



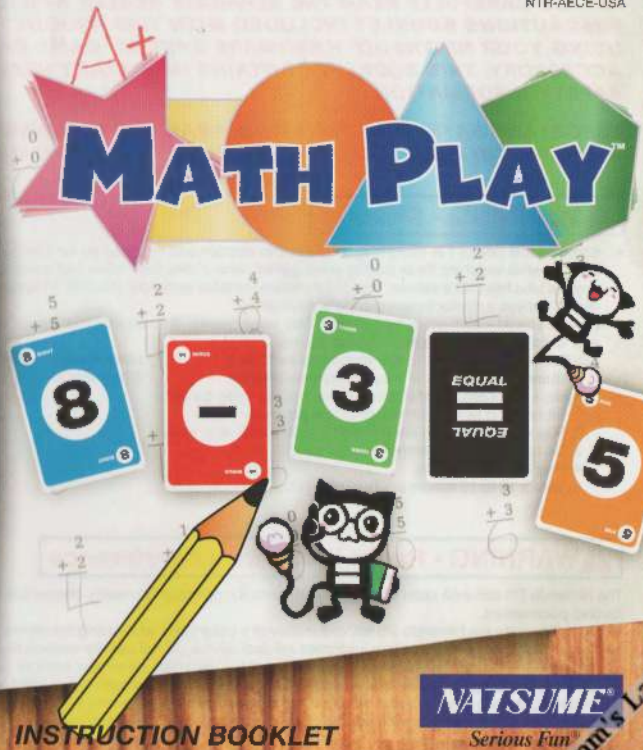
NATSUME®

Serious Fun®

1818 Gilbreth Road, Suite 229
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www.natsume.com

Printed in Japan

NINTENDO DS™



INSTRUCTION BOOKLET

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NTR-AECE-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

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.

Vimm's Lair

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
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

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

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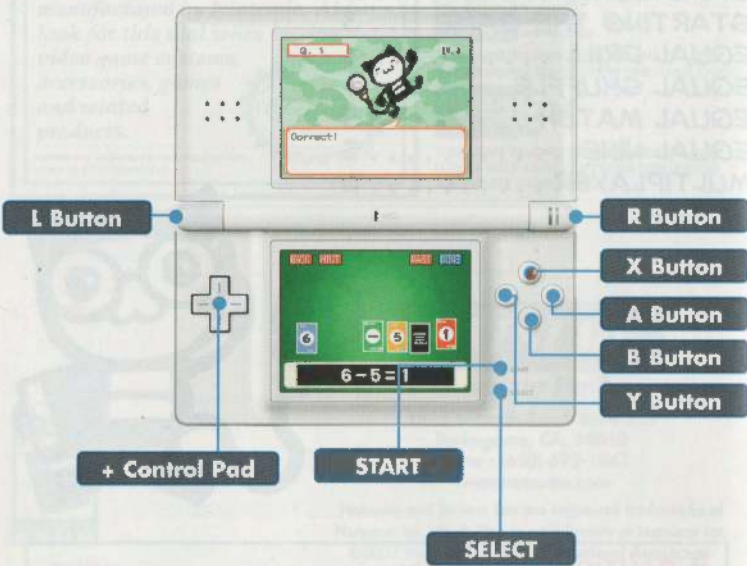


⚠ CAUTION - Stylus Use

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.

Vinny's Lair

GAME CONTROLS



STARTING THE GAME

1. Confirm that your Nintendo DS system is turned OFF and insert the Math Play Game Card into the Game Card slot.
2. Turn the power ON and tap the Touch Screen after the Nintendo DS start-up screen appears.
3. On the system-menu screen, tap the Math Play panel to begin gameplay.



Trial Mode vs. Saved Game

Trial mode does not save your progress. To save your progress enter your name in one of the four slots provided, type in your name and tap on ok.



EQUAL DRILL

Your goal in Drill is to create an equation by rearranging the cards. When you tap a card it will flip over and become an equals symbol (=). When you've created your equation, tap done and move on to the next puzzle. If you get stuck try using hint and if you still can't solve it, you can tap pass to move to the next equation.



EQUAL SHUFFLE

In Shuffle, arrange the cards to create an equation. Equal cards are connectors and the starting card is the base. Use the cards in your hand to create an equation that equals the base. If you cannot create an equation using the cards in your hand, tap draw to draw a card. If you are still unable to make an equation, tap pass and wait for your next turn. The first person to use all of the cards in their hand wins.



Rules:

These basic rules apply to all four modes.

1. Answers must be whole numbers, no decimal points.
2. Answers can't be negative.
3. No equation can be divided by zero.

EQUAL MATCH

You can create an equation that equals the base or use a number or color that matches the base to get ahead in this mode. If the base card is a symbol, you can't use an equation, but you can match the symbol or color of the card. Simply move the card from your hand pile to the equation pile and tap done. Draw a card if you can't play any cards in your hand. The first player to use all of their cards wins.



EQUAL NINE

In Nine, try to create an equation that is closest to nine without going over. You are dealt two cards to start with, use a symbol card to complete an equation that equals as close to nine as possible without going over. The person closest to nine wins the round. If you want another card tap hit, if you don't - tap stay. You must use all of the cards you were dealt to complete the equation.

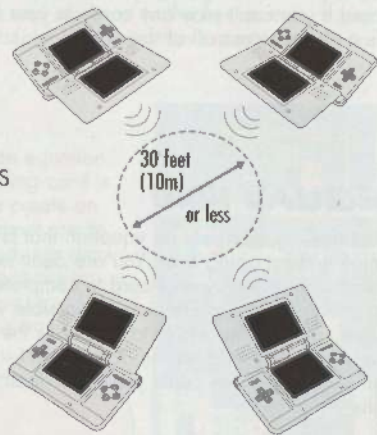
MULTIPLAYER

For even more fun, battle against your friends using Nintendo DS Wireless connection features.

LOCAL CONNECTIONS

You can battle locally against any friend with a Nintendo DS, whether you both have Math Play Game Cards or not.

Note: Please see the Nintendo DS Instruction Booklet for detailed information on establishing Nintendo DS Wireless Connection.



WARRANTY

Natsume Inc. warrants to the original purchaser of this Natsume product that this GameCard is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Natsume product is sold "as is" without expressed or implied warranty of any kind, and Natsume is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Natsume will repair or replace the game pak, at its option, free of charge. Send product postage paid, along with the dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Natsume product arises 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 NATSUME. ANY IMPLIED WARRANTIES APPLICABLE TO THIS 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 NATSUME BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of 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.

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REGISTRATION CARD
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Name _____ ☐ Male ☐ Female Phone _____

Address _____ Age _____

City _____ State _____ Zip _____

E-Mail Address _____ Date Purchased _____

Where did you buy this game? _____ How much was it? _____

How would you rate this game? (1=Poor, 5=Excellent) ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

How would you rate the the difficulty? (1=Easy, 5=Difficult) ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5

How did you hear about this game? _____

Is this your first Natsume game? ☐ Yes ☐ No

What other Natsume games do you own? _____

Which magazines/comics do you read often?

☐ Nintendo Power[®] ☐ Electronic Gaming Monthly ☐ Game Pro ☐ Game Informer

☐ Pocket Games ☐ Tips & Tricks ☐ Others _____

Which online sites to you visit?

☐ IGN.com ☐ GameSpot.com ☐ GameSpy.com

☐ Nintendo.com ☐ Nintendojo.com ☐ Nintendoinsider.com ☐ Other _____

Fill in and return this card for registration.

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