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NINTENDO DS™

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PUZZLE ADVENTURE



INSTRUCTION BOOKLET

CAPCOM®

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

REV-E

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



Wireless DS
Multi-Card
Play



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The background of the page is a vibrant, cartoon-style illustration of a Neopian landscape. At the top, a green sky transitions into a rocky, grey terrain. Below this, a large, multi-segmented scorpion with a red and black body is the central focus. The ground is a mix of yellow and orange, suggesting a volcanic or lava-filled environment. In the bottom corners, there are two dragon-like creatures with red and black bodies and white wings, standing on small platforms. The overall style is colorful and whimsical, typical of the Neopets universe.

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Thank You

From Griptonite Games and everyone at Capcom, we wish to thank you for your purchase of this game and your support!

We had quite a lot of fun working with the Neopets franchise and creating this extension of the popular property for Neopets fans and puzzle players alike!

Capcom's fans truly have a passion for excellence in video games. We are proud to present Neopets: Puzzle Adventure to you and wish you many happy hours of fun! From one group of video game fans to another, thank you.

Capcom and Griptonite Games



Game Controls

L Button: Toggle game stats

R Button:
Toggle game stats



A Button: Advance
quest dialogue

B Button: Back out
of menus/Cancel

+CONTROL PAD: Navigate
keyboard/Scroll world map

START: Pause

*Model Shown: Nintendo DS Lite

Your Neopet

Before you can begin playing Neopets: Puzzle Adventure, you need to create a Neopet! Your Neopet is customisable in many ways, so have fun customisable your Neopet to fit how you would like to play!

Creating a Neopet

Creating your Neopet is very easy. Simply hit the "Create New" button and select your Neopet species, colour, name, and gender.

Pet Types

There are 12 Neopet species to choose from, each with their own look and style. Be sure to choose the Neopet that best fits your style of play.

Colours

Personalize your Neopet by choosing its colour!

Name

Pick a name that fits your Neopet's personality and look.

Gender

Each species of Neopet can be played as a male or female.



Leveling Up

As you complete adventures in the game, you gain levels. As you level up, you can use a wider and more powerful selection of Petpets to help you in battle.



Petpets

These creatures are your companions and help you in battle with their special abilities. To use a Petpet, you must first have it equipped in your inventory and meet its level requirement. You can only have up to five Petpets active in battle at any time.

Getting into the Game

Game Start

To start a game from the Title Screen, simply touch anywhere to open the Main Menu. From here, you can start a new single player experience or join with Friends in multiplayer matches.

If playing in single player mode, you will be asked to create a new Neopet or, if you've already created one, to choose from those available. Once you've selected your Neopet, you're free to start up the Story Mode, enter an Instant Action game, or create a Custom Battle. You can also manage your inventory from this screen, or try your hand at Mini-games.



Saving Your Game

If you wish to delete your saves, you may do so at the Main Menu.

Game Over

Whenever you lose a battle or fail an adventure, you are forced to retry that battle or adventure. But don't worry, you won't lose any progress, and you'll keep whatever experience you gained!



Unlockables

Watch for Unlockables that can be found throughout the game. Each Unlockable can be achieved by completing a task. These tasks are listed under "Unlockables" in the main menu. Check back often to track your achievements. When a task is complete you will receive a Virtual Prize Code. Take this code to www.neopets.com/puzzleadventure to redeem your virtual prize.

Exploring Neopia

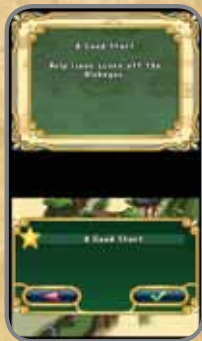
World Map

The world of Neopia is full of exciting places and sights to see! As you embark on your adventure, you will come across many different establishments that can either help or challenge you. Be sure to visit all of them.



Bases

Bases are sites where you can obtain adventures and complete objectives. Available adventures can be spotted by a star hovering over a base, while objectives appear as a hovering stars.



Movement and Encounters

Your Neopet and Petpets are visible on the World Map. If your Neopet lands on the same spot as a Petpet, then you can enter a battle. Once the battle is completed you must re-issue any movement orders to your Neopet.

Battle (Puzzles)

Basic Battle Gameplay

Battles in Neopets: Puzzle Adventure works very simply. Players take turns placing Tokens on a board. When placing a Token on the board, any enemy Tokens between the newly placed Token and another of the player's Tokens are converted, which earns experience. The larger the number of Tokens converted, the more experience gained, especially if multiple lines of Tokens are converted. Players can also use Petpets to change the tide of battle. The battle ends once the board is full, or if a player no longer has any Tokens.



Experience and Petpets

Both Experience Bonuses and Petpets are used together to provide variety during battle.

Bonus Experience can be earned by placing a Token on any grid with a number on it. That number is then converted into extra experience for you! Petpets work differently. You don't need to place a Token to activate them. Instead, simply tap on them to activate one in battle. Most Petpets are a little sleepy when you go into battle, and aren't usable right away. But after five turns they're ready to help out!



Board Variations

The battle board can differ in many ways based on your location on the map, including:

- Shape
- Starting position
- Placement of “Bonus” Grids
- Placement of “Locked” Grids which cannot be converted once captured



Battle Status Effects

Over the course of battle, a Neopet can use Petpets to provide help. However, once a Petpet has been used, it falls asleep and cannot be used until the next battle.



Game Modes

Single Player

Story Mode:

Interact with different characters, complete adventures, and explore the Neopian world as you search for the reasons behind a sudden storm of meteors that destroyed the land of Shenkuu.



Instant Action Mode:

Skip the story and get straight into battle! In Instant Action Mode, interact with four different games: Battle, Forging, Training, and Quick Draw.

Mini-games:

Separate from the game's main gameplay, Mini-games are a collection of smaller puzzle games that are centered on an objective rather than a battle with an enemy. Winning a Mini-game awards you with experience. Depending on the difficulty, you can earn 50, 100, or even 200 experience points!

Quickdraw: Collect magical energy by drawing the corresponding images on-screen. Keep up as different Neopets bring increasingly complicated symbols. But be careful! Red symbols are meant to be avoided, otherwise you will lose the energy you collected.

Forging: Match clusters of gem tiles together to raise the temperature of the forge! While gem tiles gradually increase the temperature, clearing fire tiles gives your forge a big boost. If you reach the goal temperature by the end of the last possible match of gems, then you win!



Training:

You must match two cards of the same type to make a match. You can also match two time cards to get extra bonus time. When a match is made the cards are removed from the game board. During play the cards also move so you have to react quickly or your cards may change position. Clear the board of all cards to win.



Multiplayer

Head-to-Head/Competitive:

In multiplayer mode, two players join to play against each other to see who can acquire more Tokens. This mode is similar to a standard battle, except the host can choose the board type and starting setup. At the end of the battle, both players receive experience as a reward!

Wireless DS Play or Wireless DS Multi-Card Play: Play with a friend using the wireless capabilities of the Nintendo DS.

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EVERYONE

E

Mild Cartoon Violence

ESRB CONTENT RATING

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Online interactions not rated by the ESRB

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To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the DS cartridge to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DS cartridge certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.

Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

This warranty shall not apply if the DS cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DS cartridge develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DS cartridge to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your DS cartridge certified mail. CAPCOM will replace the DS cartridge subject to the conditions above. If replacement DS cartridges are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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