

NINTENDO DS™

NERVOUS Brickdown



10 MODES & 135 LEVELS



SECRET
STASH
GAMES™

An Eidos Label

EmuMovies

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.

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REV-E

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



1-2

Wireless DS
Single-Card
Download Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.**

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Drop Everything!

CAN YOU KEEP YOUR HEAD WHILE EVERYTHING IS COLLAPSING AROUND YOU? **Nervous Brickdown™** IS A SUPERB ARCADE-STYLE ACTION GAME, PLAYED ACROSS THE TWO DS SCREENS (IN 2D AND 3D), SPANNING 10 JAZZY WORLDS, THROUGH MANY LEVELS INCLUDING LOTS OF BONUS FEATURES!

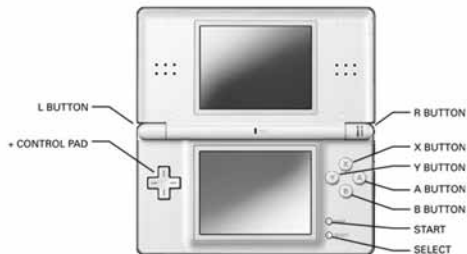
BE PREPARED TO HONE YOUR STYLUS SKILLS. USE THE STYLUS TO DO LOTS OF THINGS: COLOR A PICTURE, DRAW A PADDLE, AND HIT GLANCING BLOWS WITH CONTROLLED POWER.

KEEP ON TOP OF THE MOVES AND GET THROUGH AMAZING LEVELS TO GATHER THOSE BIG **Brickdown** REWARDS. NERVOUS? YOU WILL BE, BY THE TIME YOU GET TO THE END OF THIS GAME!

Getting Started

1. TURN OFF THE NINTENDO DS SYSTEM BY PRESSING THE POWER BUTTON. NEVER INSERT OR REMOVE A GAME CARD WHEN THE POWER IS ON.
2. INSERT THE **Nervous Brickdown™** GAME CARD INTO THE GAME CARD SLOT ON THE BACK OF THE NINTENDO DS AND PUSH UNTIL IT CLICKS INTO PLACE. THE LABEL SHOULD FACE TOWARD THE BOTTOM OF THE DS.
3. TURN ON THE NINTENDO DS SYSTEM BY PRESSING THE POWER BUTTON. THE HEALTH AND SAFETY SCREEN WILL APPEAR. TOUCH THE TOUCH SCREEN TO CONTINUE.
4. TOUCH THE **Nervous Brickdown™** PANEL ON THE TOUCH SCREEN. THE TITLE SCREEN WILL APPEAR.

Controls



THE **Nervous Brickdown™** CONTROLS ARE VERY SIMPLE: PICK UP YOUR NINTENDO DS STYLUS – AND THAT'S ALL YOU NEED!

- YOU CAN USE THE STYLUS ON THE TOUCH SCREEN. NOT ONLY DO YOU SELECT ALL MENU OPTIONS WITH IT, YOU CAN ALSO USE IT IN INCREDIBLY DIFFERENT, CREATIVE (AND FUN) WAYS ON EVERY LEVEL.
- IF YOU WANT TO PAUSE THE ACTION AT ANY POINT (AND CHANCES ARE YOU WILL), JUST PRESS START.

Main Menu

WHEN THE GAME BEGINS YOU WILL SEE THE MAIN MENU. THIS IS THE STARTING-OFF POINT, WHERE YOU MUST CHOOSE FROM A LIST OF OPTIONS:



Shuffle

A QUICK BLAST OF **Nervous Brickdown™** ACTION. NO WAITING. FIVE LEVELS RANDOMLY CHOSEN FROM THOSE YOU'VE ALREADY PLAYED. GET YOUR STYLUS READY AND PUT YOUR BRAIN IN TOP GEAR. SHUFFLE IS INITIALLY LOCKED AND UNAVAILABLE. YOU CAN UNLOCK THIS MODE BY DEFEATING YOUR FOURTH BOSS IN THE GAME.



Arcade

THE FULL GAME FEATURING 10 GAME WORLDS AND MANY DIFFERENT LEVELS ON EACH WORLD, PLUS BONUSES AND FEATURES YOU CAN UNLOCK AS YOU PLAY. TOUCH THE LEFT/RIGHT ARROWS ON THE TOUCH SCREEN TO SELECT A GAME WORLD FROM THOSE AVAILABLE (UNLOCKED).



Multi

PLAY WITH A FRIEND CO-OPERATIVELY IN A SPECIAL GAME WORLD, EVEN IF YOUR FRIEND DOESN'T HAVE A **Nervous Brickdown™** GAME CARD. YOUR JOINT AIM IS TO GET THE HIGHEST SCORE POSSIBLE.

THE PLAYER WITH THE **Nervous Brickdown™** GAME CARD (THAT'S YOU, THE HOST) CREATES THE GAME. SELECT **Multi** AND FOLLOW ALL ON-SCREEN INSTRUCTIONS. THE GAME WILL LOOK FOR THE SECOND PLAYER WIRELESSLY, AND THEN YOU WILL BE ABLE TO SET UP THE GAME. THE CLIENT PLAYER JOINS THE GAME FROM THE NINTENDO DS MENU BY SELECTING **DS Download Play**, AND THEN SELECTING **Nervous Brickdown** TO BEGIN THE DOWNLOAD.

EACH PLAYER CAN ONLY HIT THE BALL WHEN IT CHANGES INTO THE PLAYER'S PADDLE COLOR. SO KEEP YOUR EYE ON THE BALL AND GET THE HIGHEST SCORE! SPECIAL POWER-UPS AND COMBOS ARE AWARDED IN MULTI MODE.



Bonus

THIS OPTION SHOWS THE BONUSES YOU'VE GAINED AND FEATURES YOU'VE UNLOCKED BY COLLECTING MEDALS IN THE 10 DIFFERENT GAME WORLDS.



Options

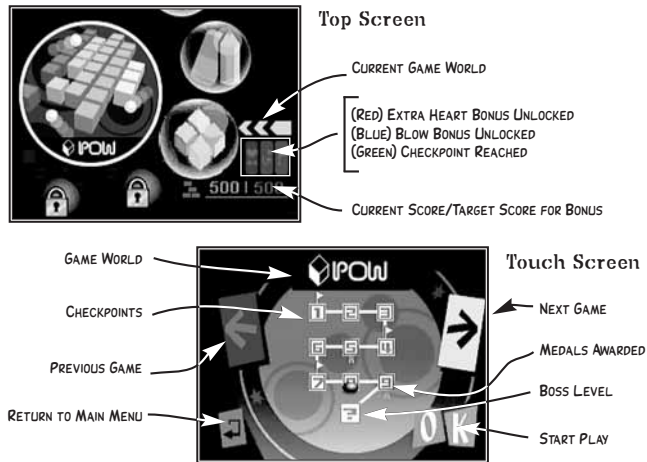
OPTIONS GIVES YOU A CHANCE TO SELECT A GAME LANGUAGE, ERASE YOUR AUTOSAVED DATA (KNOCK IT ALL DOWN AND START AGAIN FROM SCRATCH), AND VIEW THE GAME CREDITS (THE PEOPLE WHO MADE THIS GAME POSSIBLE).

Saving Games

Nervous Brickdown™ AUTOSAVES YOUR PROGRESS AT APPROPRIATE CHECKPOINTS THROUGHOUT THE GAME WORLDS. WHEN THIS HAPPENS, THE **Save Symbol** APPEARS BRIEFLY ON SCREEN. DO NOT REMOVE THE **Nervous Brickdown™** GAME CARD OR PRESS ANY BUTTONS DURING THE AUTOSAVE.

TO ERASE ALL AUTOSAVED DATA (AND START AGAIN WITH A CLEAN SHEET), GO TO THE OPTIONS MENU FROM THE MAIN MENU.

Selecting a Game World



EACH GAME WORLD HAS A NUMBER OF LEVELS, SHOWN IN THE MIDDLE OF THE TOUCH SCREEN. SELECT ANY UNLOCKED LEVEL BY TOUCHING ITS GRAPHIC ON THE TOUCH SCREEN WITH THE STYLUS. THIS WILL CHANGE THE TOP SCREEN LEVEL INFORMATION. IF YOU WIN A MEDAL IN A LEVEL, IT WILL BE SHOWN ON THE GRAPHIC.

➤ TOUCH **OK** TO GET STARTED, OR TOUCH THE **Back** SYMBOL TO RETURN TO THE MAIN MENU.

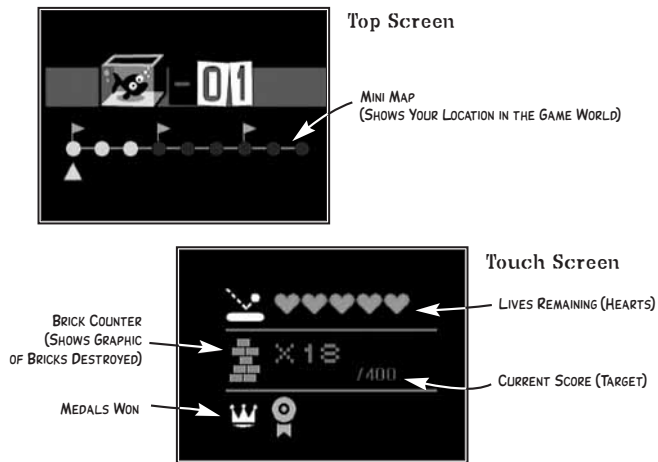
Playing the Game

EACH GAME WORLD REQUIRES DIFFERENT SKILLS AND HAS DIFFERENT WAYS TO WIN MEDALS, SO MAKE SURE YOU KNOW WHAT TO DO BEFORE YOU LAUNCH INTO THE FRENETIC MAYHEM. THERE'S NO TIME TO WASTE – YOU'LL BE FACED WITH WAVE AFTER WAVE OF TOUGH CHALLENGES.



- CONTROL THE **paddle** WITH YOUR STYLUS. (IN SOME GAMES YOU CAN MOVE AROUND THE TOUCH SCREEN. IN OTHERS YOU MIGHT BE LOCKED TO THE BOTTOM OF THE SCREEN.) POSITION THE **paddle** AND WAIT A FEW SECONDS FOR THE BALL TO BE SERVED.
- YOU BEGIN EACH GAME WITH FIVE LIVES (HEARTS), OR MORE IF YOU HAVE BEEN AWARDED EXTRA LIVES. EACH TIME YOU LOSE (THE BALL GETS PAST YOUR DEFENSES), YOU LOSE A LIFE AND RETURN TO THE GAME SUMMARY SCREEN. GET READY TO FIRE UP AGAIN FOR MORE DROP-DOWN INTENSE ACTION (AND ANOTHER CHANCE TO DO BETTER).
- TO TAKE A BREAK, PRESS **START** TO PAUSE THE GAME.
- AFTER YOU LOSE ALL YOUR LIVES, YOU WILL HAVE THE OPTION TO RETRY FROM THE LAST SAVE POINT, READ PLAY TIPS, OR RETURN TO THE MAIN MENU.
- YOUR PROGRESS IN THE GAME WORLD WILL BE AUTOSAVED. IF YOU PASSED A CHECKPOINT, IT WILL APPEAR AS A FLAG ON THE GAME WORLD GRAPHIC .
- AT THE END OF A COMPLETED GAME WORLD, YOU WILL GO ON TO THE **BOSS LEVEL**. **BOSS LEVEL** GAMES ARE EXTREMELY TOUGH, SO GETTING THROUGH THEM EARNS YOU EXTRA REWARDS!

Game Summary



BEFORE YOU JUMP BACK INTO THE ACTION, YOU WILL SEE A GAME SUMMARY SCREEN. THIS SHOWS YOUR PERFORMANCE IN THIS LEVEL, INCLUDING YOUR SCORE, REWARDS GAINED, LIVES LOST AND PROGRESS MADE.

Credits

ARKEDO

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"For Stéphane"

Mojo

Camille Guermontprez

Coop Mode

Maïwenn Rapine

Audio

Yubaba, Smith & Fortune

Audio (credits)

Dma-Sc

Audio (boot)

Mahaut, Marie and Capucine

Localization

Around the Word

Aurélien would like to thank

People who supported our project,
from journalists to the friendly
anonyms who took time to write us
some cute e-mails.

Boulette Krew

Fabien & Maiko

Florent Gorges

Eric Chahi

Geneviève

Hervé

Alain

Julie & Morganne

You, who are reading right now.

Hope you had fun,
thanks for playing!

See you on the next one!

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