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NICKELODEON MOVIES PRESENTS

THE SPIDERWICK CHRONICLES



IN THEATRES

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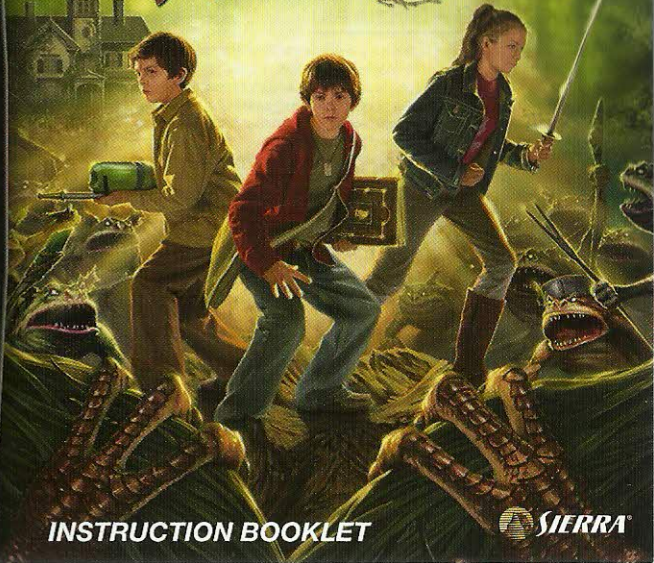


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NICKELODEON MOVIES PRESENTS

THE SPIDERWICK CHRONICLES



NINTENDO DS™

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, 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

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.

REV-E

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 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.



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Nintendo

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NICKELODEON MOVIES PRESENTS

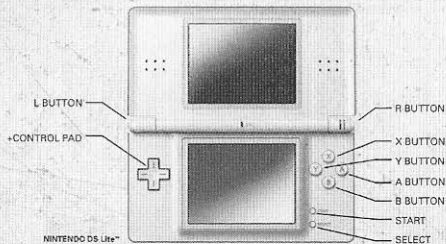
THE SPIDERWICK™ CHRONICLES

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STARTING THE GAME



1. Slide the Power Switch to turn the power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert *The Spiderwick Chronicles™* Game Card into the Game Card slot on the Nintendo DS Lite™ system. To lock the Game Card in place, press firmly.
3. Slide the Power Switch to turn the power ON.
4. The Health and Safety Screen appears.
5. On the DS Menu Screen, select *Spiderwick* on the Touch Screen to launch the game.
6. The Legal Screen appears, followed by the introduction sequence.
7. Press the A Button to advance to the Title screen.
8. When the Title screen appears, press START to go to the Main Menu.

INTRODUCTION

The lives of Jared Grace, his twin brother Simon and older sister Mallory change overnight when Jared discovers—and opens—*Arihur Spiderwick's Field Guide to the Fantastical World Around You*. Armed with the *Field Guide*, the Grace children must explore and unlock the mysteries of this mystical world in an effort to keep the *Field Guide* out of the hands of the evil ogre Mulgarath. The fate of all mankind and faerie kind now rests in the hands of these three children—and they need your help!

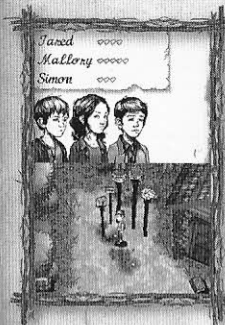
EXPLORING THE WORLD

TOUCH SCREEN

Explore the *Spiderwick Estate* and its surroundings using the Touch Screen to do the following:

Control Your Character

- **Tap the ground** to make the character move a few steps towards your desired direction and then stop. This is useful for any navigation that requires precise control.
- **Touch and hold** a place on the screen to move the character toward that point. The character continues to walk in that direction until he/she walks into an obstacle or the screen can scroll no further. When this happens, the character stops moving.
- **Touch and move the stylus**, and the character will follow the point of the stylus.



Interact with the World

- **Touch objects or other characters or Sprites** to interact with them.
- **Drag the stylus left to right on bushes** to reveal hidden Sprites or enemies.
- **Draw a continuous circle near flower patches or boulders** to interact with Confuse Sprites or move boulders out of the way.
- **Tap the Backpack icon** to open the inventory (this icon is found at the lower left side of the Touch Screen). Opening this allows you to use items during the game. Tap an inventory item to use it.
- **Tap the Book icon** to open the *Field Guide* (this is found at the lower right side of the Touch Screen).

+Control Pad	Move your character (right-handed players).
X, Y, A and B Buttons	Move your character (left-handed players).
A Button	Skip through dialogue text.
START	Pause the game to either Exit the Game or select Options to turn sound and music on or off.
Microphone	Blow into the microphone to make a Sprite hiding in beams of sunlight appear.

COMBAT

TOUCH SCREEN

As you explore the world, you will combat goblins, trolls, dragons and many other evil creatures. During Combat, use the Touch Screen to do the following:

Basic Combat Actions

Drag the stylus forward or backward over a character to move the character's position, front or back.

Tap an enemy to choose an enemy to attack.

Tap the character being attacked to defend.

Using Combat Buttons

Tap the Attack Icon to perform a basic combat attack. Tap the enemy you want to attack.

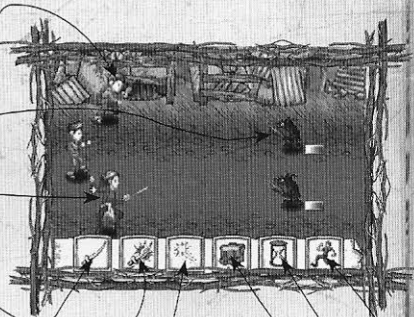
Tap the Special Attack icon to activate a type of Special Attack. Drag the stylus up the gauge to choose the level of Special Attack you want to use. Tap the enemy you want to use it on to execute the Special Attack.

Tap the Combat Sprite icon to use a Combat Sprite. Tap the Sprite you want to use. Drag the stylus over the meter to the level you want or can afford to use. Tap the enemy or playable character you want to use the Sprite on.

Tap the Backpack icon to use items from your inventory. **Tap an inventory item** to use it in combat.

Tap the Wait icon to skip your turn.

Tap the Flee icon to flee from combat.



Playing a Combat Mini-Game to Earn Bonus Points

- **Trace a circle**—Begin at the splatter and draw over the circle on the Touch Screen.
- **Trace a line**—Begin at the splatter and draw over the line on the Touch Screen in the direction that it points to.
- **Catch splatter dots**—Tap on the dots in the order they appear.

Microphone

To perform Simon's Whistle Special Attack, whistle into the microphone.

Strategy Hints

- Protect your weaker characters by moving them behind your stronger ones.
- It's easier to heal while exploring than it is in combat.
- Some enemies will attack different kids depending on how hurt they are.
- Some of the items have unexpected uses. Some are helpful, some are not.

FIELD GUIDE

Now that Jared has found his Uncle Arthur Spiderwick's *Field Guide*, it is up to you to continue his work and add creatures to the book. The *Field Guide* consists of five different sections: **Faerie Pages**, **Map**, **Status**, **Items** and **Tutorials**.

Faerie Pages contain descriptions and images of creatures living in the Faerie World. The more you explore, the more creatures you'll encounter, and more pages you'll unlock! Trading Combat and Unique Sprites with other players also unlocks pages of Sprites you have not collected yet.

The **Map screen** shows areas in the World you can go to. Tapping on an unlocked area allows you to go to it. The top screen displays your current game quest.

The **Status screen** displays each character's portrait, stats for Health, Sprite Affinity and Attack Damage at the Touch Screen. **Tap a character's portrait** then tap another character's portrait to change the lead character of your game. Next to each character's portrait is a Special Attack icon. Tap the icon to open the character's Special Attack information at the text box on the top screen. The top screen also displays a list of Sprite Collection Bonuses.

The **Items screen** shows items you have collected in the game. Items include Sprites, berries, flowers and other items found in the World.

The **Tutorials screen** displays a list of tutorial movies you can play to help improve your skills and tactics.

SPRITES

Sprites are used in the game in numerous ways. They are spread throughout different areas of the World—sometimes hidden in bushes or under rocks, or sometimes just flying around in random areas. There are four different Sprite types: **Puzzle**, **Combat**, **Level-Up** and **Unique** Sprites.

Puzzle Sprites help you progress through your game by allowing you to perform actions that clear your path, unlock closed doors or cages, or even walk on water.

Combat Sprites are used specifically in Combat Mode. Use varying numbers of Sprites during an action in Combat Mode to perform varying levels of effect. The birdhouses near the Estate allow you to completely refill your supply of Combat Sprites, based on how many you have collected throughout the world. If the total amount of collected Sprites is high enough, you are given a Level-up Sprite.

Level-Up Sprites can be used to increase the kids' stats. Once a Level-Up Sprite has been caught and assigned, it is gone and will not respawn.

Unique Sprites are the rarest Sprites and the hardest to find and collect. When a Unique Sprite has been collected, you can automatically get the Sprite's power. Unique Sprites stay with you forever or until you trade one to another player for another Unique Sprite.

TRADING SPRITES

Trading is your only way to complete your Faerie Pages in the *Field Guide*. Out of the five Unique Sprites, three of them reside in your World. You have to trade with other players to collect the other two. Aside from Unique Sprites, you can also trade Combat Sprites in order to collect all types of Combat Sprites. Collecting all of them gives you bonus points!

HOW TO TRADE

Once a new game or saved game has been loaded, choose Trade Items from the Touch Screen. Select the room of the friend you want to trade with. You will then enter a screen that displays all of the Sprites available for trading. The Sprites you have collected are displayed in full color, while those that you have not collected yet are grayed out and cannot be traded.

Touch Screen

Use the Touch Screen to do the following:

- Tap on a Sprite to display information about it on the Top Screen.
- Tap then drag a Sprite onto the Wicker Basket icon (found at the bottom right side of the Touch Screen) to make it your trade offering. Its information will appear in the window on the top screen.

SAVING

The game uses a checkpoint feature to periodically record your progress when you enter new areas or complete quests. To save your last checkpoint, choose **Save and Exit** from the pause menu. Next time you play, the game will load from the last checkpoint.

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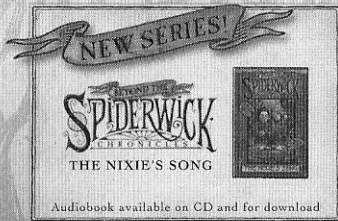
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THE FIELD GUIDE



THE SEEING STONE



LUCINDA'S SECRET



THE IRONWOOD TREE



THE WRATH OF MULGARATH



CARE & FEEDING OF SPRITES



THE CHRONICLES OF SPIDERWICK



THE NOTEBOOK FOR FANTASTICAL OBSERVATIONS



THE SPIDERWICK CHRONICLES BOX SET



THE SPIDERWICK CHRONICLES TRUNK (Boxed Set)



ARTHUR SPIDERWICK'S FIELD GUIDE TO THE FANTASTICAL WORLD AROUND YOU

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