

NOW ON NINTENDO DS™ FOR THE FIRST TIME!



Interactive
Activities:
Tapping, Blowing,
Speaking &
Dragging



NINTENDO DS™



NINTENDO DS™

NTR-YDRE-USA



Dora Saves the MERMAIDS



INSTRUCTION BOOKLET

© 2007 Vivcom International Inc. All Rights Reserved. Nick Jr., Go, Diego, Go! and all related titles, logos and characters are trademarks of Vivcom International Inc. (C) 2007 Take Two Interactive Software and its subsidiaries. All rights reserved. 2K Play, the 2K Play logo and Take Two Interactive Software are all trademarks and/or registered trademarks of Take Two Interactive Software, Inc. and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. The ratings.com is a trademark of the Entertainment Software Association. All rights reserved.

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.



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

TABLE OF CONTENTS

Dora Saves the Mermaids	4
Getting Started	5
Game Controls	6
Story Mode	11
Play Any Game	12
Backpack	12
Map	13
Mini-Missions	14
The Beach	14
Seashell Bridge	16
Pirate Island	18
Silly Sea	20
Mermaid Kingdom	22
Game Credits	28
Warranty	32
License / Legal	33



Dora Saves the Mermaids

It's Clean Up the Beach Day! Dora and Boots need your help to keep the beach clean, but they also need your help to save Mermaid Kingdom from a mean, garbage-dumping Octopus!

A singing clam tells Dora and Boots that a young mermaid named Mariana used to have a Magic Crown to wish the kingdom sparkling clean, but a big wave washed it away! Now the Octopus is back and dumping garbage all over Mermaid Kingdom! Poor mermaids!

It's up to Dora and Boots to find the Magic Crown and save the kingdom! But they'll need your help to cross Seashell Bridge, Pirate Island, and Silly Sea. Then, dive down to Mermaid Kingdom to swim to the rescue with Mermaid Dora! She can't do it without you! ¡Vámonos! Let's go save the mermaids!



Getting Started

Make sure that your Nintendo DS is turned off before you begin. Insert the *Dora Saves the Mermaids* game card into the DS game card slot and turn the power on.

1. Read the information on the start-up screen, and then tap the Touch Screen to continue to the DS Menu Screen.
2. On the DS Menu Screen, tap the *Dora Saves the Mermaids* panel to begin the game. If your Nintendo DS has been set to Auto Mode, the DS Menu Screen will not appear and you may skip this step. See your Nintendo DS Instruction Booklet for more details.
3. On the Title Screen, "Touch Here to Start" or press to continue to the Profile Select Screen.
4. Four profiles appear on the Profile Select Screen. Touch the profile you want to use to move to the Main Menu.



Game Controls

- While playing with the Nintendo DS, please refer to the Nintendo DS instruction book. Illustrations below are for the Nintendo DS Lite.
- You can close the Nintendo DS to activate sleep-mode, which can save your battery power. Open the system again to continue your ocean adventure.



+Control Pad

- Moves the explorers on your adventure.

Bottom Screen (Touch Screen)

- Use the Nintendo DS stylus or your finger to select menu options, perform mini-mission actions, and activate any on-screen icons.

L Button

- Hold this button to walk in mini-missions.

R Button

- Hold this button to walk in mini-missions.

Microphone

- Speak or blow into the microphone to help Dora in certain mini-missions.

X Button

- Not used.

Y Button

- Not used.

A Button

- Confirms menu choices.
- Performs some actions in mini-missions.
- The A Button can be pressed instead of speaking or blowing into the microphone if desired.

B Button

- Cancels menu choices.
- Makes your explorer jump.

START

- Opens the Backpack Menu.

SELECT

- Not used.

Profile Selection

Before playing *Dora Saves the Mermaids*, you will need to create a profile. This profile will save the settings and progress in your adventure.

Create a New Profile

Four profiles appear on the Profile Select Screen.

1. Create a new profile by using the stylus to tap one of the shapes marked "New" on the Touch Screen.
2. After finishing your selections, you will continue to the Main Menu where you can begin your adventure.

Copy a Profile

You can copy an existing profile to a new profile by selecting the "Copy" option on the Profile Select Screen.

1. Select "Copy" on the Profile Select Screen.



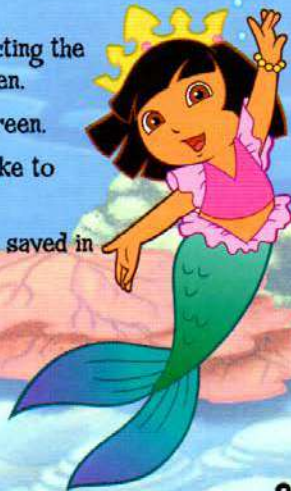
2. Select the existing profile you would like to copy.
 3. Select the "New" profile to which you would like to copy the data.
- If no "New" profile is available, you will need to erase an existing profile before you can make a copy.

Erase a Profile

You can erase an existing profile by selecting the "Erase" option on the Profile Select Screen.

1. Select "Erase" on the Profile Select Screen.
2. Select the existing profile you would like to erase.
3. Confirm that you want to erase all data saved in the selected profile.
4. Reconfirm that you have selected the correct profile you want to erase.

¡Cuidado! Be careful! Once a saved file is erased, it can't be restored!



Saving Your Game

Your game will be saved automatically after completing a stage or a mini-mission. Please do not power off the Nintendo DS system or remove the game card while the game is being saved.

You can erase your saved game by choosing Erase on the Profile Select Screen. Remember that once a saved game is erased, it cannot be restored.

Note: After you complete the whole adventure, your saved profile will return to the beginning of the game, so you can play again. The number of games will return to zero, and a small picture of Dora's face will appear on your profile to show that you successfully completed the adventure.



Main Menu

Touch one of the options on the main menu to select it.

- Story Mode
- Play Any Game



Story Mode



Dora and Boots need your help returning the Magic Crown to Mariana the Mermaid so she can save Mermaid Kingdom! To get there, you'll need to cross Seashell Bridge, Pirate Island, and the Silly Sea while keeping an eye out for the mean

Octopus, his garbage, and other seafaring surprises too!

When you choose the Story Mode option, you will continue the adventure from the point where it was last saved.

Play Any Game

The Play Any Game menu lets you play any of the mini-missions from Dora's mermaid adventure - except for shouting games that are incorporated into the story levels. Once you've selected a mini-mission, you will immediately go to that game. After completing it, you will have the option to play the game again, play the game that follows it, or return to the selection screen to choose another game.



Backpack

Backpack, Backpack! When you need a break from all the adventuring, and you wish to quit your current game, press START to open Backpack and select Quit to return to the Main Menu.

Map

When you've got a place to go, who's the guy you need to know? Map! When Dora asks you to say "Map," say his name into the microphone, or press the A Button, and he will appear to show you where to go next on your adventure.

When Dora asks you where you need to go next on Map, use your stylus or finger to tap the correct location on the Touch Screen.



Mini-Missions

The Beach

It's Clean Up the Beach Day! Dora and Boots need your help to pick up all the garbage and to search the sands for Mariana's Magic Crown!



Clean Up Time



Help Dora clean up the garbage - especially the garbage stuck on top of her crab friends! Use the stylus to take the garbage off the crabs. Tap the garbage on the Touch Screen with the stylus and then drag it into Dora's trash bag.

Open the Singing Clam

To get the singing clam to open up and share his story about Mermaid Kingdom, help Dora and Boots by saying the Spanish word, "¡Abre!" into the microphone, or press the A Button.



Find the Magic Crown



Find the crown! ¡Busque la corona! The Magic Crown is buried in the sand, and Dora needs your help to find it! Use the stylus to choose a pile of sand, and then blow into the microphone, or press the A Button, to see what treasure lies beneath!



Seashell Bridge

¡Fantástico! You made it to Seashell Bridge! Now help Dora and Boots cross the bridge while keeping an eye out for that mean Octopus!



Journey to Seashell Bridge



Help Dora and Boots race across the beach to get to Seashell Bridge! Use the +Control Pad to move around small obstacles, or use the stylus to tap the Up and Down arrows on-screen. To jump over long obstacles blocking the whole path, like logs, tap Dora on the Touch Screen, or press the A or B Button.

Clean Seashell Bridge

Uh oh! The mean Octopus is covering Seashell Bridge with garbage so Dora and Boots can't cross! Luckily, Boots has a vacuum! Help Boots vacuum up the garbage by tapping it with the stylus! ¡Qué bien!



Cross Seashell Bridge



¡Uno, dos, tres! Dora and Boots need to count their way across Seashell Bridge. Help them jump across the seashells from one to nine by using the stylus on the Touch Screen to tap the number they need next.

Pirate Island

¡Excelente! You made it to Pirate Island! Dora and Boots now need your help - and some help from those musical Pirate Piggies - to get to the other side.

Swipe the Garbage



garbage away by saying "Swipe!" into the microphone, or by pressing the A Button. Keep swiping until the whale is clean!



The Octopus covered that whale in garbage! Dora needs to "swipe" all the garbage away, but who's really good at swiping? Swiper! Help the speedy fox swipe the whale clean by using the stylus to tap a pile of garbage on the Touch Screen. Then tell Swiper to swipe the

The Path to Pirate Island

To get to Pirate Island, Dora and Boots need your help to run down a jetty and avoid the things in their way! Use the +Control Pad to move around small obstacles, or use the stylus to tap the Up and Down arrows on-screen. To jump over long obstacles blocking the whole path, tap Dora on the Touch Screen, or press the A or B Button.



Dance the Conga



To get past some tricky dancing trees, Dora and Boots need help from the Pirate Piggies to dance the conga! Help them dance by using the stylus to tap the Pirate Pig on the Touch Screen as fast as you can! The more you tap, the more your dance progress meter on the left will fill. When the meter fills all the way, Dora and her friends can dance past a set of trees. But there might be more tricky trees waiting to dance with you!

Silly Sea

You made it to the Silly Sea - almost there! Help Dora and Boots sail across the Silly Sea with the help of some silly friends!



Call the Dolphins, Diego-style



To get from Pirate Island to Silly Sea, Dora and Boots need to call some dolphins to help them! Who knows how to call all animals? Dora's cousin, Diego! Help him call to the dolphins when you see one by saying "Squeak!" into the microphone, or by pressing the A Button.

Keep doing this until the dolphins come to shore to help you!

Sail the Silly Sea

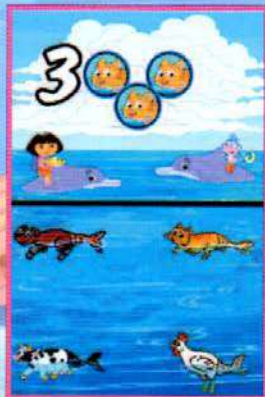
Help Dora and Boots ride the dolphins through Silly Sea while avoiding things in their way. Use the +Control Pad to move around small obstacles, or use the stylus to tap the Up and Down



arrows on-screen. To jump over long obstacles blocking the whole waterway, tap Dora on the Touch Screen, or press the A or B Button.

Spot the Silly Animals

A catfish is one thing, but a cowfish? To cross Silly Sea, Dora needs to spot all the silly animals. Help her by using your stylus or your finger to tap the correct number of silly animals on the Touch Screen that she needs to find.



Benny's Silly Skiing



The mean Octopus has dumped garbage in Silly Sea. Luckily, Benny is skiing off the back of Tico's boat, and they know just how to clean Silly Sea...with some silly skiing! As Benny skis by, tell him to pick up the garbage by saying "Garbage!" into the microphone, or pressing

the A Button. What a team! ¡Qué equipo!

Mermaid Kingdom

You made it to Mermaid Kingdom! But Dora still needs your help to save Mariana from the mean Octopus!



Mermaid Dora

Dora needs to use Mariana's Magic Crown to turn into a mermaid! Move the stylus in a circle around Dora on the Touch Screen to help her turn into Mermaid Dora!



Swim to Mermaid Kingdom



Mermaid Dora is swimming to Mermaid Kingdom, but there are lots of things in her way! Use the +Control Pad to move around small obstacles, or use the stylus to tap on the Up and Down arrows on-screen. To swim behind long obstacles blocking the whole

waterway, tap Dora on the touch screen or press the A or B Button.



Clean Up Mermaid Kingdom

Help Mermaid Dora and the other mermaids clean up the kingdom by sorting the colored garbage into matching bags. Use the stylus or your finger to tap a colored garbage pile on the Touch Screen and

drag it into the matching garbage bag.

Rescue Mariana the Mermaid

Now it's time to help Mermaid Dora and all the mermaids pull the Octopus's net so that they can free Mariana. To do so, tap the Touch Screen or press the A Button as fast as you can. As you tap, the mermaids will pull on the ropes. Keep tapping until Mariana the Mermaid is free! ¡Excelente!



YOU HELPED SAVE MERMAID KINGDOM!

WE DID IT! ¡LO HICIMOS!





Splash into Reading with Dora's Ocean Adventures!



Visit www.SimonSaysKids.com for downloadable Dora activities!
Dora the Explorer books from Simon Spotlight are available wherever books are sold.



Simon Spotlight • Simon & Schuster Children's Publishing

© 2007 Viacom International Inc. All rights reserved. Nick Jr., Dora the Explorer, and all related titles, logos, and characters are trademarks of Viacom International Inc.

Dora's Mermaid Adventure Notes:





Black Lantern Studios

President and CEO

Richard Woods

VP of Business Development

Derek McDaniel

Finance Director

Teresa Gloe

Director of Art and Design

Matt Raithel

Director of Programming

David Wilcox

Producers

Teresa Gloe

Derek McDaniel

Lead Designer

Matt Raithel

Lead Programmer

Ryan Listerman

Lead Artist

Ben Rosendahl

Gameplay Programmer

Devin Clasby

Artist

Andy Goodwin

Additional Art

Ryan Baker

William Baltimore

Thomas Beard

Darrell Claunch

Music Composer

Randall Ryan, Hamsterball Studios

Sound Engineer and Effects

Devin Clasby

Additional Sound Engineer

Ben Utne

Quality Assurance Manager

Wes Bowen

Quality Assurance

Jeremy Day

Josh Goeke

Special Thanks To:

Julie Burrell

Harley Howe

Joe Kreiner

Patrick Wilkinson

Nickelodeon Kids and Family

Nickelodeon Digital Products

Vice President

Shaul Olmert

Director of Partnership Management

Shaan Kandawalla

Director of Production

David Bergantino

Senior Producer

Jordana Drell

Production Manager

Jason VanDeWalle

Marketing Manager

Zohray Hoitsma

Nickelodeon Creative Resources

VP/Creative Director,

Licensing

Tim Blankley

Sr. Content

Manager/Copywriter

Brian Bromberg

Designer, Interactive

Jason Diorio

Voice Over and Sound Design

Voice Director

Katie McWane

Manhattan Producers Alliance

Robert Carpenter

Steve Horowitz

VS. LLC

Tom Spahn

Deborah Waddy

Nickelodeon would like to thank:

Linnette Attai

Yaacov Barselah

Alison Bryant

Cathy Galeota

Russell Hicks

Brown Johnson

Lori Szuchman

Teri Weiss

Dora the Explorer created by:

Chris Gifford

Valerie Walsh

Eric Weiner

Voice Talent

Dora - Kathleen Herles

Diego - Jake T. Austin

2K Play

Vice President of Business

Development

Steve Lux

Executive Producer

Phil Mikkelsen

Producer

Brian M. McGinn

Sr. Product Manager

Carissa Wendkos

Asst. Product Manager

Andrew Brown

Art Direction

Pete Muench

Calo Rios

Special Thanks

Penny Armstrong

Matt Baros

Siobhan Boes

Cammy Budd

Daniel Einzig

Dan Emerson

Gena Feist

Sandy Hatcher

Meg Maise

Nicole Nicoletti

Tim Perry

Dorian Rehfield

Kris Severson

Steve Singer

Don Wuenschell

Lesley Zinn

Quality Assurance

Vice President of QA

Alex Plachowski

Quality Assurance Director

Lawrence Durham

Production Development

Coordinator

David Barksdale

Lead Tester

Angel Gonzalez

Senior Tester

Daniel Smith

Quality Assurance Team

Dimitri Becerra

John Dickerson

Daniel Goede

Kenneth John Kekoaponohe'olia'i'o

Sean Miller

Jeremy Ranzinger

Richard Reyes

Ryan Rigg

Standards Lead

Michael Greening

Standards Senior

Paul Diaz

Standards Team

Cory Max Bernhardt

Larry Bolden

Andrew Garrett

Michael Melody-Davidson

Matt Newhouse

George Soluk

Kevin Strohmaier

Limited Software warranty and License agreement

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors. OWNERSHIP. LICENSOR retains all right, title and interest in this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sound effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS: You agree not to: (a) Commercially exploit the Software; (b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR; (c) Make copies of the Software or any part thereof; (d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or for more than one console at the same time; (e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM or DVD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently); (f) use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use; (g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part; (h) Remove or modify any proprietary notices or labels contained on or within the Software; and (i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, misreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR. When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software. IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION. TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the

Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(i) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies. INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement. MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012. Warranty 2K Play, a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to 2K Play or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

2K Play shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if 2K Play has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. 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. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state. You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

For technical support in the US please contact usa@take2support.com and in Canada please contact canada@take2support.com.

2K PLAY
622 BROADWAY
NEW YORK, NY 10012

© 2007 Viacom International Inc. All Rights Reserved. Nick Jr., Dora The Explorer, and all related titles, logos and characters are trademarks of Viacom International Inc. © 2007 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Play, the 2K Play logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc.™, ® and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. The ratings icon is a trademark of the Entertainment Software Association. All rights reserved. 1M #35187-2