

NINTENDO DS™

Shepherd's

Crossing 2

DS



INSTRUCTION BOOKLET

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.

Important Legal Information

REV-E

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.

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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.

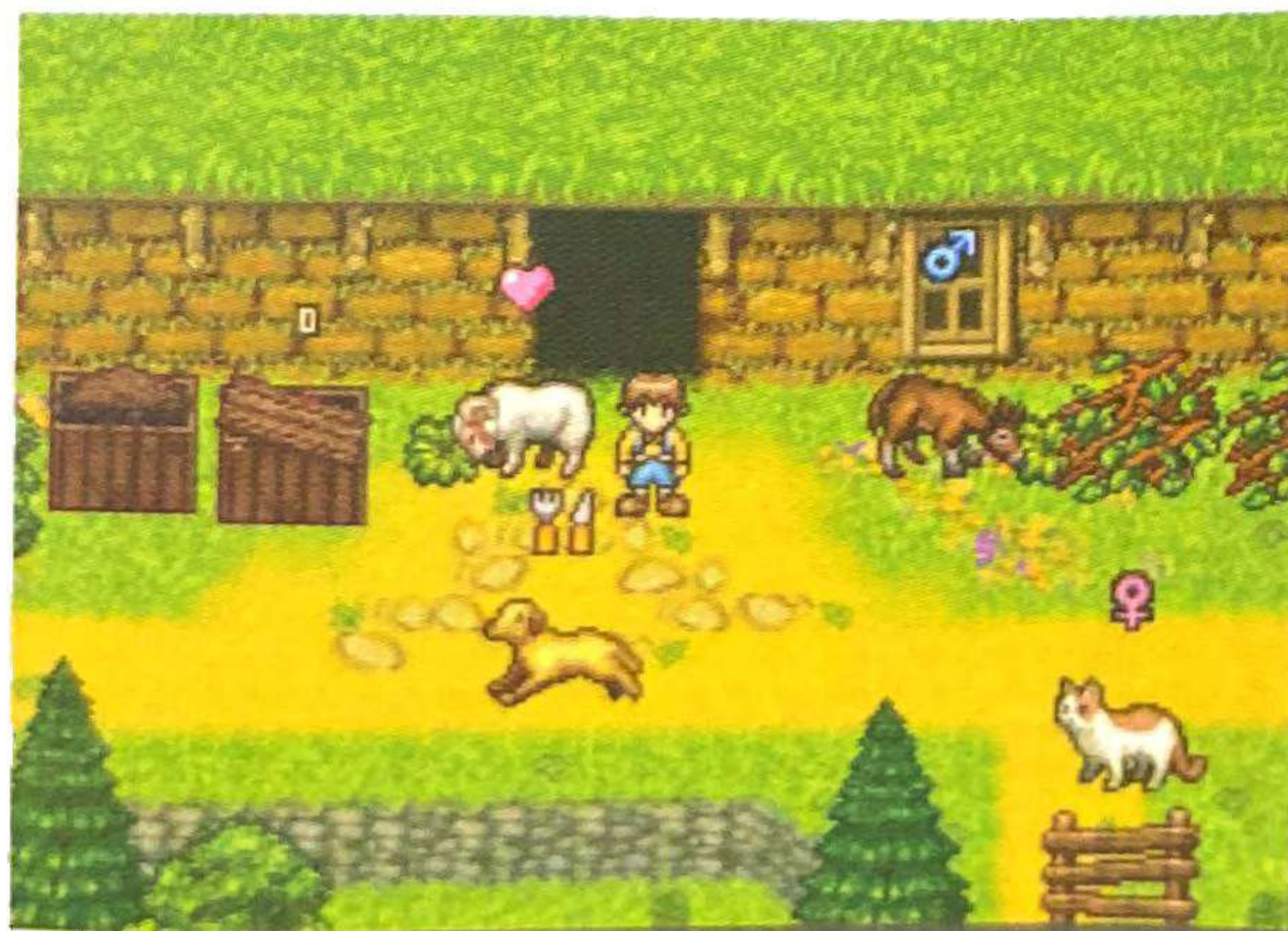
GETTING STARTED

Make sure that your Nintendo DS is off. Insert the Shepherd's Crossing 2 DS Game Card into the DS Game Card slot until it clicks into place and then turn the power on.

1- Read the information on the start-up screen and then tap the Touch Screen to move to the DS Menu Screen.

2- On the DS Menu Screen, tap the Shepherd's Crossing 2 DS panel to start the game.

*If you have your Nintendo DS start-up mode set to Auto, you will skip this step. See the Nintendo DS instruction booklet for details.



The Story

This place is surrounded by forest, far from the main roads. There used to be plenty of big bears here, and buffalo, too. Then the hunters came, targeting the beasts for their meat and their pelts. As the animal population dwindled, the hunters stopped coming.

Time went on, and people began to settle here once again.

A law was passed that promised a free parcel of land to anyone who agreed to move here and cultivate it for five years.

- 1) Get a free house—and free land to boot!
- 2) The village is full of eligible bachelors and bachelorettes!
- 3) Be a millionaire practically overnight without lifting a finger!

"Wait a minute, now—I didn't say those last two!"
You wave aside the town clerk's objections as visions of your new home dance in your head.

Controls

	Outside	Game Functions	During Events
+Control Pad	Move	Select an Item	Press down to skip through dialogue
A Button	Pick things up	Confirm	Skip through dialogue / Confirm selection
B Button	Put things down	Cancel / Go back	-
Y Button	Use a tool	-	-
X Button	Switch Tools	-	-
R Button	Dash	-	Close window
L Button	Move time forward	-	-
Start	Open Menu	-	-
Select	Browse recipies	-	-
R Button + Select	Warp to desired location	-	-
R Button + Start	Free camera mode	-	-

Starting the Game

At the title screen, press START or the A Button to bring up the following two options.

Start New Game - Start a game from the beginning. Choose your character's gender and give him or her a name.

Load Saved Game - Select a saved data file to begin playing where you left off. You can have a maximum of two data files.

Around the Farm (The Minimap)

1. **To the Village** - Go through here when you want to visit villagers' homes or do some shopping.
2. **Fields** - This is where you scatter seeds to grow crops. They won't grow anywhere else! Cut down any trees that are in the way.
3. **Yard** - Things placed here can be sold at the general store. If you want to sell a lot of things at once, leave them here and head to the store.
4. **Other Plots of Land** - The land beyond this fence doesn't belong to you (yet), so it's off limits. It'll become accessible once you buy more land at the registry.

Your House

The furnishings in your new home perform various helpful functions.

Cooking Counter and Workbench

Place raw materials here and press the Y Button to open the work screen. Stand slightly in front of the counter or workbench; when it lights up, press Y. Glowing materials that are on the table can't be processed in any way. Both the cooking counter and the workbench do essentially the same thing. Note that you can also work with materials you're carrying without having to place them on either surface.

Name Placard

Bring an item to the name placard and press the Y Button to open the name screen. You can give your items any name you like, and you can have up to 100 named items on your farm.

Dinner Table

Bring your cooking to the dinner table and press the Y Button to open the meal screen

Game Screen

Main Dishes / Side Dishes / Firewood

See how many main dishes, side dishes, and pieces of firewood you have in storage. The numbers usually decrease by 1 point every 2 days. Keep a close eye on your supplies—if you run out of any of these, it's game over!

Date

A year consists of four seasons: spring, summer, winter, and fall, each lasting 25 days.

Time

Actions like swinging an axe, sowing seeds, or using the cooking counter all use up time. When the time gauge fills up, you'll move on to the next day. Walking around, carrying things, and visiting villagers' homes don't cost you any time.

Inventory

Press the A Button to pick up an item and it'll be displayed here. You can carry up to 5 items at once.

Fertilizer

Are your fields rich enough to sustain crops? A full green circle here means everything's A-OK. (See page 14, Growing Crops, for more info.)

Other Commands

Menu: Press START while playing to open the menu screen.

Almanac: Read up on the important items found in your world. Only the things you've obtained at least once will be displayed here.

Resources: Check your inventory and other holdings here.

Screen Settings: Swap the top screen and the Touch Screen into one of four different layouts.

Save: Save your progress. You can have a maximum of two save files.

Load: Load a saved game and begin playing where you left off.

Recipes

Press SELECT while playing to browse through recipes to use with the cooking counter and the workbench. Recipes appear here once you've obtained all the necessary ingredients. You can also learn new recipes by speaking with villagers. Whenever you grow a new plant or raise a new animal, check here to see if any new recipes have appeared.

The Village Map

Once you leave your farm, you'll move to the village map.

1. **Your House** - Return to your farm.
2. **General Store** - Buy and sell things here. Buy as much as your heart desires—and as much as your wallet allows. Sell any items you have on hand along with anything you've placed in the yard back at the farm. You can't sell half-made recipes or work projects, though.
3. **Registry** - You can do the following things at the registry:

House Expansion

If you have enough sal, rocks, straw, and logs, you can build additions on your house. Why not go for the full 3 floors?

Land Expansion

You can buy more land if you have enough sal. The first additional plot costs 2,500 sal.

Once you obtain more land, you can cut down the trees there and sell the logs. Try to expand your farmland as soon as you've saved up the sal.

4. Pavan the Blacksmith

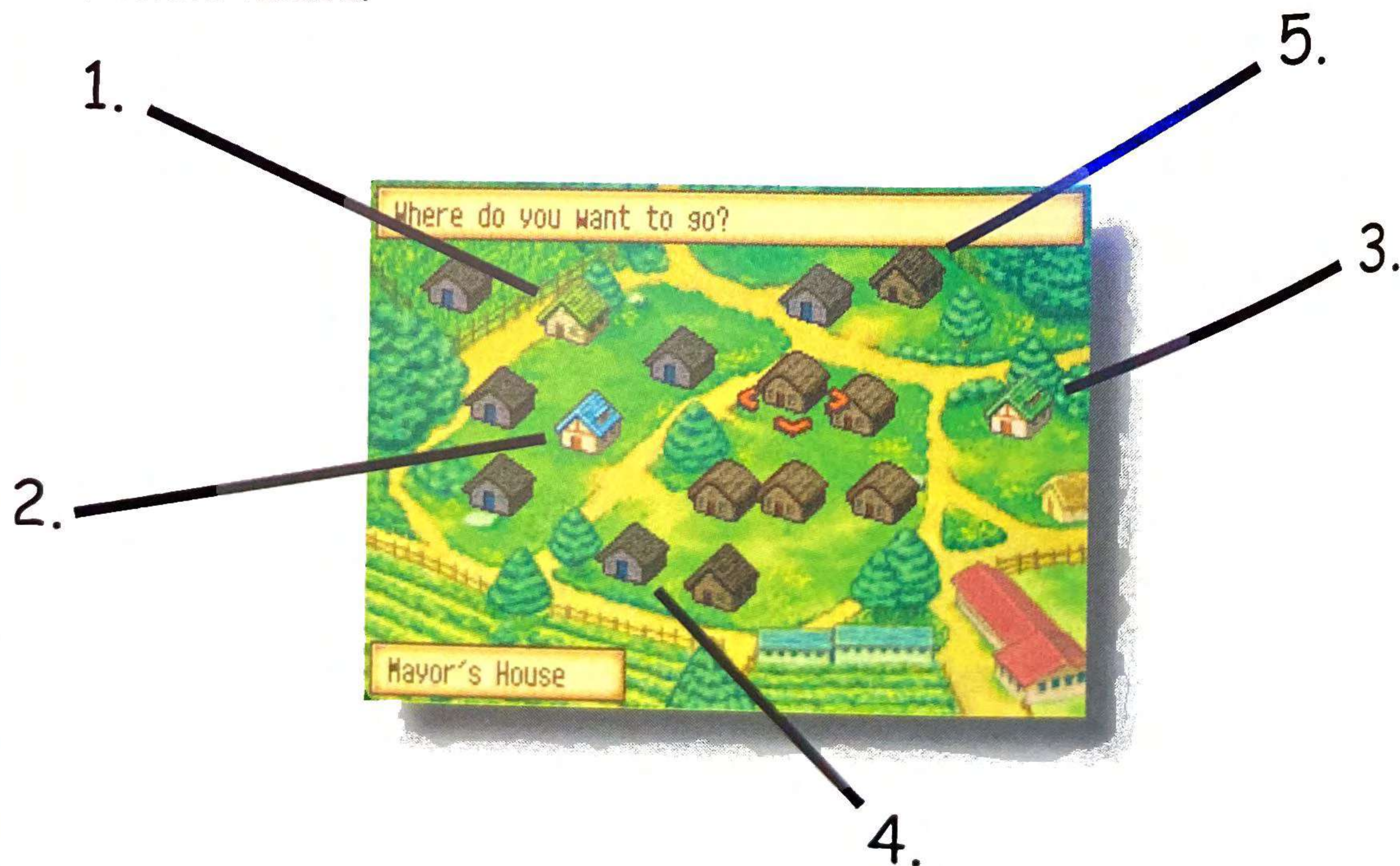
Bring Pavan your axe, scythe, and sickle when they get dull and he'll sharpen them for free.

5. Chuck the Carpenter

Bring Chuck your broken barrels and tubs and he'll repair them for free.

Other Houses (Villagers' Homes)

If the lights are on inside a house, you're welcome to go in for a visit. Speaking to villagers can trigger events. You can't enter a darkened house.



Using Tools

Press Y while holding a tool to use it. Tools on the right side of your inventory are given precedence. To swap out the tool you're holding, press X.

Axe - Cuts down trees and turns logs into firewood.

Chopper - Cuts a log into fencing material and turns tree branches into wooden poles.

Wooden Pole - Harvests plums.

Pitchfork - Hauls compost out of the compost bin and turns drying grass into turned grass.

Flail - **Threshes** dried grain to remove the chaff.

Milk Bucket - Used for milking milk goats and milk cows. Full milk buckets can be used as-is in recipes.

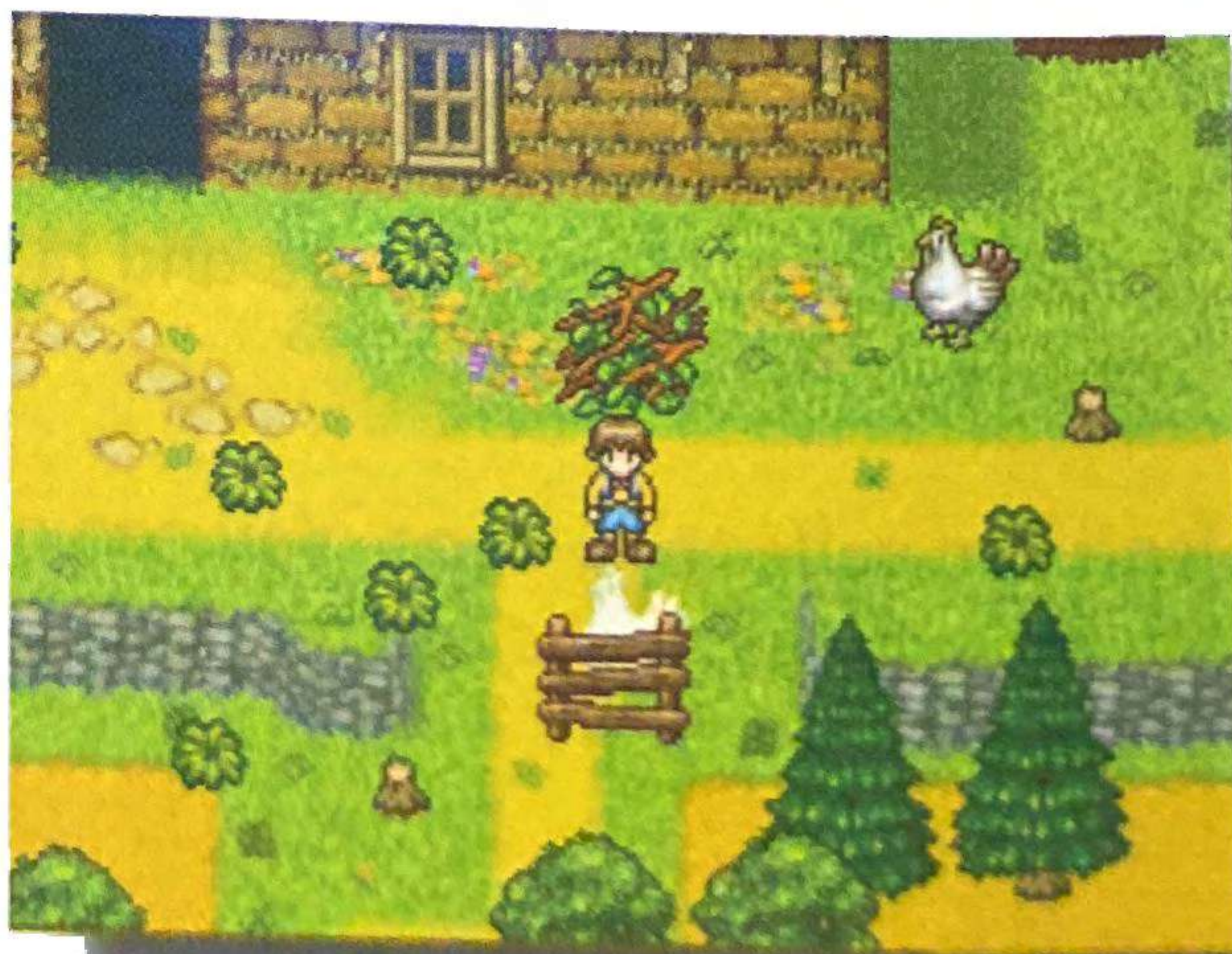
Egg Bucket - Used for collecting eggs. You can also place the bucket on the ground and toss eggs into it. Full egg buckets can be used as-is in recipes.

Sacks - Toss grain kernels into grain sacks. Press Y while holding a grain sack to harvest grain. Full grain sacks can be used as-is in recipes.

Seedbags - Sow seeds from the bag in a straight line in front of you.

Fence Bin - Place fence sections in a straight line in front of you.

Empty-handed - Press Y while **not** holding a tool to perform a few different actions such as taking firewood from a firewood pile, removing items from baskets, taking hay from your hay store, swapping a wooden pole for a dry pole, and changing the direction of fencing.



Growing Crops

Sow Seeds for the Season

Every seed will sprout in a particular season, and most sprout in a day. Seeds sown on the 25th day of any season won't sprout, since a new season will begin the following day.

Check Your Fields

Stand in a field and check its status on the top screen. If the green circle over the field is full, the field is rich enough to sustain 25 plants until harvest.

* Compared to other crops, potatoes use half the fertilizer.

If the field needs more fertilizer, it's time to spread some compost. It'll be absorbed into the soil on the following day. Four rounds of compost will bring a completely spent field back into shape for growing crops.

Your fields will also slowly recover on their own, even without a dose of fertilizer.

Sow Seeds

Buy a seedbag at the general store, bring it to a field, and press **Y** to sow the seeds inside. They won't grow unless they're sown in a field, although technically they can grow if they bounce over to the field's edge.

Move Time Forward

Use the **L** Button to move to the **next day**; your crops will bear fruit in 30 days. Once they do, make sure to harvest the crops as soon as you can. Most crops will wither when winter comes.

Unavoidable Disasters

Your crops can fall victim to natural disasters like disease or unseasonable weather. Unfortunately, these are unavoidable. Generally speaking, the more money a crop will fetch at market, the more prone it is to damage. In other words, you take a gamble when you decide to grow pricey cash crops. Very rarely, your crops will take no damage at all.

Sell Your Crops

Your crops are an important source of income. Crops costing more than potatoes and turnips should be sold at the general store.

Crop Name	Seed Price	Selling Price (Each)	Sowing Season	Yield	Use	Notes
Pasture Grass	100	40	Spring	90%	Feed	livestock feed
Potato	200	60	Spring/ Summer	90%	Main Dish	Needs little fertilizer.
Turnip	200	60	Spring/ Summer	90%	Side Dish	Side dish & feed
Buckwheat	300	80	Summer	80%	Main Dish	Complicated harvest
Bean	400	100	Summer	70%	Main Dish	Bean porridge
Onion	400	100	Spring	70%	Side Dish	Keeps for a long time
Sorghum	600	140	Spring	70%	Main Dish	Eaten often
Tomato	600	140	Spring	70%	Side Dish	Use dried as side dish
Barley	700	160	Fall	60%	Main Dish	Harvest the straw
Carrot	700	160	Summer	60%	Side Dish	Prone to disaster
Cabbage	800	180	Summer	60%	Side Dish	Prone to disaster

Raising Livestock

Let's look at chickens as an example. Young chickens will wander the farm if left alone. Fence them in so they stay near their feed and can grow faster.

Feed from the Feed Bin

Chickens eat from the mixed feed bin. Toss plenty of tree branches into the mixed feed bin so you won't run out.

Hunger

After a few days, a hunger symbol will appear over the chicken and the chicken will run toward the feed bin. It will eat its feed as the day goes on.

Roosters and Hens

Young chickens will mature into adults in 30 days, at which point you can sell them for money. The bigger your animals are when you sell them, the more money they'll bring in.

Breeding

Hens are in heat in the spring, when purple hearts appear over their heads. When a rooster approaches them in this state, the hen will prepare to lay eggs and a pink heart will appear over her head.

Eggs

Ten days after breeding, a hen will lay an egg and begin sitting on it.

* Sometimes a hen can breed twice in a single spring. Bring the second egg to another hen for her to sit on it.

Chicks

Chicks will hatch out of the eggs and walk along after a hen. After about 5 days of this behavior, the chicks will grow into young chickens. A chick will die if it's separated from a hen for any length of time.



You should have loads of firewood. Can't cook without it.



Livestock Data

Raise the livestock available at the general store and you'll be able to buy the following livestock as well. Try to get to raising sheep as soon as you can!

Animal Name	Feed Bin	Breeding Season	Good For	Features
Chicken	Mixed	Spring	Eggs, Meat, Feathers	Breeds quickly and easily
Goose	Mixed	Spring	Eggs, Meat, Feathers	Breeds quickly and easily
Duck	Mixed	Spring	Eggs, Meat, Feathers	Breeds quickly and easily
Rabbit	Hay	Year-Round	Meat, Fur	For Stew
Cavy	Hay	Spring	Meat	Eats well and grows quickly,
Goat	Hay	Summer	Milk, Meat	Use its milk for cheese
Sheep	Hay	Summer	Wool, Meat	Use its wool for yarn
Boar	Mixed	Winter	Loin meat, belly meat, fat	For ham and bacon
Llama	Hay	Summer	-	Useless
Donkey	Hay	Summer	-	Pulls plow
Cow	Hay	Fall	Milk	Gives milk / pulls plow

Meet the Villagers

Mayor Jonathan Newman

A rather elegant fellow who's working hard to make his village bigger, Mayor Newman's house has electricity and one fluorescent light. He doesn't get along with Otto, so the rumors about his son and Otto's daughter really bother him.

Mika (Potential Bride)

The youngest of the three sisters who run the clothing shop, Mika is in charge of cooking for her older sisters and is good friends with Kai. She's very curious about you.

Kai (Potential Groom)

Kai is a shepherd who lives in the highlands, where he sends the villagers' sheep out to graze. A quiet and gentle boy who teaches you about raising animals. He also knows a lot about milk.

Maki (Potential Bride)

Maki is Kai's older sister. She milks the villagers' sheep and uses it to make cheese. You and Maki are part of the same group of new settlers.

Pavan

This crotchety old blacksmith lives outside the village. He'll sharpen your metal tools for you.

Chuck (Potential Groom)

A carpenter who tags along with Otto. Chuck's actually a cooper—a barrelmaker—but he can make just about anything.

Giles (Potential Groom)

A rough-and-tumble blockhead who works at the village butcher shop.

Ray Newman (Potential Groom)

Ray, the mayor's son, has come back to the village after having attended school in the big city. He's calm and intelligent, treats you with kindness, and helps you out in a lot of ways.

Hunter (Potential Groom)

Hunts and traps animals and sells their meat and fur. He has three dogs and often goes hunting with the butcher.

Haru (Potential Bride)

The second of the three sisters who run the clothing shop, Haru lives an easy life helping her prosperous older sister Chizuru. Haru got tired of taking care of Chizuru's duck and wound up cooking it for dinner instead. She's entirely incapable of doing housework.

Chizuru (Potential Bride)

The eldest of the three sisters who run the clothing shop, Chizuru opened the shop as a branch of her mother's store in town, making sure to retain its cosmopolitan look and feel. Chizuru wishes her younger sister Haru would work harder. She's kind to her youngest sister Mika.

Clara Altmann (Potential Bride)

Otto's daughter and a teacher at the village's tiny school. Her father is pushing her to marry the younger son of the Cornboeuf family.

Otto

Clara's father. As a longtime landholder of some influence, he mixes with the newcomers in the Newman family like oil and water. Otto's especially peeved that Newman's daughter gets along so well with his son.

Granny Natasha

A skilled weaver, Natasha passes on her knowledge to the villagers' daughters. She remembers when the village was just starting to come together.

Brammie

A mysterious duck.

Credits

For Graffiti Entertainment

Executive Producer
Kenneth Hurley

Production Overlords
Phillip Waites
James Rossi
Arvin Mohajer

Operations Czar

Bobbi Hart

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



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