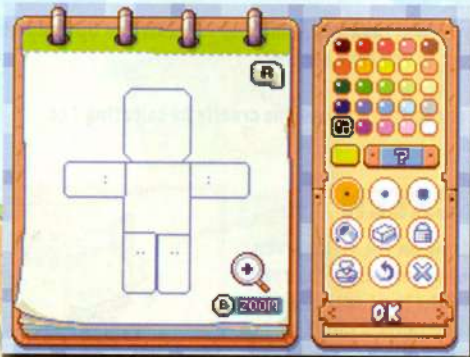
The user can draw on the Title screen using the drawing toolbar in the upper right corner. When they are ready to proceed, they can press **START** or tap on the "PRESS START" button.



DRAWING MODE

You can save up to 2 different profiles with 3 different selectable heroes for each profile. You can swap your Heroes and all your artwork on the Main Menu or while in the village.

During your adventure, you will draw objects to help you advance through levels, create accessories for your Hero, and draw various parts of the village that will bring it back to life.



Tap the  image to zoom into your drawing. You can zoom up to 4x on your image. When zoomed in completely, you can press the **L Button** to bring up the grid. Now you can edit each pixel to give your creation complete detail!

There are many great features in DRAW MODE which you can explore on your own. Some of these features include switching color palettes, using different templates, customizing your Hero with stamps or patterns, using a full range of paint commands and using a built in help system that can be turned on to answer any question!



Pause Menu

Pressing START will bring up the Pause Menu, which allows you to edit your hero and weapon

MOTION CONTROLS

The user has three control options.
The default controls are as follows:

SPECIAL - Press the **X Button** to use the special move.

PUSH - Press the **Y Button** to make your hero push a nearby enemy, stunning it. In some cases you can push certain enemies off a ledge.

JUMP - Press the **A Button** to make your hero jump. You can defeat most enemies by jumping on them.

SHOOT - Press the **B Button** to make your hero fire his weapon. This weapon changes depending on the world you are in. You have a limited amount of ammunition. The specific amount of ammo remaining is shown in the upper left corner.

GROUND BOUNCE - Press **↓** + the **A Button** while in the air to make your hero perform a 'Ground Bounce' attack. This attack can devastate groups of enemies!

SLIDE - Press **↓** while on a hill to make your hero slide down the hill, defeating most enemies in your path.

The following Special Attack moves can be purchased from the Item Store in the village:

FLIP KICK - Jump, then press the **X Button**

SLIDE - Run Forward, then press **↓** + the **X Button**

DASH - Press Forward + the **X Button**

UPPERCUT - Press **↑** + the **X Button**
(also works with Forward + **↑** + **X Button**)



CHALLENGE MODE

Level Select

Upon exiting the village, your Hero will show up on the Level Select Screen. At first only one level will be available, as you progress through the game more levels will be unlocked. The top screen will show collected Raposa, Template Pages, and Shadow Goo for whichever level the Hero is currently on. The top screen will also show the players lives, and coins.

Shadow Goo / Shadow Cleaning

During a level, the player will encounter patches of a black substance. This Shadow Goo can be cleaned by rubbing the stylus over it until it disappears. There is a certain amount of Shadow Goo in each level, and the percentage you clean is displayed in the upper right corner of the Touch Screen.



Raposa Rescue

Use your Hero to rescue the trapped Raposa in each level. The Raposa are trapped in cages and there are 3 hidden throughout the level. Once you find the cage, press the Y Button three times to break the cage, or shoot at it with your weapon by pressing the B Button.



Template Pages

There are four template pages scattered through each level. You must find and collect these pages in order to exit the level.

Shadow Wall

You cannot progress past the end of a section unless you have found the Raposa and collected the template page for that section. Some sections have more than one template page, so search carefully!

Coins And Specials

Collect coins during the level to purchase special patterns, stamps, and templates back in the Village Shop. Collect special items during each level such as music tracks, stamps, and patterns! You can also throw coins into the Village wishing well for a chance at something really cool!

THE RAPOSA VILLAGE

Village Controls

Following the game introduction and entering Creation Hall, you have control over the Hero. You can move your Hero by using the **← → ↓ ↵** keys. When you approach a Raposa that you want to speak with, press the **A** Button to bring up the conversation box.

Village Tasks / Progression

While in the Village, you'll be told to speak with certain Raposas and fulfill tasks! Eventually the Raposas will send you back into the world to collect something new for them to place in the Village.

The Village World Gates

The Village World gates connect the Raposas to other worlds. There are four gates in the Village, one for each World the player can enter. Press the **A** Button while near the gate to enter that World!



RAPOSA CHARACTERS



MARI



THE MAYOR



JOWEE

Jowee, the Mayor and Mari (the Mayor's daughter) are currently the last remaining Raposas in the Village! You, the Creator, have heard Mari's cry for help, and will create a Hero to help them rebuild the village back to greatness.

QUICKSTART SUOMEKSI - ALOITTAMINEN

1. Katkaise virta Nintendo DS™ -järjestelmäsi virtakytkimestä.
Älä aseta tai poista pelikortti kun virta on päällä.
2. Aseta Drawn to Life -pelikortti Nintendo DS™ -järjestelmäsi ylempään korttipaikkaan.
3. Kytke virta virtakytkimestä. Aloitusnäytöt ilmestyvät ruudulle (jos et näe niitä, aloita uudestaan kohdasta 1).
4. Aloita Drawn to Life painamalla START- tai A-painiketta.



PÄÄVALIKKO

Päävalikko tulee näkyviin kun aloitat pelin. Voit selata piirtämiäsi sankareita painamalla L- tai R-painiketta.

Napauttamalla kuvaketta  voit aloittaa uuden pelin tai jatkaa tallennettua peliä.

Napauttamalla kuvaketta  pääset Asetusvalikkoon, missä voit muuttaa ääniasetuksia tai ohjaimia.

Napauttamalla kuvaketta  palaat edelliseen näyttöön, poistut Asetusvalikosta, tai palaat aloitusnäyttöön.

Voit myös katsella tekijätietoja valitsemalla vaihtoehdon Tekijät.

ALOITUSNÄYTTÖ

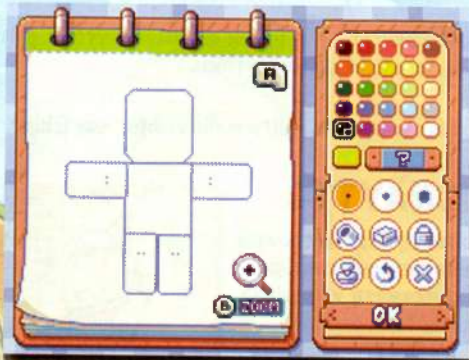
Voit piirtää aloitusnäytössä käyttämällä oikean yläkulman piirtotyökalupalkkia. Kun olet valmis jatkamaan, voit painaa START-painiketta tai napauttaa kohtaa "PRESS START" ("paina start").



DRAWING MODE (PIIRTOTILA)

Voit tallentaa korkeintaan kaksi eri profilla, joihin kumpaankin mahtuu korkeintaan kolme sankaria. Voit vaihtaa sankareita ja muita piirroksiasi päävalikossa tai kylässä.

Seikkailun aikana piirrat esineitä selvitäksesi tasoista, varusteita sankarillesi, ja eri osia kylästä jotta se herää taas henkiin.



LIKKUMISEN OHJAAMINEN

Käyttäjällä on kolme vaihtoehtoa ohjaamiseen.

Oletuskomennot ovat seuraavat:

SPECIAL (ERIKOISLIKE) - Käytä erikoisliikettä painamalla **X**-painiketta.

PUSH (TÖNÄISE) - Voit tönäistä ja tyrmätä läheisiä vihollisia painamalla **Y**-painiketta. Joissain tapauksissa voit työntää tiettyjä vihollisia reunalta alas.

JUMP (HYPPÄÄ) - Hyppää painamalla **A**-painiketta. Voit voittaa useimmat viholliset hyppämällä niiden päälle.

SHOOT (AMMU) - Ammu sankarin aseella painamalla **B**-painiketta. Ase vaihtelee pelimaailman mukaan. Ammuksia on rajallisesti. Jäljellä olevien ammuusten määrä näkyy vasemmassa yläkulmassa.

GROUND BOUNCE (MAAPOMPPU) - Paina  + A-painiketta kun olet ilmassa, niin sankarisi tekee Maapompon. Tämä hyökkäys voi kaataa kokonaisia vihollisryhmiä!

SLIDE (LIUKU) - Paina  kun olet kukkulan päällä, niin sankarisi liukuu alas kukkulalta, tyrmäten useimmat viholliset reitin varrelta.

Voit ostaa seuraavat erikoishyökkäykset kylän esinekaupasta:

HYPPYPOTKU - Hyppää ja paina X-painiketta

SLIDE (LIUKU) - Juokse eteenpäin ja paina  + X-painiketta

DASH (RYNNISTYS) - Paina eteenpäin + X-painiketta

UPPERCUT (YLÄLYÖNTI) - Paina  + X-painiketta (tai vaihtoehtoisesti eteenpäin +  + X-painike)

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Vimm's Lair

NOTES

NOTES

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Αλεξανδρουπόλεως 8, 14451 Μεταμόρφωση
Τel. 210-28 50 681 (κατοικία χρέωση)
Δευτέρα – Πάρεσκευή 9:00 – 18:00
online www.nintendo.gr, mail: service@nintendo.gr

ITALIA

È inoltre possibile accedere al nostro Servizio Assistenza Tecnica:
E-mail: assistenza@thq.com
Telefonando al 02 89418552
Lunedì, Mercoledì e Giovedì dalle 14 alle 18.

tariffa urbana per chiamate da Milano. Intervento per chiamate provenienti da altri distretti

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Als je technische problemen met dit spel onderindt, kan je contact
opnemen met de technische helpdesk in Groot-Brittannië:
Telefoon +44 87 06080047 (nationale/internationale telefoontarieven
zijn van toepassing) ma t/m vr 8.00 tot 19.00 (G&MT), za 9.00 tot 17.00 (GMT)

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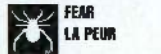
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www.pegi.info

Note: There are some local variations!

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



Content Descriptors:

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