



NINTENDO DS™

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DREAMWORKS

# OVER THE HEDGE™



INSTRUCTION BOOKLET

ACTIVISION

**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.

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

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**Descriptors**

Mild Cartoon Violence

LICENSED BY

**Nintendo**

## Getting Started

1. Insert the *Over the Hedge*™ Game Card into the Nintendo DS™ slot as described in your Nintendo DS™ instruction manual.
2. Turn the Power Button ON.

*NOTE: The Over The Hedge™ Game Card is for the Nintendo DS™ system only.*



## Introduction

Your favorite animals from *Over the Hedge*™ are back in an all-new adventure! Just when RJ and friends think life has returned to normal, the cruel Gladys Sharp returns to the neighborhood with a devious plan to destroy their forest home. It will take the combined talents of RJ, Verne and Hammy to save the hedge and defeat Gladys's new henchman, the Taxidermist.

## Single-Player Game

### Game Modes

*Over the Hedge*™ Nintendo DS™ features a single-player game, and a two-player wireless mini-game that you can play with a friend.

### Starting a New Single-Player Game

To start a new game, press the map icon on the Touch screen and then select New Game on the Touch screen.



## Game Controls

**+Control Pad** – Move/Climb/Aim

**A Button** – Use gadget/Put object down

**B Button** – Jump

**Y Button** – Pick up object/Throw object/Push platform/  
Toggle switch/Talk to NPC (context-sensitive)

**X Button** – Use special ability

**R Button** – Select Gadget (when carrying more than one Gadget)

**L Button (Hold)** – Enter targeting mode/First-person view

**START** – Pause game/View objectives

**SELECT** – Switch to other character (in missions with more than one)

**Microphone** – Generate noise to distract enemies/Wake up a fainted character.

**Touch Screen** – Switch character/Toggle microphone/Target enemy, player character or object/Pick combination lock.

## Missions & Goals

The overall goal of the game is to collect the necessary items and food to save the forest. Missions require one or two characters at a time. Once the mission is complete, you can choose to revisit the mission with different characters to reach unexplored areas and retrieve previously unreachable items.

## Success and Failure

Success and failure in a mission depends on that mission's goals. However, within any mission, if all playable characters have been knocked out, the mission is considered a failure and you have the option to try again or quit.

In missions with more than one playable character, a character who's been knocked out can be woken up by the other playable character by either using the microphone feature nearby or "tagging" the KO'ed creature directly.

## Playable Characters

**RJ the Raccoon** – There is never a jam RJ can't get out of. He has the ability to sniff out quest items, climb certain objects and, with the right Gadget, pick a combination lock.

- *Special Ability* – RJ's special ability is an acute sense of smell. When the player holds the **X Button**, RJ will sniff the air and face the nearest quest item or large source of food.
- *Additional Skills* – When RJ acquires the stethoscope he will be able to use it to open combination locks. RJ can also pick up and throw Verne while in the shell.



**Verne the Turtle** – Verne is slower than the others, but he's also stronger, more durable and less easily distracted. This cautious reptile can hide in his shell for protection at any time.

- *Special Ability* – Verne can hide inside his shell when you press the **X** Button. If he's moving or jumping he maintains his momentum and, as a result, may slide a little. While in his shell Verne is invulnerable to physical assaults but not to gas, electricity or lasers.
- *Additional Skills* – Verne can be lifted and thrown by RJ while in his shell. This maneuver allows him to hit switches that are out of reach. He's also very focused and doesn't get distracted as easily by stereo speakers or TVs, like RJ and Hammy.

**Hammy the Squirrel** – Hammy is a small and fast character with a short attention span. His inability to lift or carry heavy objects is made up by his ability to overcome obstacles and serve as a lookout.

- *Special Ability* – Hammy's special ability is his agility. While the **X** Button is held down, Hammy will run even faster.
- *Additional Skills* – Hammy is a great character to control but very susceptible to distractions, like music or TV.

## Items

**Food Loot** – Food loot is the game's "money" and is counted in "bites." Bites are used to buy items and as a secondary objective for completing the game to 100%. All food is assigned a bite value based on its size. Small food is collected on the spot while other food types need to be carried back to an exit in order to be counted toward your total. Some food items (those on plates or platters) are ruined if they're dropped.

**Mission Loot** – These "quest items" are objects that are specific to the successful completion of a mission. Mission loot can include books, toys, tools and other non-food items.

**Gadgets** – These special items are at first found only within missions, but, as the game progresses, many Gadgets will be available for purchase at a store within the Forest area. Gadgets have different effects when used. Apart from the Stethoscope, all Gadgets are one-time use only.



## Enemies

Most humans are not overly violent when it comes to woodland creatures...until they see one walking across their living room! And household pets don't generally need a special reason to chase down a wild creature they see on their turf.



**Humans** – People come in various shapes and sizes, each with their own method of dealing with household pests. Some will aggressively attack, while others will call for reinforcements. Staying out of humans' sights is usually the best plan.



**Pets** – Dogs and cats seem happy to coexist with the humans but are very protective of their territory. Aside from being domesticated they're not that different than the forest creatures. Perhaps some animal traps will work on them, too.



**The Taxidermist** – Dwayne's brother Henri (or "Awn-rie" as he likes to be called) is a very strange man who considers his taxidermy to be fine art. Don't let his artistic demeanor fool you, though—this human takes animal trapping almost as seriously as his brother did.



**Gladys Sharp** – Gladys is like most other humans, only much worse. If she sees an animal nearby, she won't hesitate to attack, call her henchman Henri for help, or both.

*Hint: Keep an eye on the bottom screen. It will show you the range a human or animal can view as well as whether or not they have noticed the forest animals.*

## Hazards & Traps

The human world is filled with all types of natural hazards.

### Hazards

**Televisions** – As the animals have become adapted to humans they've also inherited an interest in television. If you can find the remote control, you can turn a TV off, but don't be surprised if a human notices the change...

**Stereo Speakers** – It's said that music soothes the savage beast. This is true for RJ, Verne and Hammy, who'll begin to dance if left for too long within an active speaker's range. You can turn speakers off by finding the stereo cabinet and pressing its switch.



**Shock Pads** – Humans use these to train their pets not to hop on the furniture. Unfortunately, their electric sting also works on the small forest creatures. Some of them can be turned on and off with a nearby switch.

## Traps

Gladys and the Taxidermist have convinced many of the homeowners to protect their houses with pest control traps that look just like everyday objects. Some hazards and traps have temporary effects, while others can knock you out. As with hazards, many traps can be turned on and off if you can find the right switch.

## Wireless Multiplayer Game

“Capture the Food,” a wireless mini-game, can be played by two players, using only **a single copy** of *Over the Hedge*™ Nintendo DS™. (The second player only needs another Nintendo DS™ system in order to play.)

## How to Play

After selecting your favorite character to play (RJ, Verne, Hammy or Stella), navigate through the hedge maze, collecting as many items as you can within the time limit.

You can hold only five items at a time. In order to add these items to your score, you must drop what you're holding in the collection area at the top of the top screen. The player with the most items in the collection area when time is up wins!

## Controls and Abilities

**+Control Pad** – Move

**B Button** – Throw an item/shove opponent

**A Button** – Use power-up (if available)

**Abilities** – Collect items by walking over them.

You can throw items at your opponent to make him drop some of the items he's holding. If you have nothing to throw, you can still use the **B Button** at close range to shove your opponent and make him drop some of his carried items. You can even steal some of his items, once they fall.

There are two ways to put items in the collection area: You can toss the items in, one at a time, or you can walk up to the area and deposit all items at once.

**Hazards** – There are many hazards that can cause you to drop items and stun you for a short period of time. Try using pressure plates on the ground to activate a hazard near your opponent!





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