DINER DASH™
NINTENDO DS™
3+
LICENSED BY
Nintendo
eidos
PlayFirst
www.neoLinfo
EmuMovies

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.

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.

Official Nintendo Seal

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.

1-2 Wireless DS Multi-Card Play

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

DINER DASH®

SIZZLE & SERVE

TODAY'S MENU

GETTING STARTED	2
IN THE KITCHEN WITH FLO	2
CONTROLS	3
LET'S GO TO WORK	4
GAME SCREEN	5
SERVING CUSTOMERS - THE BASICS	8
FLO'S TOP TIPS	9
ENDLESS SHIFT	10
MULTIPLAYER (DS WIRELESS COMMUNICATIONS)	12
OPTIONS	15
CUSTOMERS	15
CREDITS	17

EVERYONE E CONTENT RATED BY ESRB

LICENSED BY Nintendo®

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

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 **Diner Dash®: Sizzle and Serve** Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place. The label should face toward 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 **Diner Dash®: Sizzle and Serve** panel on the Touch Screen. The Title screen will appear.

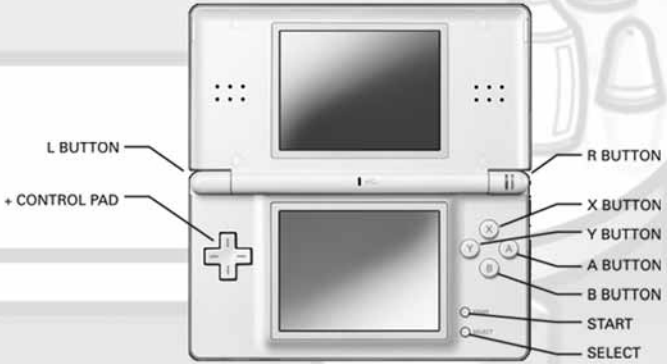
IN THE KITCHEN WITH FLO

Welcome to **Diner Dash®: Sizzle and Serve** for the Nintendo DS. In this game, you help Flo seat and serve wave after wave of hungry customers in a number of very busy restaurants. You can play **Diner Dash®: Sizzle and Serve** in three ways.

- First, there's Career Mode. Start out in a small diner and work your way up through five other specially themed restaurants.
- Then there's Endless Shift. It's fast, furious and a frenetic feeding frenzy, but throughout it all you've still got to deal with tricky customers and keep them smiling!
- And finally, there's the Multiplayer. See if you can do better than a friend in tough, two-player competitive mode. New challenges, different customer needs and new upgrades push you to the limits. Find out what you (and Flo) are made of!

Diner Dash®: Sizzle and Serve – work 'till you drop!

CONTROLS



- Play **Diner Dash®: Sizzle and Serve** on the Touch Screen, using the Nintendo DS stylus.
- During a level, use the L Button or R Button to scroll around the restaurant displayed on the Touch Screen.
- When playing a level, press START to pause the game and access the Pause Menu.
- Navigate through menus by touching the Touch Screen.
- See SERVING CUSTOMERS – THE BASICS on **page 8** for a step-by-step guide on the basic controls.

LET'S GO TO WORK!

SET UP

Before proceeding to the Select Mode Menu, you are asked to:

- Select your Language by touching the corresponding flag.
- Select a Save Game Slot. You can either choose an empty slot and start fresh, or select a previously saved game to pick up from where you left off.

  Note: The game autosaves whenever you select an upgrade in Career Mode, finish an Endless Shift attempt, complete a Multiplayer game, or exit the Options Menu.

SELECT MODE MENU

- **Career –** Work your way through five individually themed restaurants. Complete all levels in each restaurantto progress to the next restaurant. Achieve Expert Scores on five or more levels of a restaurant to unlock four levels from a sixth bonus restaurant.
- **Endless Shift –** An infinite challenge that keeps getting harder! **(See page 10.)**
- **Multiplayer –** Play in Versus Mode against a friend. **(See page 12.)**
- **High Scores –** See the game's latest High Scores.
- **Options –** Adjust game options. **(See page 15.)**

SAVING YOUR GAME

You can save the game in four places:

- After selecting an upgrade in Career Mode.
- After finishing an Endless Mode shift.
- After completing a Multiplayer game.
- After exiting the Options screen.

GAME SCREEN

DISPLAYED ON ALL CAREER MODE LEVELS

1 **Clock –** Shows your time in the current shift.

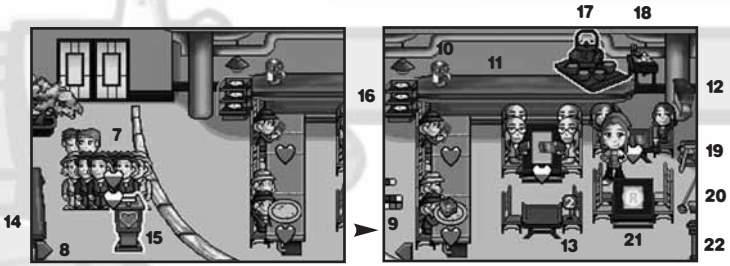
2 **Open/Closed Indicator –** Shows the restaurant status.

3 **Level Indicator –** Shows your current level.

4 **Tips/Coin Jar –** Shows how well Flo is doing. Fill the jar up to the line to achieve the Standard goal. Fill it to the top to meet the Expert goal.

5 **Score –** Shows your current score.

6 **Goal –** Shows Flo's Standard goal for the level. Once you achieve the Standard goal, this shows the Expert goal.



SCROLL RIGHT

DISPLAYED ON ALL CAREER MODE LEVELS (CONTINUED)

7 **Customer Line –** Shows customers who are waiting.

8 **Scroll Arrow –** Touch here to scroll the screen left/right.

9 **Line Icon –** Lets you check on who's in line, even when you're focusing on the restaurant's main area.

10 **Ticket Station –** Where you drop off customer orders.

11 **Counter –** Where the chef places the meals ready to be served.

12 **Bus Station –** Dirty dishes go here.

13 **Seat Bonus Multipliers –** Every time you seat a customer on a seat of the same color as the customer's hair and clothing, you get a bonus. Continue matching the colors of customers and seats and watch your Seat Bonus Multiplier grow!

DISPLAYED ON LATER LEVELS

14 **Bench –** You can seat one group of waiting customers on the Bench so they stay happier longer.

15 **Podium –** When Flo stands at the Podium with the waiting customers, she gives the first four sets of customers in line a happiness boost.

16 **Dessert Station –** Customers can only ask for dessert after their meal. Select the Dessert Station to collect a dessert and take it over to the table.

17 **Drinks Station –** Flo can use the Drinks Station (when available) to serve drinks to customers to improve their happiness. (After each use, the Drinks Station becomes unavailable for a short period of time.)

18 **Snack Station –** Flo can use this to serve customers who request a snack. Snacks can be requested before or during a meal.

19 **Highchair –** If a baby is in a party of customers, a Highchair will be available to keep the baby from crying and annoying other customers.

20 **Mop –** Flo can use the mop to clean up spills and messes. A clean restaurant is a happy place.

21 **Reserved Tables –** On some levels, a marker on the Clock indicates when a customer has made a table reservation. The customer's party can only be seated at the table displaying the reservation icon. Reserved tables flash to show that it's time to prepare the table for the reservation.

22 **Phone Station –** Visit here to call for additional help when things get too hectic for Flo. Select from a choice of staff to carry out specific tasks. Available Restaurant Helpers are Drinks Server, Waiter, Bus Boy and Maitre d'. Available Entertainers include Pianist, Harpist and Dancer.

SERVING CUSTOMERS – THE BASICS

Don't worry if you're new to the game. You'll get all the help you need when you begin the first level of the first restaurant. As you play through this simple level, you'll be guided through the basics. In this tutorial, the customers stay happy. On later levels, you'll encounter new customers and new items in the restaurant. Don't stress – everything will be explained before each level.

To help you out, here is a step-by-step guide to serving customers in **Diner Dash®: Sizzle and Serve**:

1. On entering a level, touch the red scroll arrow in the bottom left corner (or press the L Button or R Button) to view the line of customers.
2. Identify a party of customers you want to seat.
3. Touch the customers, and while maintaining contact with the screen, "drag" them to a suitable table.
4. Before breaking contact with the screen, trace a circle on the table to shuffle the seating order (then release your contact).
5. When the customers wave to you, touch their table to take their order. (Their table number is then displayed.)
6. Touch the Ticket Station on the counter to give the order to the kitchen.
7. When the chef has prepared the meal, touch the dish on the counter, and then touch the correct table to serve the meal. (Match the number on the dish to the table number.)
8. When the customers have finished their meal and are waving to you, touch their table and they will pay their bill.
9. Touch the plates, then touch the Bus Station (to the right of the counter) to clear the table.
10. Well done! That table is now ready for a new group of customers. Scroll back to the customer line to check on who is waiting to be served next.

FLO'S TOP TIPS

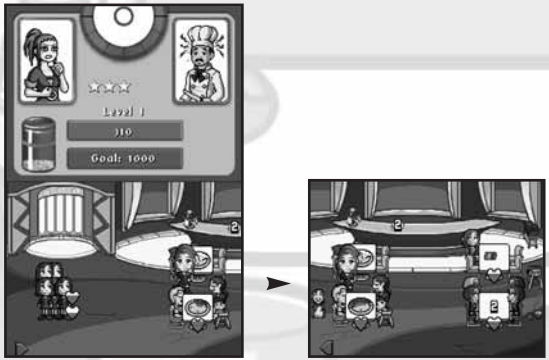
Happy customers give larger tips, which lead to higher scores. Here are Flo's tips to help keep their stomachs – and hearts – full:

- Stand Flo at the Podium to chat with customers in the line.
- Seat waiting customers on a Bench.
- Make sure reserved tables are cleared and ready.
- Make sure families are given a Highchair.
- Bring Snacks to the table as soon as they're requested.
- Serve Drinks to customers low on happiness.
- Bring Desserts to the table when requested.
- Use the Mop to clear up spills.
- Call in extra staff using the Phone Station.

To further boost your scores:

- Chain similar actions as much as possible.
- Build up your Seat Bonus Multipliers (max = 4).

ENDLESS SHIFT



SCROLL RIGHT

Your challenge in Endless Shift Mode is to keep going while serving a never-ending line of customers appearing in the restaurant.

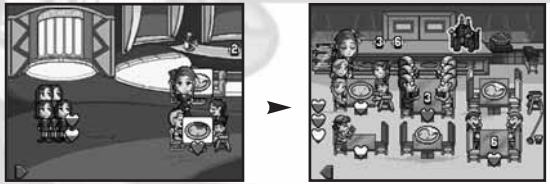
- Each restaurant you've unlocked in Career Mode can be played in Endless Shift Mode on an **Easy, Medium** or **Hard** difficulty level.
- When you begin, you get a target score. When you reach that target, a new target score is set, and so on.
- You start with a certain number of Lives, shown as stars. The game ends when you lose your last star.

UPGRADES AND FEATURES

When you get to a target score, an upgrade icon flashes on the Touch Screen. Touch the icon to pause the game. You can now choose one restaurant upgrade feature each from three of the following options:

- **Standard Drinks Station –** A Drinks Station as in Career Mode, with two additional upgrades.
- **Oven –** Makes food appear on the Counter much faster.
- **Energy Bar –** Allows Flo to move more quickly around the restaurant.
- **Podium –** A Podium as in Career Mode, with additional upgrades.
- **Bench –** A Bench as in Career Mode, with additional upgrades.
- **Radio –** Mood music from the Radio gives a happiness boost to all customers.
- **Compact Stereo –** Similar to the Radio but gives a greater happiness boost to the customers.
- **New Table –** Add an extra table to the restaurant. More tables mean more customers seated, more tips – and more work for Flo!

MULTIPLAYER (DS WIRELESS COMMUNICATIONS)



SCROLL RIGHT

CONNECTING

Multiplayer **Diner Dash®: Sizzle and Serve** lets you challenge a friend in two-player competitive Versus Modes. One player (the host) creates a game and then the second player joins in.

1. Select **Multiplayer** from the Main Menu.
2. Select **Create** and the game will seek another player.
3. Choose a character.
4. Select a Versus mode. **(See page 13.)**
5. The host then sets up the game (number of rounds, etc.).

VERSUS MODES

- **Highest Score -** Play over a number of rounds. The highest score wins the round; the winner of a pre-set number of rounds wins the match.
- **First to Serve -** Play over a number of rounds until a pre-set number of customers have been served. The winner is the one who reaches that number first.
- **Survival -** Play over a number of rounds with no Clock. A game round is lost if a player loses three customers. The aim is to survive longer than your opponent.

  Note: Each player has identical customers in line in any game, but each time a new game is started the customers are different.

GAME SET-UP

- **Characters -** Multiplayer Mode lets you choose to play as one of five characters: Flo, the Waiter, the Maitre d', the Bus Boy or the Chef.
- **Restaurants -** You will play in the first restaurant, but all five restaurants will be available when they have been unlocked in Career Mode. The restaurant you play in determines the game difficulty level (i.e. customer types and diner features).

POWER-UPS

Power-ups give you the edge over your opponent for a short period of time. These are dropped by the Restaurant Critic **(see page 16)**. There are two types of power-ups:

- **Beneficial Power Ups –** These help you out:
  - Energy Bar – Increases your character's movement speed.
  - Quiet Time – Silences all noisy customers.
  - Set Menu – Customers order food immediately.
  - Helper Staff – Helps your character with his or her duties
- **Reversal Power-Ups –** There are three specific reversal power-ups for each Versus Mode. Use these to make life difficult for your opponent – but only for a brief period:
  - Highest Score Mode: Carry One Item; No Chains; Chairs Reset.
  - First to Serve Mode: Slow Mo; Stop Chef; Dirty Tables.
  - Survival Mode: No Drinks; No Highchair; Mood Drop.

AWARDS

Check out customer awards (feedback) waiting to be unlocked in Multiplayer Mode.

OPTIONS

Access the Options Menu from the Select Mode Menu to adjust the following options:

- **Music –** Adjust the music volume.
- **Sound FX –** Adjust the sound effects volume.
- **Awards –** Check out your Restaurant Reviews (star ratings awarded by the Restaurant Critic when you complete the final level of each restaurant); Flo's Wardrobe (complete a restaurant to unlock an outfit Flo can wear in another restaurant) and the Gallery (reveals unlocked images awarded).
- **Credits –** See the people responsible for creating **Diner Dash®: Sizzle and Serve** and getting it to you.

CUSTOMERS

The restaurant is visited by all types of different customers; some more frequently than others. Try to cater to their individual needs as much as possible.

- **Young Lady –** She orders and eats at a moderate speed, is moderately patient, but dislikes too much noise. She's an average tipper.

- **Student –** Moderate tipper, is very impatient in line and lingers at the table.
- **Family –** They order and eat at a moderate speed, are moderately patient, but noisy when unhappy. They don't mind other people's noise.

- **Mobile Phone (Cellphone) Addict –** Orders and eats very fast, is not patient, is always noisy, but doesn't mind other noise. He's a good tipper.
- **Bookworm –** Orders and eats very slowly, is very patient, but strongly dislikes noise. He's an average tipper.
- **Business Woman –** Fast to order and eat, is impatient and generally dislikes noise. She's a good tipper.
- **Senior –** Slow to order and eat, is patient in line and at the table, and generally dislikes noise. He's a bad tipper.
- **Jogger –** Orders and eats at a moderate speed, is moderately patient and doesn't mind noise. He's an average tipper.
- **Restaurant Critic –** Although the Restaurant Critic doesn't appear very often, it's very important to pay her a lot of attention. She will visit each restaurant on three occasions (in Career Mode) and determine your Star Rating in a review. To get a Three Star Rating, you must keep this critic very happy. In Multiplayer Mode, a happy critic will leave a power-up for you.

CREDITS

PLAYFIRST

Executive in Charge of Production
Kenny Dinkin

Senior Producer
Erik Zwerling

Diner Dash®: Sizzle and Serve Line Producer
Chris Bennett

Art Director
Nick Stern

Program Manager
Fionnuala McEvoy-Pecko

Director of Marketing
Heidi Perry

Special Thanks
Nick Fortugno
Peter Lee
Matia Romeo
Peter Nicolan
and the entire team at Gamelab

CLIMAX

Executive Producers
Karl Jeffery
Simon Gardner

VP of Development
Chris Keegan

Art Director
Glenn Brace

Outsource Manager
Derek Doherty

Design Director
Rhys Cadle

Senior Producer
Jim Walker

Lead Programmer
Robert Swan

Programming Team
Rob Baker
Zane Desir
Gabor Dorka
Garvin Haslett
Tom Ireland
Kingsley Pratt

Additional Programming
Bishakha Bakshi
Charles Beattie
Sharwin Raghoebardayal
Jonathon Stoller
Geoff Woods

Lead Artists
Richard Turner
Graham Bell

Art Team
Niki Hunter
Mike Oakley
Ian Sutton
Geraldine Wales
Vanessa Wells

Lead Designer
Derek Poon

Design Team
Rob Mackenzie
Mat Trumble

QA Team
Russell Linn
Ben Cousins
Doug Townsley
Barry Martin
Hannah Peppiatt
Tom Ball

Audio
Mark Day
Rob Day

Special Thanks
Grant Arthur
Jane Luckraft
Pete Morrish

EIDOS U.S. PUBLISHING

CEO & President, Eidos North America
Bill Gardner

Executive Vice President of Sales & Marketing
Robert Lindsey

Vice President, Legal & Business Affairs
James O'Riordan

Vice President of Finance
Malcolm Dunne

Vice President of Human Resources
Edie Dykstra

Director of Marketing
Matt Gorman

Associate Marketing Manager
Diane Eng

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Tali Fischer

Media Manager
Micheal Tran

Creative Director
Karl Stewart

Senior Graphic Designer
James Song

Junior Graphic Designer
Connie Cheung

Web Producer
Roderick van Gelder

Web Designer
John Lerma

Web Developer
Danny Jiang

National Sales Manager
Joe Morici

Sales & Marketing Analyst
Ilana Budanitsky

Sales Representative
Paul Katich

Channel Marketing Coordinators
Rafal Dudziec
David Bushee

Operations Manager
Gregory Wu

Director of North American Developer Relations
Nick Goldsworthy

Assistant Producer
Kari Hattner

Product Specialist Supervisor
Jeff Lowe

Product Specialists
Katie Bieringer
Stephen Cavoretto

U.S. Mastering & Submissions Supervisor
Jordan Romaidis

Mastering & Submissions Assistant
Patrick Goodspeed

Events Manager
Annie Meltzer

Senior Business Development Manager
Tom Marx

Customer Service Supervisor
Sean McCloskey

Customer Service Representative
Richard Campbell

Special Thanks
Todd Thorson
Stephanie Komure
Joshua Schwartz (Post Josh)
Mia Brown & Alexis Powell (MBC Promotions)
Hanshaw Ink & Image

EIDOS, INC., LICENSE & LIMITED WARRANTY

Eidos, Inc., warrants to you, the original purchaser of this Game Card, that for a period of ninety (90) days from the date of your purchase, this Game Card shall be free from defects in materials and workmanship. If, at any time during the applicable ninety (90) day warranty period you determine that this limited warranty has been breached, Eidos, Inc., agrees, in its sole option, to repair or replace, free of charge, any such Game Card, provided the Game Card is returned postage-paid to the Eidos, Inc., Factory Service Center and a proof of date of purchase is included. This limited warranty is not applicable to normal wear and tear and shall be void with respect to any defects that arise from Game Card abuse, unreasonable use, mistreatment or neglect. This Game Card is sold "as is" without any warranties of any kind, express or implied, including implied warranties of merchantability or fitness for a particular purpose, other than the limited warranty expressly stated above.

No other claims arising out of your purchase and use of this Game Card shall be binding on or obligate Eidos, Inc., in any manner. Eidos, Inc., will not be liable to you for any losses or damages incurred for any reason as a result of your use of this Game Card, including, but not limited to, any special, incidental, or consequential damages resulting from your possession, use or malfunction of this Game Card.

This limited warranty states the entire obligation of Eidos, Inc., with respect to the purchase of your Game Card. If any part of this limited warranty is determined to be void or illegal, the remainder shall remain in full force and effect.

For warranty support please contact our Customer Support department at (415) 615-6220 or email us at support@support.eidosinteractive.com or visit our website at: www.support.eidosinteractive.com. Our staff are available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game Game Disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services
RMA# (state your authorization number here)
1300 Seaport Boulevard
Redwood City, CA 94063

You are responsible for postage of your game to our service center.

© 2007 PlayFirst, Inc. All rights reserved. PlayFirst, the PlayFirst logo, Diner Dash, and Diner Dash: Sizzle and Serve are trademarks of PlayFirst, Inc. PlayFirst, the PlayFirst logo, and Diner Dash are registered in the United States and other countries. Gamelab and the Gamelab logo are trademarks of Gamelab, LLC. Developed by Climax Studios. Climax and the Climax logo are trademarks of the Climax group. The rating icon is a registered trademark of the Entertainment Software Association. Secret Stash Games, the Secret Stash Games logo, Eidos & the Eidos logo are trademarks of Eidos Interactive Ltd. All other trademarks are property of their respective owners. All Rights Reserved.