

NTR-AHFP-UKV

# HAPPY FEET



**MIDWAY**

INSTRUCTION BOOKLET

NINTENDO DS™

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



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

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# CONTROLS



## BELLY-SLEDDING

**+Control Pad Left/Right** - Move Mumble Left or Right.

**Stylus** - Slide the Stylus on left or right side of the screen.

**Accelerate** - Press the B Button repeatedly or move Stylus Up repeatedly.

**Braking** - Press the Y Button repeatedly or move Stylus Down repeatedly.

## DANCING

**Stylus** - Touch Stylus on Dance Icons as the reducing ring closes on the icon.

# THE STORY

Based on Warner Bros. Pictures' comedy adventure **HAPPY FEET**, put yourself in the "tap shoes" of Mumble, a young penguin born into a nation of Emperor Penguins— where each needs a Heartsong to attract a soul mate. Unfortunately, Mumble is the worst singer in the world... however, as it happens, he is a brilliant tap dancer!

Experience life as Mumble! Step into his happy feet - from his tap dancing birth, his harrowing escape from a hungry Leopard seal, his fiesta-filled friendship with the Adelie Amigos and finally to his climactic encounter with humankind.



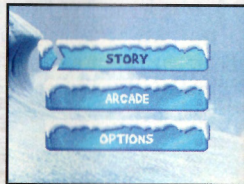
The Amigos

# MAIN MENU

## STORY

### NEW GAME

Select this option to go to the **New Game** screen, then select one of the three available **File** slots. Select **Create** to begin your Happy Feet story. If you're playing for the first time, on-screen text will help you learn how to play the game.



### LOAD GAME

When you select this option, any saved games will be displayed. Select a saved game to load and continue the game.

## ARCADE

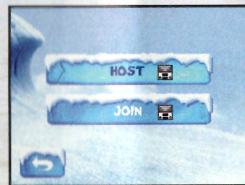
Replay your favorite missions in Happy Feet to increase your score or beat your best time, or play against a friend in multiplayer. Two missions are available for you to play right away. Other missions unlock as you progress through Story Mode.



### SINGLE PLAYER

To replay a mission in Single Player, select the Single Player screen, then press the +Control Pad Left or Right to select a mission, then press the **A Button**. Before you start playing, select a **Normal** or **Hard** difficulty setting.

# MAIN MENU



## MULTIPLAYER

Using this option, you can **Host** or **Join** a multiplayer game via DS wireless communication.

Select **Host** to create a game that a friend can then join. When you select the option, the game will attempt to **Detect** another console. Once connected, you can start your game.

If your friend created a game, you can select **Join** to choose the created game. Once you've selected this option, choose the displayed game, then select **OK**.

## OPTIONS

The options Menu lets you choose from the list of **Languages** or view **Credits**.

## DANCING



To make Mumble dance, use the Stylus to tap on the blue **Icons** that appear on-screen. You must touch the icons with the Stylus just as the closing **Ring** meets the edge of the icon.

If your timing is on beat, you'll score 200. If your timing is too early or too late, you'll score 100 or as little as 50 points. If your timing is way off, you'll see a red icon for no score.

When you successfully hit an icon, your **Dance Meter** increases. When you miss an icon, your Dance Meter decreases. If your **Dance Meter** empties completely, you fail the mission.

As Mumble dances, your **Score**, the **Timer** and the amount of consecutive accurate taps is displayed.

In Story mode, you must perform well enough to keep your **Dance Meter** in the green at the end of the mission.

## BELLY-SLEDDING

Collectible Item



Belly-Sledding Progress



Collected Items

There are two types of Belly-Sledding missions: **Collectible** missions and **Checkpoint** missions. The objective of Collectible missions is to collect a certain number of items before you finish the Belly-Sledding course. For Checkpoint missions, you must complete the course within a certain amount of time. Crossing Checkpoints adds time.

To steer Mumble, move the **Stylus Left** and **Right** on the Touch-Screen. You can also press **Left** and **Right** on the **+Control Pad**. To make Mumble speed up, repeatedly slide the Stylus up on the Touch-Screen or repeatedly press the **B** button. Certain obstacles or different types of surfaces (ice, snow, rocks) will either hinder or help your progress.

You can also have Mumble slow down by repeatedly sliding the Stylus down on the Touch-Screen or by repeatedly pressing the **Y** button. The Top Screen displays a **Belly-Sledding Progress Bar**. An icon will travel down the bar, indicating your location. Your number of **Collected Items** and the number needed are also displayed. To collect items, power-ups or cross checkpoints, simply Belly-Sled over them. Fish icons will give you a boost and the purple Coils will help you jump.

# CREDITS

## Voice Talent

Mumble	Elijah Wood
Gloria	Brittany Murphy
Toddler Mumble, Toddler Gloria	EG Daily
Motion Capture Dancer	Travis Knights

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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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