

**Sonny with a Chance Manual
(Nintendo DS™)**



Table of Contents

So Random!.....	2
Getting Started.....	2
DGamer™.....	2
Controls.....	2
The Main Menu.....	3
Game Screens.....	3
How to Play.....	4
Characters.....	4
Stages.....	5
Special Squares.....	6
Power Ups.....	7
Shop.....	8
Minigames.....	8
Pausing & Saving.....	9

So Random!

Join the cast of *So Random!* as they compete in hilarious mini-games to win the most fan mail. Play as Sonny, Tawni, Nico, Grady and Zora in a board game loaded with completely random events, special power-ups and comical gag items. Play the mini-games to earn fun tokens that you can use to buy costumes inspired by the show. Get the most fan mail and win the game!

Getting Started

1. Make sure the **POWER** switch is **OFF**.
2. Insert the ***Disney Sonny with a Chance*** Game Card in the Nintendo DS™ slot.
3. Turn the **POWER** switch **ON**. Note: the ***Disney Sonny with a Chance*** 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 the ***Disney Sonny with a Chance*** game icon from the DS launch screen.

DGamer

Choose DGamer™ to enter the online community exclusively for Disney gamers. Once inside, check out all of the cool achievements you've unlocked, send gifts and chat with friends, create a 3D avatar and more. (See the DGamer Quick Start Guide or visit www.DGamer.com for more details.) Plus, while in LCD Off Mode you can plug in your headphones, close your DS and listen to the music from DGamer.

Controls

Board Game

Clacker	Tap the Clacker to stop the spinning dice and move your player.
Power Ups	Tap a Power Up to use it.
Pause	Press START to open the Pause Menu.

Map Mode

Pan Up	Tap the up arrow, +Control Pad up
Pan Down	Tap the down arrow, +Control Pad down
Pan Right	Tap the right arrow, +Control Pad right
Pan Left	Tap the left arrow, +Control Pad left
Enter/Exit Map Mode	Tap the Map Icon, B Button

Sonny with a Chance Manual (Nintendo DS™)

Minigames

Touch	Touch objects to select them
Touch and Drag	Touch and drag to move objects
Move	+Control Pad
Action	A Button, B Button, X Button, Y Button
Pause/Review Instructions	START

The Main Menu

Board Game

Tap this to begin a new game or take up where you left off. If it's a new game, you can select the game board and character to play as and set the difficulty level (easy, medium, hard). If it's a saved game, that stuff is already selected!

Mini-games

Mini-games you have beaten in the Board Game and purchased in Wardrobe are available for replay here, whenever you like.

Download

Play mini-games with a friend, even if your friend doesn't have *Disney Sonny with a Chance!* Select a game ("Hide 'n Seek"; "Air Hockey"; "Backpack Punch") and download to your friend's DS™.

Shop

You can purchase outfits for characters and unlocked minigames with Fun Tokens you have earned.

Options

Here is where you can switch background music and sound effects on or off.

DGamer

Choose DGamer™ to enter the online community exclusively for Disney gamers.

Game Screens

Main Game Screen

The **Top Screen** shows the game board and the **Touch Screen** displays game information and interactive icons such as Power Ups.

Top Screen

- **Status** - Amount of Fan Mail the player has

Touch Screen

- **Character** - The character taking a turn.

- **Map Icon** - Tap this to switch to Map Mode.
- **Item Icon** - Before you stop the Clacker dice, tap a Power Up Icon to use it. There are lots of Power Ups to use, but you may only carry three at a time.
- **Text Window** - Look here for game information and messages.

Map Mode

Tap the Map icon on the **Touch Screen** to switch to Map Mode. You won't have access to your Power Ups, but you will be able to look closely at the game board and plan your strategy. Tap the icon again or press the **B Button** to close the map and return to the game board.

How to Play

You play against three other *So Random!* cast members. When it's your turn, select a Power Up to use that turn (if you have collected any), and then tap the Clacker to stop the spinning dice to determine how many squares to move.

Depending on the square you land on, you may be awarded bonus Fan Mail, or earn a Power Up, begin a challenging mini-game, or set off a random event!

After every player has taken a turn, the round is over and a new one begins.

An extra mini game is played every 5 rounds, and the winning player will receive extra fan mail. The game ends at the end of the 20th round, and the player with the most fan mail wins.

Characters

You can play as one of five *So Random!* cast members. Choose your character before every new Board Game or mini-game replay.

Sonny Munroe

A small town girl whose dream of becoming a star is finally coming true when she gets picked to star in her favorite sketch comedy show, *So Random!*

Tawni Hart

With a great sense of style and an over-the top personality, Tawni has been in front of the camera since she was 3 years old.

Nico Harris

Nico started as a stand-up comic and believes that he is a trend-setter.

Grady Mitchell

Grady is known to strap on a fin and squirt water out of his head as Dolphin Boy.

**Sonny with a Chance Manual
(Nintendo DS™)**

Zora Lancaster

The youngest cast member of *So Random!*, Zora believes that her braids are the source of her comedic genius.

Expect to see other characters from the show such as Marshall, the producer, and Chad Dylan Cooper—the heartthrob from *So Random!*'s rival tween drama show “Mackenzie Falls.”

Stages

There are five different Game Boards, or stages, to play on. To complete a stage and unlock the next one, you must collect all four special items by beating four of the five objectives. If you complete all five challenges, you will unlock a new outfit to purchase in the Wardrobe!

Stage One

Break a leg on *So Random!* sets.

Challenges

1. Get the most fan mail.
2. Land on an Appeal square five times.
3. Go around the entire board once.
4. Land on an Area Event square.
5. Get ten pieces of Fan Mail.

Complete all five challenges to unlock **Tawni's Cheerleader Outfit**

Stage Two

Move backstage to prepare costumes for a new sketch.

Challenges

1. Get the most fan mail.
2. Get 70 or more Appeal Points at any time during the game.
3. Win a mini-game.
4. Land on a Booing square three times.
5. Complete a *So Random!* square mission.

Complete all five challenges to unlock **Grady's Egg Outfit**.

Stage Three

Travel to the *Mackenzie Falls* set to pick up some stuff.

Challenges

1. Get the most fan mail.
2. Use three Power Ups.
3. Land on a Happening square two times.

4. Land on a Switch square two times.
5. Get 100 or more Appeal Points at any time during the game.

Complete all five challenges to unlock **Sonny's Mackenzie Falls Uniform**.

Stage Four

Go way backstage and take a break from breaking your leg!

Challenges

1. Get the most fan mail.
2. Land on a So Random! square two times.
3. Go around the entire board twice.
4. Land on a Mini-game square two times.
5. Collect 20 or more Fan Letters.

Complete all five challenges to unlock **Nico's Omelet Outfit**.

Stage Five

Packages and gifts from fans have piled up everywhere. Get them!

Challenges

1. Get the most fan mail.
2. Land on an Area Event square three times.
3. Land on a Mini-game square five times.
4. Complete two So Random! Square missions.
5. Win the stage without using a Power Up.

Complete all five challenges to unlock **Zora's Kid-Lawyer Outfit**.

Special Squares

Square	Summary
Appeal	The audience loved your act! You could get 3, 5, or 7 pieces of fan mail.
Booing	The sketch wasn't too good this time. You could lose 1, 2, or 3 pieces of fan mail.
Mini-game	All players join in on a mini-game. The better you do in the mini-game, the more fan mail you get.
Surprise	Anything could happen! It's a surprise!
So Random!	Get a random mission from Marshall, the producer.

**Sonny with a Chance Manual
(Nintendo DS™)**

Happening	Something is about to happen! It may be a good thing...Or maybe not.
Item	Get a Power-Up! The farther behind you are, the stronger power-ups you'll get.
Area Event	These are the craziest squares of all. You might get lots of Fan Mail or you might lose a bunch instead!
Switch	Land on the switch square to make a set rotate in Stage 3.
Start	The starting point and finish point on the game board.

Power Ups

Whenever you land on a Power Up square, you earn a special item that you can use to improve your chances in the game. You can carry up to three Power Up items. To use a Power Up, tap its icon on the **Touch Screen** at the beginning of your turn, *before* you stop the spinning Clacker dice.

Lucky Clacker

Move 1-12 squares on your next spin.

Mysterious Clacker

Move 1-18 squares on your next spin.

Miracle Clacker

Choose the number of spaces you would like to move.

Party Ticket

Warp to the nearest Mini-game square and get the party started!

Postman

A mailman arrives to deliver fan mail. If you have 99 or fewer Appeal Points, you'll receive one Fan Letter. If you have 100 or more Appeal Points, you'll receive two Fan Letters.

Eye Mask

A postal worker appears and gives the player fan mail based on his or her popularity.

Banana Peel

Drop a banana peel on the current square. The next player to land on it will slip and fall, stopping on that square no matter how many squares the player was supposed to go.

Surprise Box

Leave a Surprise Box on a square. In three rounds it will pop open and ... Surprise! Any player within one square of the box loses all of his or her Power Ups.

Remote Clacker

Use the Remote Clacker to decide how many squares another player moves.

Water Bucket

Leave a pail of water above the current square. When another player crosses the square, tap the bucket with your **stylus** to empty it. If you time it right, you'll soak the passing player and prevent him or her from earning Appeal Points for a few rounds. A near miss results in a splashed player who will begin earning Appeal Points sooner than a totally drenched player.

Whipped Cream Pie

Throw a cream pie at another player's face. The pie-struck player loses Appeal Points.

Shop

Visit the Shop from the Main Menu to buy outfits you have unlocked in the Board Game. Each outfit costs Fun Tokens you earn in the Board Game or while playing mini-games.

Make a Purchase

Touch an unlocked outfit on the **Touch Screen** menu to select it. The **Top Screen** shows the name and price of the selected outfit. Tap the “checkmark” icon to make your purchase.

Wear an Outfit

When you select a character before each Board Game or minigame replay, you also get to choose the player's outfit.

Mini-games

There are 42 mini-games to play in all—with 2 games specific for the DSi. Mini-games you have beaten in the Board Game can be purchased in the Wardrobe with Fun Tokens. After purchase, mini-games are available for replay from the Main Menu under Mini-games.

Earn Fun Tokens in the Board Game or while playing previously unlocked mini-games.

All mini-games will become unlocked after you have completed all five stages of the game.

You can review each mini-game's how to play instructions before the mini-game begins.

Press **START** to pause a mini-game and to review instructions on how to play.

Pausing & Saving

If you need a break, press **START** to open the Pause Menu. You can pause anytime and anywhere, even during mini-games. When you pause during the Board Game, the **Top Screen** displays a Mission List showing the status of the current stage's objectives

**Sonny with a Chance Manual
(Nintendo DS™)**

Save

Tap this to save your progress.

Quit

Quit the game and return to the Main Menu.

Cancel

Choose this to close the Pause Menu and return to the game. You can also press **START** to return to the game at any time.