

NTR-ABEE-USA

BATTLESHIP

THE CLASSIC NAVAL COMBAT GAME

4 GAME
PACK!

Connect Four

SORRY!

POP-O-MATIC
TROUBLE
GAME



INSTRUCTION BOOKLET

NINTENDO DS™

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C S NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA

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.

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.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.



Licensed by:



LICENSED BY



LICENSED BY

Nintendo

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Starting the Game	4
Main Menu	4
BATTLESHIP	
Object of the Game	4
How to Play Salvo	5
Game Menu	6
Single Player Game	7
Multiplayer Game	8
Pause	9
Game Controls	11
Connect Four	
Object of the Game	12
Game Menu	13
Single Player Game	14
Multiplayer Game	15
Pause	16

Game Controls	18
---------------	----

SORRY!

Object of the Game	19
Game Menu	22
Single Player Game	23
Multiplayer Game	24
Pause	25
Game Controls	27



Object of the Game	28
Game Menu	30
Single Player Game	31
Multiplayer Game	32
Pause	33
Game Controls	34

CREDITS

CREDITS	35
---------	----

STARTING THE GAME

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Card when the system is already on might result in damage to the Game Card.

MAIN MENU

From this menu, you may select which game you wish to play. By pressing the Control Pad Up and Down, you may highlight the game that you wish to play. Pressing the A Button starts the selected game. Quitting any of the games returns you to this menu.



OBJECT OF THE GAME

Be the first to sink all 5 of your opponent's ships.

Prepare for Battle

Place your fleet of 5 ships on your ocean grid. Your opponent does the same. Place each ship in any horizontal or vertical position.

How to Play

You and your opponent will alternate turns, making one shot per turn to try and hit each other's ships.

Call your Shot!

On your turn, pick a target on your target grid.

It's a Hit!

If you targeted a location that is occupied by a ship on your opponent's ocean grid, your shot is a hit! If the 'ALERTS' are turned on in the game options, then the player is rewarded with confirmation of which vessel is hit. Your successful attack history is recorded on the target grid in red.

It's a Miss!

If you targeted a location that is not occupied by a ship on your opponent's ocean grid, your shot is a miss! Your unsuccessful attack history is recorded on the target grid in white.

Sinking a Ship

Once all the target locations of any one ship are hit, it has been sunk.

Winning the Game

If you're the first player to sink your opponent's entire fleet of 5 ships, you win the game!

HOW TO PLAY SALVO

The SALVO variation of this game is recommended for more experienced players who have become familiar with the 'Standard' game. Use the same rules as in the 'Standard' game of BATTLESHIP™ except:

On your turn, make 5 different shots.

Whenever any one of your ships have been sunk, you lose one shot when you fire the next salvo. The more ships sunk, the less shots you get.

GAME MENU

When starting a BATTLESHIP™ game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a BATTLESHIP™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a BATTLESHIP™ game where the player can play against other human players. They can either join a game already in progress or host a game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Load Saved Game

This allows the player to load a previously saved BATTLESHIP™ game.

Exit to Main Menu

This returns the player to the Main Menu where they can select a



different game.

SINGLE PLAYER GAME

The Single Player game menu allows you to change a number of game options.

These are:

- **Difficulty**
- **Game**
- **Fleet**
- **Alerts**

It also allows you to either start a new game, or return to the previous menu.

Difficulty

Using this option, the player can change the difficulty level of the Single Player game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The difficulty levels are Easy, Normal and Hard.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Standard and Salvo.

Fleet

Using this option, the player can change the way that their fleet of ships are placed. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types



are Manual and Auto. Selecting Auto causes your fleet of ships to be placed on the game grid at random positions by the computer, whereas manual allows the player to choose the positions of the fleet.

Alerts

When this option is on, you are informed what type of ship you hit. When this option is turned off, no information is given about the type of ship that has been hit.

Start

Selecting this option and pressing the A Button begins the game using the selected options.

Back

The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME

Multiplayer Game mode allows the player to compete against a selection of their friends and Computer controlled players via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.

The bottom screen contains menu options that allow the player to select Host Game, Join Game, and Back.



Host Game

This begins a Multiplayer game in which another player may join.

Pressing the B Button while waiting for other players returns the player to the Multiplayer menu.

Join Game

Selecting this option allows the player to join in any available games. Using the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.

Back

Selecting this returns the player to the previous menu.

PAUSE

By pressing START within the game, the player is taken to the pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options:

- **Music On/Off**
- **SFX (Sound Effects) On/Off**



Save Game

The Save Game option allows the player to save their current position in a game, allowing the player to continue the game at a later date.

New Game

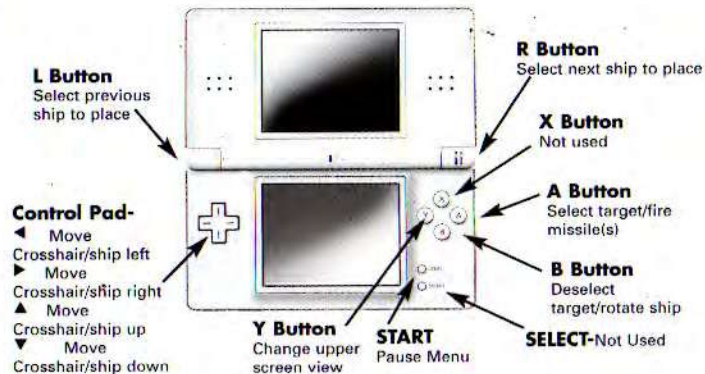
This enables a player to quit their current game and start a new one.

Choose your Admiral

Before starting a game, you must choose which Admiral you would like to represent you.



GAME CONTROLS



Connect Four

The rules are simple: Try to build a row of four checkers while keeping your opponent from doing the same. Sounds easy, but it's not! The vertical strategy creates a unique challenge: you must think in a whole new way to block your opponent's moves!

OBJECT OF THE GAME

Be the first player to get four of your colored checkers in a row either horizontally, vertically or diagonally.

How to Play

1. The player to take a turn first is decided randomly by the game. Players will alternate turns after playing a checker.

2. On your turn, drop one of your checkers down ANY of the slots in the top of the grid.

3. Play alternates until one player gets FOUR checkers of his or her color in a row. The four in a row can be horizontal, vertical or diagonal.

How to Win

If you're the first player to get four of your checkers in a row, you win the game!

Rule Variations

- **CLASSIC** – The rules are described above.



- **TIMED** – The rules are described above except for one twist. Each player has only a short amount of time to play his or her move.

- **FOURS** – A completely different twist! This is a single player game. The player removes a checker from the board to successfully create a row of four checkers, horizontally, vertically or diagonally. Points and a time bonus are then awarded. Play continues until either there are no more moves to make or alternatively the timer reaches zero.

GAME MENU

When starting a CONNECT FOUR™ game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a CONNECT FOUR™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a CONNECT FOUR™ game where the player can play against other human players. They can either join a game already in progress or host a



game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Load Saved Game

This allows the player to load a previously saved CONNECT FOUR™ game.

Exit to Main Menu

This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME

The Single Player game menu allows you to change a number of game options.

These are:

- **Game**
- **Difficulty**

It also allows you to either start a new game or return to the previous menu.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Classic and Quick.

Difficulty

Using this option, the player can change the difficulty level of the Single Player



game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The difficulty levels are Easy, Normal and Hard.

Start

Selecting this option and pressing the A Button begins the game using the selected options.

Back

The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME

Multiplayer Game mode allows the player to compete against another friend via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.

Multiplayer Game Menu

The bottom screen contains menu options that allow the player to select Host Game, Join Game, and Back.

Host Game

This begins a Multiplayer game with the player hosting a game that other players may join.

Pressing the B Button while waiting for other players returns the player to the Multiplayer menu.

Join Game

Selecting this option allows the player to join in any of up to three available games. Pressing the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.

Back

Selecting this returns the player to the previous menu, Host Game Options.

PAUSE

Pressing START takes the player to the game pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options.

- **Music On/Off**
- **SFX (Sound Effects) On/Off**

Save Game

The Save Game option allows the player to save their current position in a game, allowing the player to continue the game at a later date.

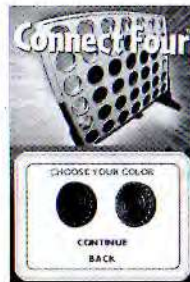


New Game

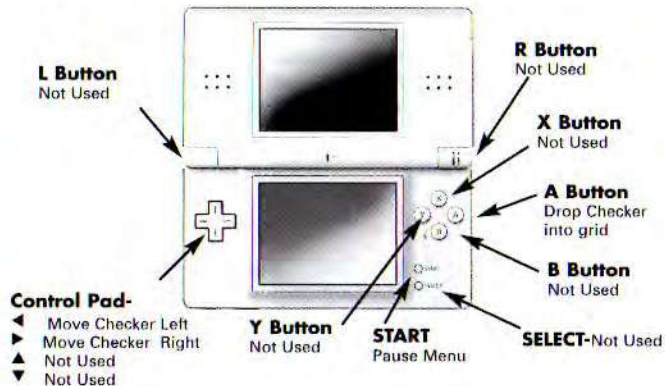
This enables a player to quit their current game and start a new one.

Choose your Color

Before starting a game, you must choose which color checker you would like to represent you. You can select the color by either using the Control Pad or by using the stylus on the Touch Screen. You are then automatically taken into the game.



GAME CONTROLS



SORRY!

OBJECT OF THE GAME

To be the first player to get all four of your pawns from your color START to your color HOME.

Game Play

Note: If it's your first turn and you do not draw a card that lets you start a pawn out, you forfeit (skip) your turn. Once a card has been taken from the Draw pile (to be viewed), it is then placed face up on the Discard pile.

To start a pawn

To move a pawn from your START out onto the track, you must draw either a 1 or a 2. If it is a 2, do as it says, then draw again and move if possible. You may not start a pawn out with any other cards!

Jumping and Bumping

You may jump over you own or player's pawn that's in your way, counting it out as a one space. BUT... if you land on a space that's already occupied by an opponent's pawn, BUMP that pawn back to its own color START space.

Moving Backwards

4 and 10 cards move you backwards. If you have successfully moved a pawn backwards at least two spaces beyond your own START space, you may, on a subsequent turn, move into your own SAFETY ZONE without moving all the way around the board.



NOTES:

Two pawns of the same color may never occupy the same space. If your only possible move would make you land on a space already occupied by another of your pawns, you forfeit your turn. But if at any time you can move, you must move, even if it's to your disadvantage.

Winning

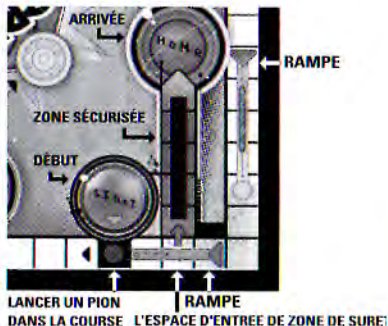
If you get all four of your pawns HOME first, you win!

THE BOARD

HOME: You must bring all four of your pawns into HOME by exact count! Once HOME, you cannot move that pawn again for the rest of the game.

SLIDE: Regardless which card sent you there, any time you land by exact count on the triangle at the beginning of a SLIDE that is not your own color, you will slide ahead to the end and BUMP any pawns in your way—including your own!—back to their START spaces. If you land on a SLIDE of your own color, you won't slide.

SAFETY ZONE: Only you may enter your own color SAFETY ZONE. All the other rules apply. No pawn may enter its SAFETY ZONE by a backward move;



however, a pawn may move backward out of its SAFETY ZONE and on subsequent turns move back into the ZONE as cards permit.

START A PAWN HERE: If you've drawn a 1 card, take a pawn from START and put it into the corresponding entry circle space, your turn ends. If you draw a 2 card, move a pawn out AND draw again! You may not have two pawns on an entry circle at the same time. If another player's pawn is on your entry circle, BUMP it back to its own START.

THE CARDS

- 1 Either start a pawn out or move one pawn forwards 1 space.
- 2 Either start a pawn out or move one pawn forward 2 spaces. Whichever you do—or even if you couldn't move—DRAW AGAIN and move accordingly.
- 3 Move one pawn forwards 3 spaces.
- 4 Move one pawn backwards 4 spaces.
- 5 Move one pawn forwards 5 spaces.
- 7 Either move one pawn forward 7 spaces – OR split the forward move between any two pawns. Notes: You may not use 7 to start a pawn. If you use part of the 7 to get a pawn HOME, you must be able to use the balance of the move for another pawn.
- 8 Move one pawn forward 8 spaces.
- 10 Either move one pawn forward 10 spaces – OR move one pawn backwards 1 space.
- 11 Move one pawn forward 11 spaces – OR switch any one of your pawns with one of any opponent's. Notes: You may forfeit your move if you do not wish to change places and it is impossible to go forward 11 spaces. You may only use 10 for pawns in play on the open track –

not at START, HOME or in a SAFETY ZONE. If your switch landed you in a triangle at the beginning of another player's slide, slide to the end!

12 Move one pawn forward 12 spaces.

SORRY!™ Take one pawn from your START, place it on any space that is occupied by any opponent, and bump that opponent's pawn back to its START. If there is no pawn on your START or no opponent's pawn on any space you can move to, you forfeit your move.

Rule Variations

Classic – Rules as above.

Quick – Rules as above, except for one twist. Any card allows a player to move any pawn from START into the circle entry space.

GAME MENU

When starting a **SORRY!™** game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.



Single Player Game

This begins a **SORRY!™** game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a **SORRY!™** game where the player can play against other human players. They can either join a game already in progress or host a game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Load Saved Game

This allows the player to load a previously saved **SORRY!™** game.

Exit to Main Menu

This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME

The Single Player Game menu allows you to change a number of game options.

These are:

- **Game**
- **Players**



It also allows you to either start a new game or return to the previous menu.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Classic and Quick.

Players

Using this option, the player can change the number of computer players in the game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option.

Start

Selecting this option and pressing the A Button begins the game using the selected options.

Back

The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME

Multiplayer game mode allows the player to compete against a selection of their friends and via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.



The bottom screen contains menu options that allow the player to select Host Game, Join Game and Back.

Host Game

This begins a Multiplayer game with the Nintendo DS™ system hosting a game that other players may join. Pressing the B Button while waiting for other players returns the player to the Multiplayer menu.

Join Game

Selecting this option allows the player to join in any of up to three available games. Pressing the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.



Back

Selecting this returns the player to the previous menu, Host Game Options.

PAUSE

Pressing START within the game brings the player to the game pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options.

- **Music On/Off**
- **SFX (Sound Effects) On/Off**

Save Game

The Save Game option allows the player to save their current position in a game allowing the player to continue the game at a later date.

New Game

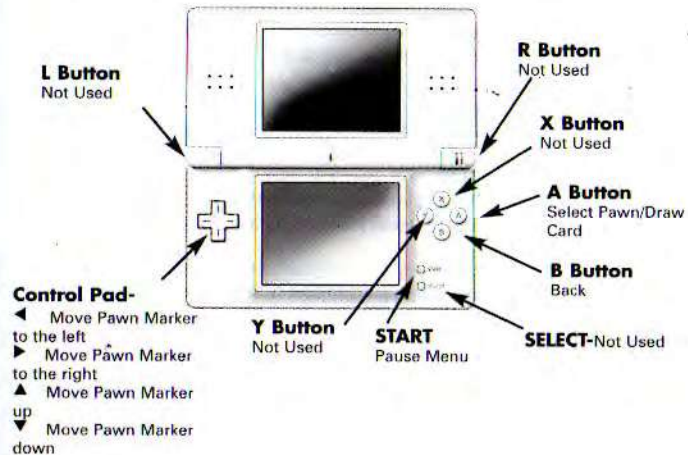
This enables a player to quit their current game and start a new one.

Choose your Color

Before starting a game, you must choose which color pawn you would like to represent you. You can select the color by either using the Control Pad or by using the stylus on the Touch Screen.



GAME CONTROLS





OBJECT OF THE GAME

Be the first player to move all 4 of your colored pegs around the game board and into your FINISH line. During the game, try to send your opponents' pegs back to their HOME.

How to Play

A turn consists of one pop and a move (if possible).
Important: If the number 6 is popped, the player gets an additional pop and move.

1. On your first turn, you must pop a number 6 to move one of your pegs out of HOME and into START on the playing track. You pop only once. If you do not pop a 6 on your first turn, you cannot move any of your pegs and must wait until your next turn to try again.
2. Once you pop a 6, move one of your pegs into START. Pop again (remember, you have a free turn for popping a 6) and move the peg in START on the playing track the number of spaces shown on the die.
3. Your pegs always move clockwise around the playing track. It counts each space whether it is empty or full.



4. When you pop a 6, you can either move a new peg out to START, or move a peg already in the playing track. Then pop again. If you pop any other number, move one of your pegs already in the playing track.

5. If your peg lands on a space that already has an opponent's peg in it, the opponent's peg returns to its HOME and must start all over again. Your peg now occupies that space.

6. If another player's peg is in your START space when you roll a 6 and want to move a peg out of HOME, that player's peg is sent back to HOME and you move your peg into START. If your own peg is in your START space when you pop a 6, you cannot bring a new peg out. You must use the 6 to move a peg already in the playing track. You cannot land on your own pegs.

7. The Finish Line: When a peg has moved once around the game board, it enters its matching color FINISH line. A peg cannot go round the game board more than once. A peg can only enter FINISH if the exact number required to get into one of the FINISH spaces is popped. Pegs in FINISH are safe from other players' pegs, because no other player can move into another player's FINISH line. Pegs can move within the FINISH area only in the direction of the arrows and by the exact count of the die.

Be a Winner! The first player to move all 4 pegs of his or her color once around the game board and into FINISH is the winner.

Rule Variations

Classic – Rules as above.

Quick – Rules as above, except for one twist. Any popped number allows a player to move any peg from START on to the playing track.

GAME MENU

When starting a TROUBLE™ game, you must first choose the type of game that you wish to play from the following options.

- **Single Player Game**
- **Multiplayer Game**
- **Load Saved Game**
- **Exit to Main Menu**

Please note: the use of the "/" character in the player's name is not permitted.

Single Player Game

This begins a TROUBLE™ game where the player can challenge computer-controlled players.

Multiplayer Game

This begins a TROUBLE™ game where the player can play against other human players. They can either join a game already in progress or host a game for others to join.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers own Game Card.

Load Saved Game

This allows the player to load a previously saved TROUBLE™ game.



Exit to Main Menu

This returns the player to the Main Menu where they can select a different game.

SINGLE PLAYER GAME

The Single Player Game menu allows you to change a number of game options.

These are:

- **Game**
- **Players**

It also allows you to either start a new game or return to the previous menu.

Game

Using this option, the player can change the type of game. By highlighting the option, pressing the A Button or the Control Pad Left and Right changes this option. The game types are Classic and Quick.

Players

Using this option, the player can change the number of computer players in the game. By highlighting the option, pressing the A Button or using the Control Pad Left and Right changes this option.

Start

Selecting this option and pressing the A Button begins the game using the selected options.



Back

The Back option in this menu takes the player to the previous menu. Pressing the B Button also returns you to the previous menu.

MULTIPLAYER GAME

Multiplayer Game mode allows the player to compete against a selection of their friends via Wireless play.

Note: You can only play a Multiplayer game if the other player also has a Nintendo DS™ system with his or hers Game Card.

Multiplayer Game Menu

The bottom screen contains menu options that allow the player to select Host Game, Join Game, and Back.

Host Game

This begins a Multiplayer game in which other players may join.

Join Game

Selecting this option allows the player to join in any of the available games. Using the Control Pad Up and Down, the player selects the game they wish to join. Pressing the A Button takes the player into the chosen game. Pressing the B Button at any time will take the player back to the previous menu.



Back

Selecting this returns the player to the previous menu, Host Game Options.

PAUSE

By pressing START, the player is taken to the game pause menu.

Resume Game

Returns the player to the point at which the player left the game.

Setup

From the Setup Menu, you can change the following options.

- **Music On/Off**
- **SFX (Sound Effects) On/Off**

Save Game

The Save Game option allows the player to save their current position in a game, allowing the player to continue the game at a later date.

New Game

This enables a player to quit their current game and start a new one.

Exit to Main Menu

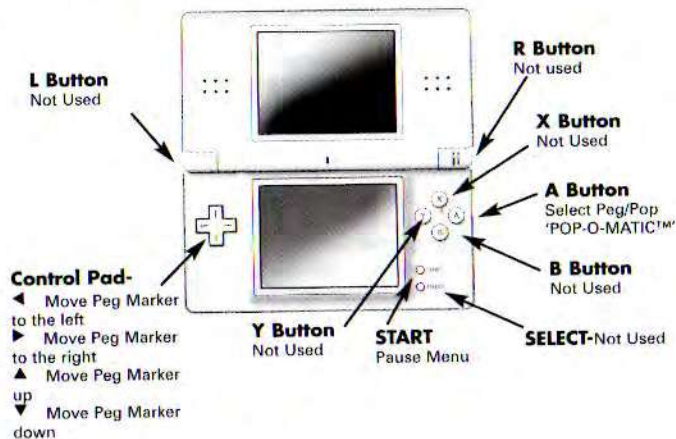
This allows a player to quit their current game and return to the Main Menu.

Choose your Color

Before starting a game, you must choose which color peg you would like to represent you.



GAME CONTROLS



CREDITS

Developed by:

GRAVITY-I Ltd

Programmers:

Nigel Speight

Stefan Walker

Audio:

Mark Cooksey

Manual:

Pete Frith

Artists:

Greg Harris

Pete Tattersall

Production Co-ordinator:

Martin Smith

Published by:

DESTINATION SOFTWARE INC

VP of Development

Paul Tresise

European Development Manager

Aeron Guy

Producer

James Davis

ECI - QA

Managing Director

Rupert Young

Managers

Sharad Chaturvedi

Rajesh GS

Lead Testers

Jeffin Raj Paul

Debdeul Baul

Testers

Krunal Kore

Salvador Fernandes

Rajiv Mayanak

Vishal Karkera

Shashank Ambre

Dylan Coelho

Kaushik Raul

Sajjan Choudhary

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. 1888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

END-USER LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Destination Software, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Card ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES *

1. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.

2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.

3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the

Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

HASBRO and its logo and BATTLESHIP, CONNECT FOUR, SORRY!, TROUBLE and POP-O-MATIC are trademarks of Hasbro and are used with permission. © 2006 Hasbro. All Rights Reserved.