

NINTENDO DS™

Charlotte's Web™

EVERYONE

E

CONTENT RATED BY
ESRB

SEGA®

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



1-4

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

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 game. It also contains important warranty and hotline information. Always save this book for future reference.

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Story

Charlotte's Web™ is the story of a spring pig named Wilbur who had little chance of seeing the snows of winter. You see, Wilbur was born the runt of the litter. Since this little pig was not able to fend for himself, he was given to a young girl named Fern by her father, Mr. Arable.

Raised on the Zuckerman farm, Wilbur comes to find out he is destined to become a holiday ham. Luckily, Wilbur's charming personality lands him the friendship of all the animals in Zuckerman's barn. One particular friend, Charlotte the spider, decides to try and save the little pig's life by letting everyone know he's "Some Pig."

This is Wilbur's grand adventure.



Getting Started

1. Turn OFF the power on your Nintendo® DS™ system. Never insert or remove a Game Card when the power is ON.
2. Insert the **Charlotte's Web™** Game Card into the Game Card slot on the Nintendo® DS™ system. To lock the Game Card in place, press firmly.
3. Press the Power Button to turn the power ON. The DS Menu Screen will appear (if you don't see the Menu Screen, begin again at Step 1). Touch the panel with the **Charlotte's Web™** logo to activate the game.
4. When the Title Menu appears, use the +Control Pad to select NEW GAME and press the A Button to go to the New Game Screen.

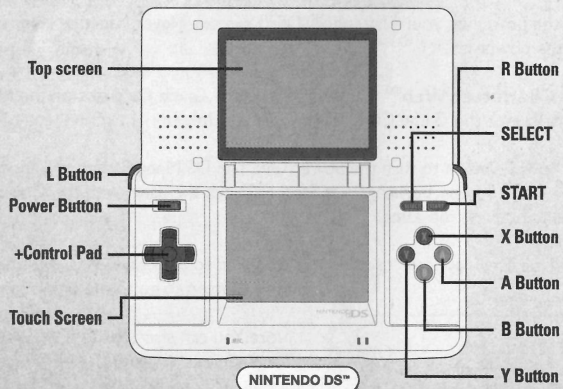
Hint!

Some doors can be opened by standing next to them and pressing Up on the +Control Pad.



Note: You can also touch NEW GAME on the Touch Screen to go to the New Game Screen.

Nintendo DS™ System



Controls

Menu Controls

Control	Action
+Control Pad	Highlight Menu Selections
A Button	Confirm Selection
B Button	Cancel Selection / Return to Previous Screen

Controls

Control	Action
+Control Pad Left or Right	Move Left / Right
A Button	Jump
A Button then A Button	Double Jump
B Button (when next to a post or friend)	Get Hint / Talk to Friend
B Button (hold)	Push / Pull Objects (Wilbur Only)
B Button then B Button	Pick Up / Throw Brick (Templeton Only)
A Button then B Button	Jump Attack
+Control Pad Left or Right + R Button	Sprint / Head Butt
+Control Pad Left or Right + L Button	Sneak
+Control Pad Down	Crawl
+Control Pad Up	Climb Ladder
Touch the Touch Screen Power Up Icon	Activate Power-Up
START	Pause Game

Title Menu / Start a New Game

From the Title Menu, you can select New Game to start a new adventure, resume your saved game by choosing Load Game, or access the game's Options. Press the +Control Pad Up or Down to highlight your choice and press the A Button to confirm your selection. You can also touch your selection on the Touch Screen.



New Game

Start a new adventure.

Load Game

Load a saved game.

Hint!

Look for Charlotte while playing to give Wilbur helpful hints.



Options

Adjust the game's Options. Press the +Control Pad Up or Down to highlight an option and Left or Right to cycle through the available choices. You can also touch each selection on the Touch Screen to cycle through the available choices.

Option	Effect
Difficulty	Adjust the game's difficulty. Choose between EASY, MEDIUM and HARD.
Sound FX	Turn ON/OFF the game's sound effects.
Music	Turn ON/OFF the game's music.
Credits	View the game's credits.
Exit	Exit Options and return to the Title Menu.

To start Wilbur's adventure, select NEW GAME and select a Game Card Slot. **Charlotte's Web™** has three Game Card Slots where your progress can be saved. If you select a Game Card Slot that is already in use, you will be asked if you want to Overwrite the data. Choosing YES will erase your previously saved data.

Note: Once game data is overwritten, that particular game data will be permanently lost.

Use the +Control Pad to enter your initials. Press the +Control Pad Up or Down to cycle through the alphabet and press Right or the A Button to move to the next letter.

Game Modes

Game Modes

Charlotte's Web has three Game Modes: Adventure, Mini-Games and Storybook. Use the +Control Pad to highlight a Game Mode and press the A Button to confirm your selection. You can also touch the selection on the Touch Screen with the stylus.

Adventure

Lead Wilbur and his friends through a grand adventure.

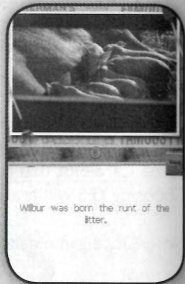
Mini-Games

Play a variety of fun Mini-Games starring Wilbur and his friends. For more information, see Mini-Games, pg. 14.

Note: Mini-Games must first be unlocked in Adventure Mode before they can be played.

Multiplayer

You can play certain mini-games with your friends (Please refer to pages 15 - 17). To play a multiplayer game, select one of the multiplayer mini-games, then select the option multiplayer. To start a game, one player needs to select 'Invite' to create a multiplayer game (this player becomes the 'host'), and the other player(s) must 'Join' that game. Once all players have joined the game, the host must press the A Button to start the game.



Game Modes

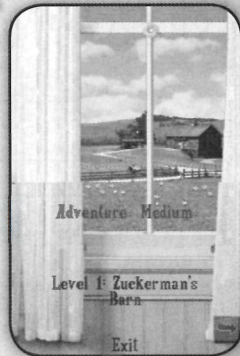
Storybook

View pictures from the movie and read the story of **Charlotte's Web**.

Note: Pictures must be unlocked in Adventure Mode before they can be viewed.

Adventure Mode

Adventure Mode follows Wilbur and his friends' grand adventures. Selecting Adventure Mode takes you to the Level Select Screen. As each level is completed, a new one becomes available. You can return and replay a previously played level any time from the Level Select Screen. Press the +Control Pad Left or Right to cycle through the unlocked levels, or touch the left and right arrows on the Touch Screen, and press the A Button or touch the level name to begin. To exit a level and return to the Level Select Screen, press START and select EXIT GAME.



Hint!

Hidden Rooms with lots of fun things in them can be found all over the farm. Look for arrows pointing out their positions and press the +Control Pad Up to enter.



The Game Screen

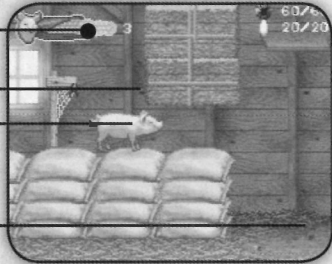
Top screen

1. Strength Meter

2. Number of Lives

3. Character

4. Items Collected



The Game Screen

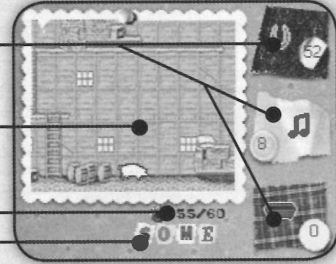
Bottom screen

1. Power-Up Icons

2. Game Map

3. Items Collected

4. Letters Collected



#	Name	Description
1.	Strength Meter	Displays the remaining strength of the character.
2.	Number of Lives	The number of lives remaining. When it reaches zero, the game is over.
3.	Character	Your current character (Wilbur or Templeton).
4.	Items Collected	The total number of items that can be found in the level.

#	Name	Description
1.	Power-Up Icons	The Power-Ups you've collected. Touch one to use it.
2.	Game Map	Displays a snapshot of the area around your character.
3.	Items Collected	The number of Objective Items collected and the Total number of Objective Items in the level.
4.	Letters Collected	The letters you've collected. Find them all to spell a special word.

Power-Ups

Power-Ups can temporarily aid Wilbur and Templeton against pesky creatures. Once a Power-Up is collected, you can activate it at any time by touching the Power-Up icon on the Touch Screen.



Bucking Bronco: This Power-Up allows Wilbur to kick like a Bucking Bronco and lets him kick his way past troublesome critters. This Power-Up is only for Wilbur.



Radiant: This Power-Up makes Wilbur sing! Rats and other mean animals don't like singing. This Power-Up is only for Wilbur.



Armor: This Power-Up temporarily protects Wilbur from animals that bite and sting, as well as prickly bushes. This Power-Up is only for Wilbur.



Cantaloupe: This Power-Up allows Templeton to crawl under it and disguise himself. This Power-Up is only for Templeton.

Hint!

Break through loose fences and walls by sprinting into them by pressing the +Control Pad Left or Right with the R Button.



Pig Pampering

Occasionally, Wilbur will run into Fern during his exploits and at the end of a level. Fern can save Wilbur's progress and replenish his health by giving him some special pampering. Press the +Control Pad Left or Right, or touch the left and right arrows on the Touch Screen, to cycle through the available options. Press the A Button or touch the Touch Screen to start.

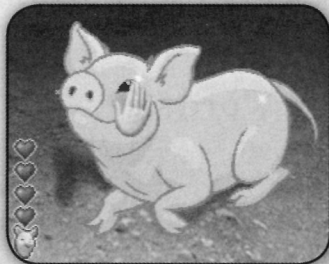
Hand: Use the stylus to pet Wilbur! Yet keep in mind, he doesn't like his tail pulled.

Toothbrush: Use the stylus to vigorously brush Wilbur's pearly whites until they are shiny and clean!

Soap: Use the stylus to suds Wilbur up and clean the mud off his back and legs. Just remember to keep the soap out of his eyes!

Bucket: Use the stylus to deliver the pail of slop through the winding maze of his pen and into his trough. Once it's empty, return the way you came and refill it for seconds, thirds, and even fourths!

Brush: Use the stylus to brush Wilbur's matted fur, while minding the sensitive spots on his tummy.



Hint!

To wake Wilbur up when he's sleeping, yell "Wake Up!" into the microphone.



Mini-Games

As you progress through the game, you can unlock a variety of fun Mini-Games, which are available on the Title Menu. To cycle through the available Mini-Games, press the Control Pad Left or Right or touch the on-screen arrows and press the A Button, or touch the Touch Screen to confirm your choice.



Web Words

Use the stylus to select letters that are touching each other to create words that are three letters or more! Touch ENTER to enter your word. Keep making words to fill up the meter before time runs out!

Aeronauts

Use the +Control Pad to move the baby spider Left and Right. Push Control pad Up to slow the baby spider down, and Down to speed it up! Collect bonus items on your way down.

Mini-Games

Webbing Crashers

Press the A Button to shoot webbing at enemies. Exploding seeds will land in the web. Pick them up using the B Button and then press the B Button again to toss them away!

Food Gatch

Templeton is at the county fair and boy is he hungry! Luckily, fair-goers are clumsily dropping their food. Help Templeton snatch all the tasty treats by catching food items with his plate. Press +Control Pad Down to make an item fall faster. Unload his bounty at the feedbag before the time runs out by pressing the A Button next to the bag. Beware of the rotting green food items! A green food item takes all of your collected food away!

Water Fun

Soak your opponent before they soak you! Unlike in real life, the player has an endless number of filled water balloons to hurl at their opponents. Using the stylus on the Touch Screen, the player moves their character right and left to dodge their opponent's balloons and to line up their own shots. Hit the 'Barricade' power-up icon to erect a wall to hide behind. But even then, you're not completely safe as the other player can bounce balloons off of the side walls to get the angle on their opponent.

Note: Water Fun has a Multiplayer option. Invite your friends to connect to your Nintendo® DS™ or connect to theirs wirelessly! Please refer to page 8.



Snacktime for Templeton

Templeton is hungry again! Use your stylus on the Touch Screen to draw a line connecting two or more of the same kind of food. You can string together groups of two or more different kinds of food, too.

Bumper Cars

Drive your car using the +Control Pad. Pick up rings that match your car's color to score points and win the game! Oh, and you'll see Power-Ups everywhere. Good Power-Ups can help you out, but the bad ones slow you down. Slow, select your car and get ready to bump!

Note: Bumper Cars has a Multiplayer option. Invite your friends to connect to your Nintendo® DS™ or connect to theirs wirelessly! Please refer to page 8.

Ring Toss

Pull the rubber band back by dragging it downwards on the Touch Screen. To fling rings at the targets above, release the rubber band by lifting the stylus off the Touch Screen.

Note: Ring Toss has a Multiplayer option. Invite your friends to connect to your Nintendo® DS™ or connect to theirs wirelessly! Please refer to page 8.



Bale Out

Use the stylus to drag hay bales out of Wilbur's way and then drag him into place. Pick up jars to get the apple baskets out of your way.

Spree Ball

Use the stylus on the Touch Screen to drag the ball towards the targets at the top screen.

Note: Spree Ball has a Multiplayer option. Invite your friends to connect to your Nintendo® DS™ or connect to theirs wirelessly! Please refer to page 8.



Bounce

Use the stylus to draw webs on the Touch Screen. Use these webs to bounce objects that are thrown from the windows in the top screen.

Apple Masher

Help Mrs. Zuckerman make her famous applesauce. Double touch each ripe apple once to slice it into pieces before Templeton finishes his apple and ruins everything.

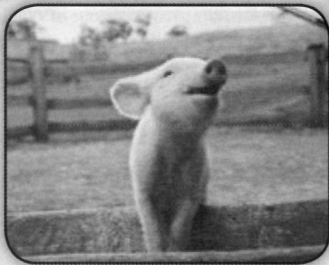
Note: All multiplayer games require each player to have a separate Game Card.



Characters

Wilbur

Wilbur comes into the barn a kind and naive pig. His youth allows him to observe the world through innocent eyes. His kindness and innocence allows him to make friends with the other outcasts, namely Charlotte and Templeton. Eventually, Wilbur wins the hearts of the other animals and brings the barn together as a family.



Charlotte

Despite her somewhat frightening appearance, Charlotte is a thoughtful, caring, and intelligent creature. She understands the natural order of the world around her and is devoted to helping Wilbur stay safe on the farm.



Characters

Templeton

Templeton is everything that you would come to expect from a rat. He is always hungry, self involved, and usually only looking out for himself. Although he is a “rat” through and through, like many of the animals in the barn, Wilbur helps him discover a more compassionate side to his character.



Fern

Fern is the kind farm girl who saves Wilbur at the beginning of the story. She is very sweet and prefers the company of the barnyard animals to that of her schoolmates. Fern loves Wilbur very much and is always there to take care of him when he needs her most.

Hint!

Break through loose fences and walls by sprinting into them by pressing the +Control Pad Left or Right with the R Button.



DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need


- Nintendo DS™ System One for each player
- Nintendo DS™ “Charlotte's Web™” Game Card One for each player

Connection Procedures


1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to MANUAL MODE, the Nintendo DS™ Menu Screen will be displayed. In case it is set to AUTO MODE, skip the next step and go to step 4.
3. Touch the Charlotte's Web™ Panel.
4. Now follow the instructions on Pg. 8.

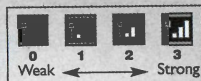
Guidelines for Communication

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the Nintendo DS™ Menu Screen or Game Screen. The DS wireless icon indicates that the associated choice will activate the wireless communications function. **DO NOT** use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS™ system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communication play. When wireless communications are in progress, the Power Indicator LED will blink rapidly.



For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS™ systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Important Legal Information

Copying of any video game for this Nintendo system 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.

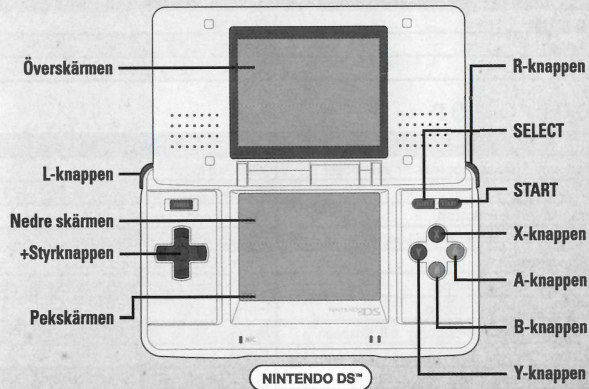
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Rev-D (L)

1. Stäng av ditt Nintendo® DS™ system. Sätt aldrig in och ta inte ut ett Game Card när den är igång.
2. Sätt in Charlotte's Web™ Card i Game Card Slot på ditt Nintendo® DS™ system. För att få fast Game Card på plats, tryck beslutsamt.
3. Tryck på Power Knappen för att sätta igång. Nu ska DS Menu Screen synas (om du inte ser Menu Screen, börja om från steg 1). Rör lätt panelen vid Charlotte's Web™ logon för att aktivera spelet.
4. När Huvudmenyn syns, använd då Styrknappen för att välja NEW GAME tryck sedan på A Knappen för att gå till New Game skärmen.

Notera: Du kan också röra lätt vid NEW GAME på Touch Screen för att komma till New Game skärmen.



Menykontroller

Kontroll	Händelse
Styrknappen	Meny val
A Knappen	Bekräfta val
B Knappen	Avbryt / Återgå till föregående skärmen

Kontroller

Control	Action
Styrknappen Rörelse mot vänster eller höger	Vänster/Höger
A Knappen	Hoppa
A Knappen sedan A Button	Dubbelhopp
B Knappen (När du står brevid en kompis eller en skylt)	Läs Tips / Prata med kompis
B Knappen (håll)	Tryck / Dra objekt (Bara Wilbur)
B Knappen sedan B Knappen	Plocka upp / Kasta Tegelsten (Bara Templeton)
A Knappen sedan B Knappen	Hopp Attack
Styrknappen Vänster eller höger + R Knappen	Springa / Skalla
Styrknappen Vänster eller höger + L Knappen	Smyger fram
Styrknappen Neråt Krypa	Neråt Krypa
Styrknappen	Uppåt Klättra på stegen
SELECT Öppnar Power-Up	Menyn
START	Pause Game

Spellägen

Charlotte's Web™ har tre Game Modes: Adventure, Mini-Games och Storybook. Använd +Control Pad för att välja Game Mode tryck sedan A Knappen för att bekräfta ditt val. Du kan också dubbelklicka på pekskärmen för att göra ditt val.

Adventure

Vägleid Wilbur och hans vänner genom ett storslaget äventyr.

Mini-Games

Spela ett antal varianter av roliga Mini-Games med Wilbur och hans vänner. För mer information, se Mini-Games, sida 14.

Notera: Mini-Games måste först vara samlade i Adventure Mode före dom kan spelas.

Storybook

Titta på bilderna från filmen och läs historien om **Charlotte's Web™**.

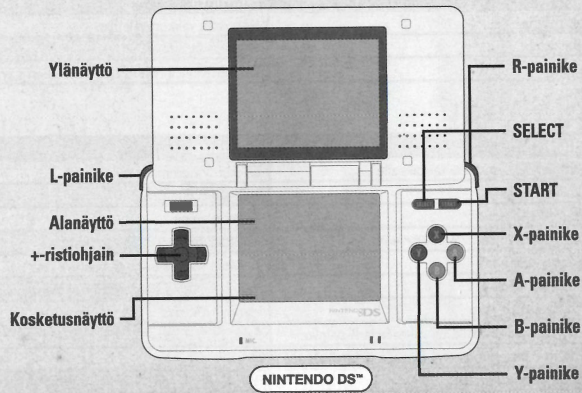
Notera: Bilderna måste vara samlade i Adventure Mode före du kan titta på dom.



Wilbur was born the runt of the litter.

1. Katkaise virta Nintendo DS™ -järjestelmästä. Älä koskaan aseta tai poista pelikorttia, kun laitteeseen on kytketty virta.
2. Aseta Charlotte's Web™ -pelikortti Nintendo DS™ -järjestelmän pelikorttipaikkaan. Lukitse pelikortti paikalleen lujasti painamalla.
3. Kytke laitteeseen virta painamalla virtapainiketta. DS-valikkonäyttö avautuu (jos valikkonäyttö ei avaudu, aloita uudelleen vaiheesta 1). Aloita peli koskettamalla paneelia, jossa näkyy Charlotte's Web™ -logo.
4. Kun aloitusvalikko avautuu, valitse NEW GAME (uusi peli) +ristiohjaimella ja siirry New Game -näyttöön painamalla A-painiketta.

Huomautus: Voit siirtyä New Game -näyttöön myös koskettamalla kosketusnäytön kohtaa NEW GAME.



Valikoiden käyttäminen

Ohjain	Toiminto
+-ristiohjain	Korostaa valikon valinnan
A-painike	Vahvistaa valinnan
B-painike	Peruuttaa valinnan / Palaa edelliseen näyttöön

Ohjaimet

Ohjain	Toiminto
+-ristiohjain vasemmalle tai oikealle	Liikkuu vasemmalle tai oikealle
A-painike	Hyppää
A-painike kahdesti	Kaksoishyppy
B-painike (kohteen tai ystävän vieressä)	Näyttää vihjeen / Puhuu ystävälle
B-painike (valittuna)	Työntää / vetää esineitä (vain Wilbur)
B-painike kahdesti	Poimii / heittää tiiliskiven (vain Templeton)
A-painike ja B-painike	Hyppyhyökkäys
+-ristiohjain vasemmalle tai oikealle ja R-painike	Pyrähtää / Puskee
+-ristiohjain vasemmalle tai oikealle ja L-painike	Hiipii
+-ristiohjain alas	Ryömiä
+-ristiohjain ylös	Kiipeää tikkaita
Kosketusnäytön lisävoimakuvake	Aktivoi lisävoiman
START	Pelitauko

Pelitilat

Charlotte's Web™ -pelissä on kolme pelitilaa: Adventure (seikkailu), Mini-Games (minipelit) ja Storybook (satukirja). Valitse pelitila +-ristiohjaimella ja vahvista valinta painamalla A-painiketta. Voit myös kaksoiskoskettaa kosketusnäytön valintaa kosketuskynällä.



Seikkailu

Ohjaa Wilbur ystävineen suureen seikkailuun.

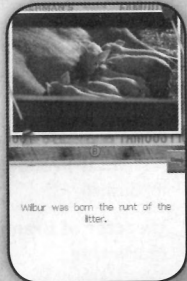
Minipelit

Voit kokeilla monenlaisia minipelejä Wilburin ja ystävien kanssa. Lisätietoja Mini-Games-tilasta on sivulla 14.

Huomautus: Minipelit on kerättävä Adventure-tilassa, ennen kuin niitä voi pelata.

Satukirja

Voit katsella kuvia elokuvasta ja lukea **Charlotte's Web™** tarinan. Huomautus: Kuvat on kerättävä Adventure-tilassa, ennen kuin niitä pääsee katselemaan.



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Special Thanks

Michael Zermeno and Norman Becker for their help with this project.

Manual Documentation

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Manual Design

Option-Shift Design

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The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:



Note: There are some local variations!

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

Content Descriptors:

Description du contenu:



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Some Pig



NACJPVKV1M



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