

NINTENDO DS™



Disney
CORY
IN THE
HOUSE

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
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.

REV-E

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.



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

⚠ 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.



LICENSED BY



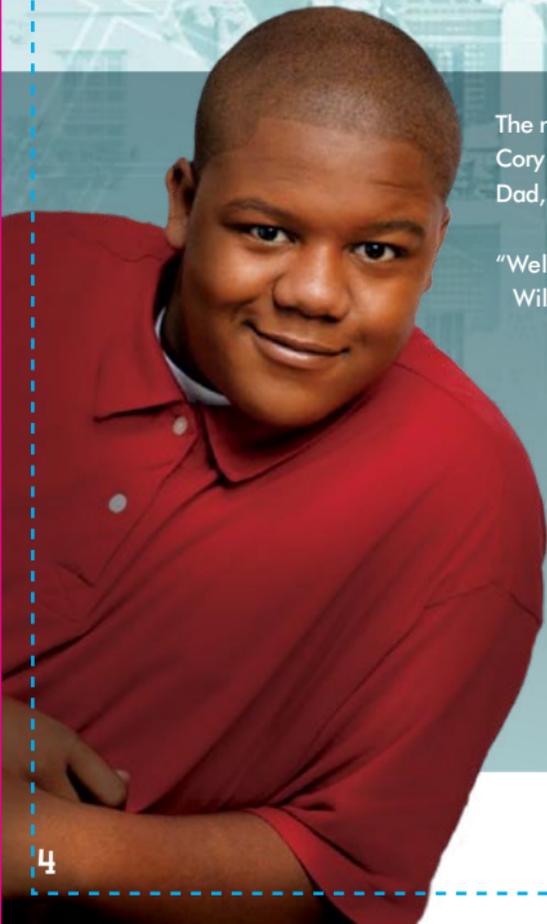
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CAST



CORY BAXTER

The next great American Businessman. Cory lives in the White House with his Dad, the President's head chef.

"Well, of course I won the Wacky Wild Toy Contest. My presidential bobble head is out of sight!

But something crazy is going down. That first shipment got spread out all over the White House. And now everyone is acting really weird...worse than usual! I just know it's those bobble heads. I gotta get my hands on them before my Dad finds out, or I'm dead meat."



MEENA PAROOM

Meena is Cory and Newt's best friend. Daughter of the Ambassador of Bahavia...and cute too. What more could you ask?

NEWT LIVINGSTON

His Mom is on the Supreme Court...his Dad is in the Senate... but Cory's friend Newt just wants to rock!



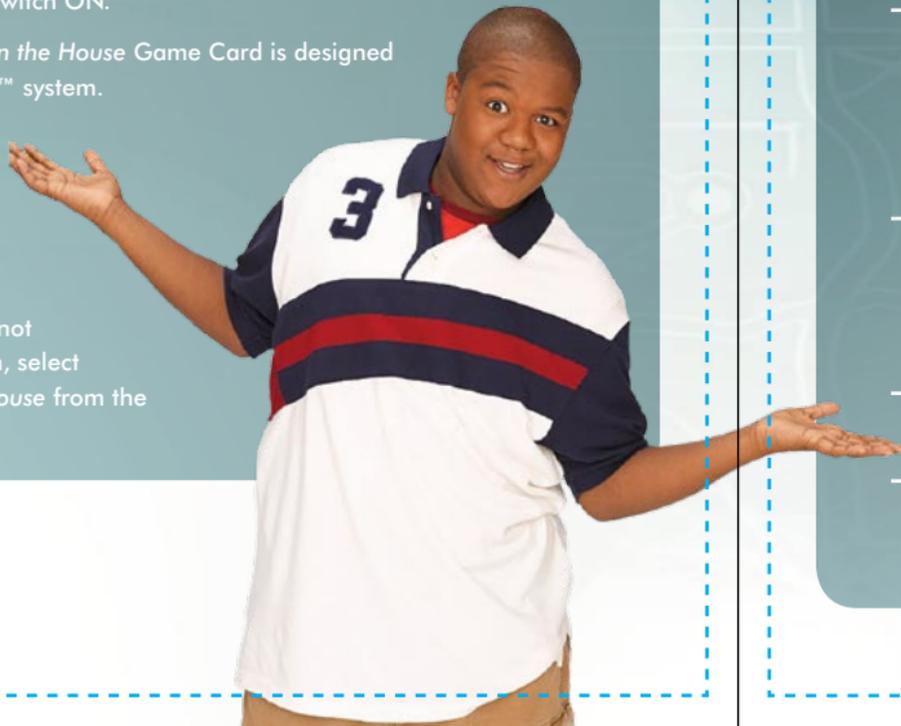
GETTING STARTED

- 1) Make sure the POWER switch is OFF.
- 2) Insert *Disney Cory in the House* Game Card in the Nintendo DS™ slot.
- 3) Turn the POWER switch ON.

NOTE: *Disney Cory in the House* Game Card is designed for the Nintendo DS™ system.

4) Please read and accept the Health and Safety Screen by touching the bottom screen.

5) If the game does not automatically launch, select *Disney Cory in the House* from the DS launch screen.



MAIN MENU

To start the game, use the **Touch Screen** or press the **A Button**.

STORY	Play through the main adventure
ARCADE	Single Player: Play minigames you have unlocked in the game (see page 14 "Minigames") Multi Player: Play D.C. 3 Beats with friends (see page 15 "Multiplayer Mode")
EXTRAS	Access the gallery of photos you have collected in the game See the credits
OPTIONS	Set volume level for microphone, sound effects, and background music
BACK	Return to profile screen

CONTROLS



CONTROLS

Top Screen	Displays gameplay action
L Button	Hold and use the +Control Pad to move viewing area
R Button	Cycle through gadgets
+Control Pad	Run / push object / select menu item
A Button	Perform action shown in Action Bubble (see Action Bubbles on pg 10) / confirm menu selection/advance dialogue
B Button	Cancel
X Button	Enter sneak mode
Y Button	Use equipped gadget
START	Pause / quit game



STORY MODE

MOVEMENT

Use the **+Control Pad** to get around in story mode. Press the **X Button** to enter sneak mode and sneak past agents. Press the **X Button** again to exit sneak mode.

ACTION BUBBLES

When Action Bubbles appear, press the **A Button** or use the **Touch Screen** to perform that action. Some Action Bubbles you will see:

Action Bubble	Press the A Button to
	Talk to character
	Examine object



GADGETS

Cory will find cool gadgets along the way that you can use against enemies or solve puzzles. Press the **Y Button** to use the equipped gadget and the **R Button** to cycle through the different gadgets that you have collected. Collect or earn money and then access the store (see page 11 "Store") at Presidential Seals to upgrade your gadgets.

ENEMIES

Use gadgets like Nakishkas to fend off enemies. Some enemies will use Bobble Heads to emit a hypnotic wave. Stay out of the path of the hypnotic wave otherwise Cory's Hypnosis Meter (see page 12 "PDA") will begin to deplete. If it depletes all the way, you will have to restart from the last save point.

NOTIFICATIONS

Watch for notifications on the top screen:

Notification	Check the PDA to see that
	A note has been added to the digital journal
 	Cory has collected some money to use in the store

PAUSE / QUIT

Press **START** at any time to pause the game. Select "Quit" to resume play. Select quit to return to the main menu.

CAUTION: You will lose your current progress.

SAVE

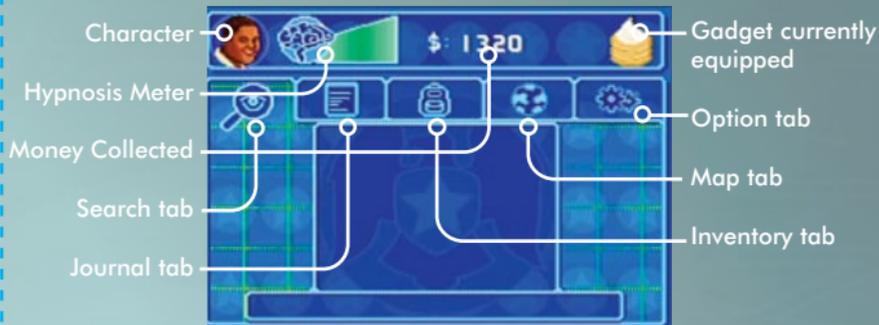
You can only save your current session at the Presidential Seals scattered throughout the game.

STORE

You can also access the store at the Presidential Seals, where you can purchase upgrades for gadgets and cool new outfits for Cory.

PDA

The cell phone that Sophie gives to Cory has advanced Personal Digital Assistant features. Use the **stylus** to select a tab.



SEARCH TAB

Use the **Touch Screen** or press the **A Button** to perform the action shown.



JOURNAL TAB

Keep track of what needs to be done in each episode. Use the **stylus** to scroll up and down the list or flip through the pages left and right.

INVENTORY TAB

From the inventory tab you have the option to use the cell phone or check out gadgets you have collected.

The left panel shows gadgets you have collected. Select a gadget to see a short description, or double touch to equip it. The equipped gadgets appears at the top of the PDA screen in the game mode. The three dots next to each gadget show how many upgrades have been purchased. The right panel shows story items you have collected.



To use the cell phone, use the keypad on the right to punch in a number or select a number from memory on the left hand side, then select the green handset to dial.

MAP TAB

Shows the current location.

OPTIONS TAB

Set the volume level for microphone, sound effects, and background music.

MINIGAMES

As the story progresses, you will unlock various minigames. Once unlocked, you can access the minigames directly from the main menu by selecting "Arcade" then selecting "Single Player."

BUZZY THE SPY FLY

Maneuver a CIA designed remote control Spy Fly through ventilation shafts to get to restricted areas. Watch Buzzy's battery meter and hurry through to the goal.

ROAD RUN

Guide Cory around the city without making any wrong turns. Select which direction to move when you see a "?" on the map. Collect points as you go, avoid enemies, avoid dead ends and try to reach the finish before the timer runs out.

D.C. 3 BEATS

Jam with Cory and his band, the D.C. 3 Beats. With the stylus tap, strum and drag along to the beat perfectly to max out your combo meter. Tap the beat just as the shrinking rings align with the border of the beat indicator. Be sure to hit each beat in the numbered order!

The D.C. 3 Beats minigame can also be played with friends by selecting "Arcade" and then "Multi Player" (see next page "Multiplayer Mode").

MULTIPLAYER MODE

Play with a friend in Cory's band, D.C. 3 Beats.

WHAT YOU WILL NEED

Nintendo DS system: One for each player.
Cory in the House DS game: One for each player.

HOW TO START PLAYING

Player 1 selects "Arcade" in the main menu, then "Multiplayer," then "Host."

Player 2 selects "Arcade" in the main menu, then "Multiplayer," then "Join."

Player 1 will be able to choose from any of the songs already unlocked in Story Mode and then be able to select a difficulty level.

The joining player selects the desired host name.

