
NINTENDO DS™
SEQUEL TO THE SMASH HIT
PUZZLER COLLECTION
OVER 1,000 GAMES
Puzzler
WORLD
INSTRUCTION BOOKLET
ATARI

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	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**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.

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

⚠ 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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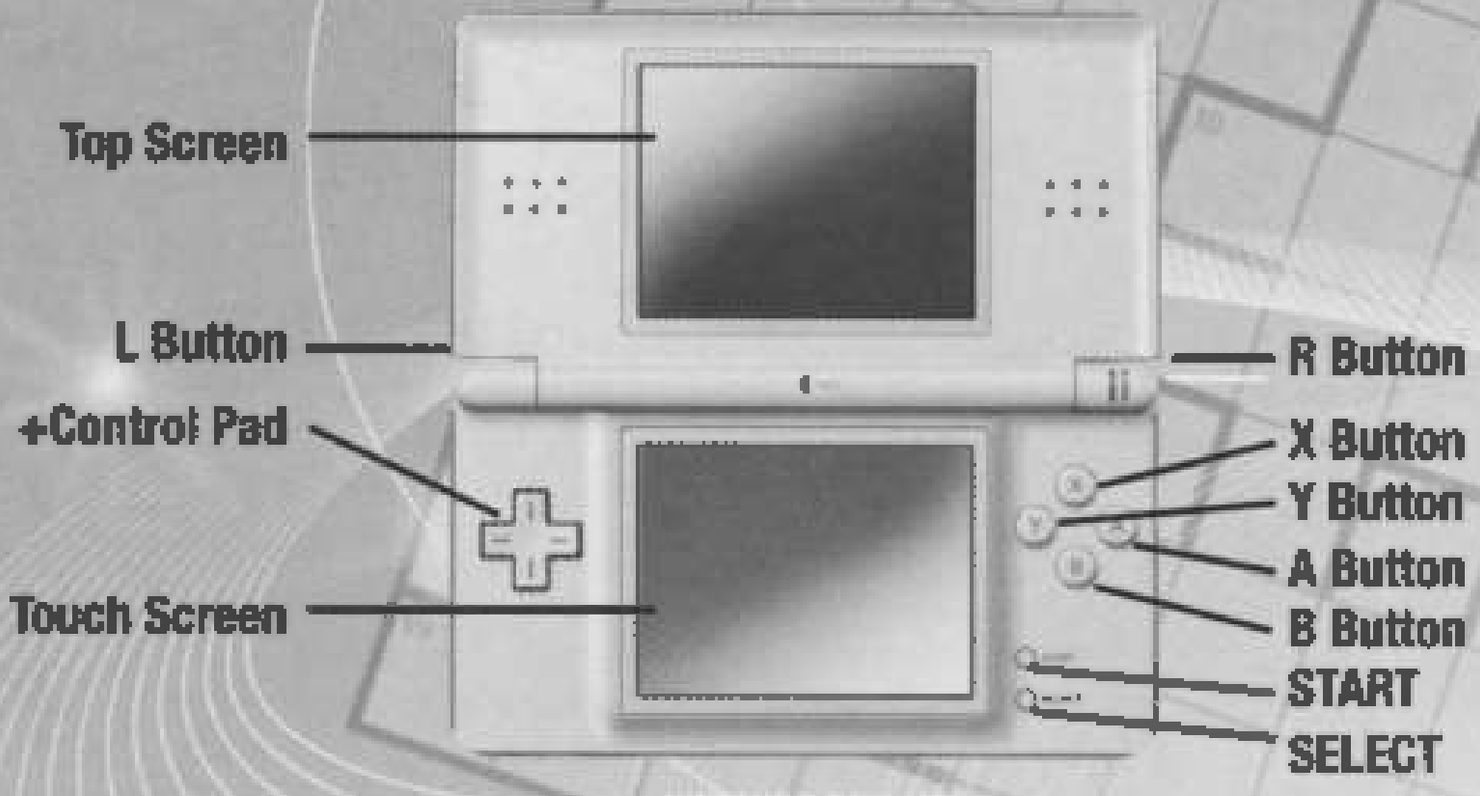
GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. Never Insert or remove a Game Card when the power is ON.
2. Insert the Puzzler World Game Card into the Game Card slot on the back of the Nintendo DS™ system and push until it clicks into place. The label should face towards the bottom of the DS.
3. Turn on the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the Puzzler World panel on the Touch Screen. The game title screen sequence will appear.

INTRODUCTION

Puzzler World brings you puzzles and games from the world's biggest puzzle provider. There are eight puzzle types — Wordsearch, Fitword, Sudoku, Crossword, Spot the Difference, Silhouette, Codeword and Link-a-Pix — split across two game modes, Quickplay for a fast puzzle fix and Challenge Mode, for a more rewarding experience. Challenge mode offers you bonus games after each puzzle. There are six different bonus games to discover; Hangman, Chain Letters, Equate, Jigsaw, Picture Quiz and Missing Piece. In Challenge mode you are awarded hint tokens after each puzzle and bonus games to help the player if they get stuck and need help.

CONTROLS



The game controls for Puzzler World are very simple.

Hold your Nintendo DS™ system like a book, with the Touch Screen on your right (there is an alternate mode for left-handed players).

All games use the Nintendo DS Stylus for game play.

Press **START** to open the Pause Menu.

PLAYING THE GAME

After the game has loaded, touch the Touch Screen and you will be taken to the Profile Screen.



If this is your first time playing the game, select an 'Empty' profile slot.

At the next screen, tap one of the icons to select your dominant hand (left-handed or right-handed).



Next, you will be asked to customize your profile slot (make a unique mark so you can easily identify your profile slot). Use the Nintendo DS Stylus to draw in the larger of the two boxes. Feel free to draw or write anything you want here.

Tap OK when you are happy with your image.

Main Menu

The Main Menu is where you can choose the game you want to play, select Challenge Mode or Quickplay, access game options, and read in-game instruction text.



Challenge Mode



In Challenge Mode, you are presented with a large, scrolling menu that contains all 560 main puzzles. You can scroll the menu by touching the arrows or by touching and dragging the scroll bar.

The opposite screen shows game data. The uppermost box contains details about the selected puzzle: its individual puzzle number, your personal best on that puzzle and how many of that puzzle type you have completed. The lower box shows info about Challenge Mode, including the total number of Hint Tokens you have and the total game percentage completed.

To play a puzzle, double-tap a puzzle number or tap a puzzle number and then tap Play.

Quickplay



In Quickplay mode, you can quickly access your favorite puzzle types.

Generally, the Quickplay puzzles are slightly easier than those in Challenge Mode and are designed to give you a taste of what you will find in Challenge Mode. Quickplay has an infinite number of Hint Points.

Options

Here you can adjust sound levels, view the credits and access the Handwriting Teach Mode.

GAMES

Wordsearch



This word puzzle game contains words hidden in a grid of letters. The objective is to find all the words from a list. The hidden words can be placed horizontally, vertically or diagonally, and may also be written backwards.

One screen displays the word list. Tap the up and down arrow buttons to scroll through all available words. To mark a word, touch the start and end letter with the stylus to make a blue loop appear around the word. Alternatively, drag the loop across the screen to highlight the hidden word. When you find a word, it is marked off the list.

Fitword



In this crossword-like game, you've got all the answers, but no clues where to put them. The goal is to fill the grid with all the words from the word list. You can enter words horizontally and vertically.

One screen displays the word list. Tap the up and down arrow buttons to scroll through all available words. You can also touch any white square on the puzzle board to highlight words of a specific length, and then touch the same white square a second time to highlight down columns. Enter letters in the yellow box using the stylus.

Sudoku



Sudoku is a logic-based number placement puzzle. The objective is to fill a square grid so that each column, row, and block contains the digits 1 to 9 only once. All Sudoku puzzles start partially completed. The placement of the initial numbers dictates the puzzle's difficulty.

Puzzles come in 9x9 and 6x6 variants. For difficult puzzles, you can use the Notes feature to pencil in numbers as a reminder.

Enter numbers in the yellow box using the stylus.

Link-A-Pix



Link-A-Pix is a grid with colored numbers filling some squares. The object is to match pairs of colored numbers with a line of squares equal to that number. When a puzzle is completed a hidden pixel art picture will be revealed.

Links may bend and turn, but can't cross over. Tap the arrow buttons to scroll the screen around and move to unsolved areas of the puzzle.

You can erase links by pressing the stylus on the end links for one second.

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You can erase links by pressing the stylus on the end links for one second.

Crossword



This word puzzle takes the form of a square grid of black and white squares. The goal is to fill the white squares with letters, forming words or phrases by solving clues.

One screen displays the clues. Touch the up and down arrow buttons on the opposite screen to scroll through the clues. Alternatively, touch any white square on the crossword board to highlight an across question, touch the same white square a second time to highlight the down question. Enter letters in the yellow box using the stylus.

Silhouette



Silhouette is all about discovering a hidden picture. Fill the shapes that contain a dot by touching them with the stylus. When you have filled all the shapes that contain dots, get ready for a colorful surprise!

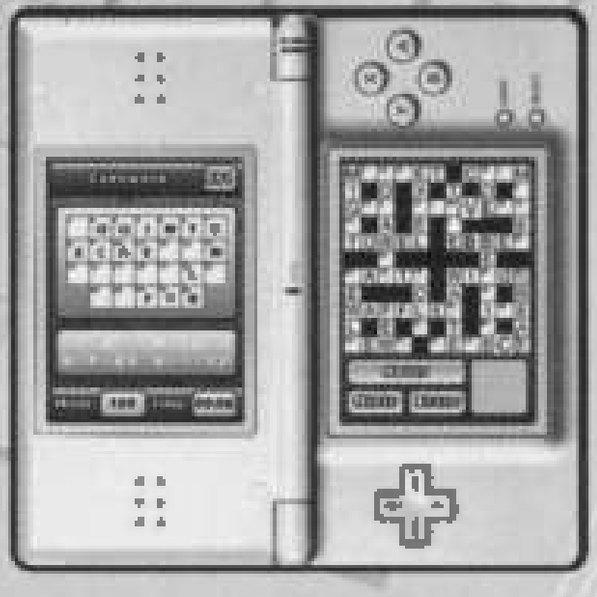
Spot the Difference



Spot the Difference is a puzzle where two versions of an image are shown side by side and you must find the differences between them. The image on the top screen is the original, and the image on the Touch Screen contains the differences.

When you find a difference, touch the area of the screen with the stylus, which will draw a ring around the difference.

Code Word



This word puzzle is in the form of a square grid of black and white squares. The goal is to fill the white squares with letters, forming words or phrases. All Code Word puzzles start partially completed. The placement of the letters dictates the puzzle's difficulty.

One screen displays a number codex. Each number represents a letter of the alphabet. Use the number codex to help complete the puzzle and as an indicator of which letters have not been used.

For the more difficult puzzles, you can use the Notes feature to pencil in letters as a reminder. Enter letters in the yellow box using the stylus.

BONUS GAMES

Hangman



Guess the letters of a word before it's too late! If the letter you guess is in the word, it will be revealed. If it is not in the word, part of the Hangman gallows is drawn. You have 11 attempts to guess the letters correctly, otherwise the stick man will be hanged.

Use the on-screen alphabet to help you remember which letters you have guessed.

Enter letters in the yellow box using the stylus.

Equate



This mathematical puzzle game challenges you to work out which mathematical symbols are needed to make an equation tally up.

The mathematical symbols needed to play this game are: +, -, x, ÷

Enter symbols in the yellow box using the stylus.

Jigsaw

Jigsaw is a picture puzzle, where you move jumbled pieces of a picture back into their correct locations to create a fully formed picture. Tap two pieces to swap their positions.



Picture Quiz

In this memory observation game, you have a certain amount of time to study and remember as many details as possible about a picture. Once the time is up, you will be asked three multiple-choice questions about the picture. Use the stylus to touch the correct answer.

You must correctly answer all three questions to complete a puzzle.



Chain Letters

This word puzzle game presents you with letters that spell out a word when chained together in the correct sequence. Touch letters in the correct sequence to solve the puzzle.



Missing Piece

Missing Piece is a picture game where you see a picture with a missing portion. The Touch Screen shows six possible pieces that might complete the picture. Tap the piece that fits the space.



MISCELLANEOUS

Handwriting

To add a letter or number to a puzzle grid, use the stylus and write the letter or number inside of the large yellow square. If the game does not recognize the letter, question marks will appear inside the yellow square to indicate that you must reenter the letter.

Erasing

If you add an incorrect letter or number to a puzzle grid, you can remove it by tapping the Erase button. Once the Erase button is highlighted, touch all incorrect letters to remove them. To resume entering letters, tap the Erase button again to resume writing mode.

Handwriting Teach Mode

If the game is consistently not recognizing certain letters, numbers or symbols, you can use the Handwriting feature to teach the game new letters, numbers and symbols. Pause the game by pressing the START button and select "Handwriting." Letters entered need to be upper-case/non cursive.



Hint System

If the puzzle is difficult, you can use the Hint system to get clues. The hint system provides 3 levels of help. Each level provides greater help and therefore cost more hint token. Touch the HINT button to access the Hint menu.

Notes Mode

Sudoku and Code Word have a Notes feature. Tap the Notes button and then you can write notes on the puzzle board. Notes mode is useful if you need a reminder of what letters or numbers might exist in certain squares. Please be aware that puzzles will not complete if any square is filled in with pencil.

Present Awards



Presents are awarded on completion of each puzzle.

Presents contain hint tokens or PUZZLER letters. Collecting all the PUZZLER letters will result in an extra special reward! Present Awards ONLY appear in Challenge Mode.

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TECHNICAL SUPPORT (U.S.A. & CANADA)

HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an Email area where you can get help and ask questions if you do not find your answers within the FAQ.

You can also contact technical support Monday through Friday, 9am to 5pm EST, by calling 866-721-4977, or write to: Atari, Inc., Attn: Customer Support, 417 5th Avenue, New York, NY 10016.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent forms are available at the web site listed above.

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Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

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