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

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Rev-D(L)



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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.

The Suite Life

of Zack & Cody

TIPTON
TROUBLE

2

The **Suite Life of Zack & Cody: Tipton Trouble** is an action platform game with light puzzles. In the game, the player will independently control both twins, Zack and Cody. As in the television series, Zack and Cody manage to get themselves into outrageous situations which they then have to fix. In order to successfully complete the missions, the player will have to jump, crawl, climb, run, race, defeat "enemies" and interact using both the controls and the Touch Screen.

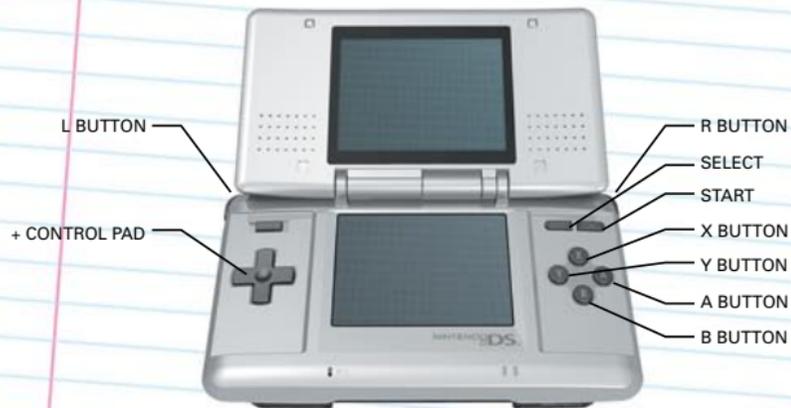
3

Getting Started

1. Make sure the POWER switch is **OFF**.
2. Insert **The Suite Life of Zack & Cody: Tipton Trouble** Game Card into the Nintendo DS™ slot.
3. Turn the POWER button **ON**.
NOTE: **The Suite Life of Zack & Cody: Tipton Trouble** Game Card is designed for the Nintendo DS™ system ONLY.
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 **The Suite Life of Zack & Cody: Tipton Trouble** game icon from the DS launch screen.
6. Ring the desk bell for a little service, select your desired language, then go to the Main Menu.



Menu Controls



+Control Pad Up and Down

Highlight Menu Options

A Button

Select

Touch Screen

Select with the Stylus or Your Finger.

Main Menu

New Game

Starts a new game. Choose one of the three room keys to hold your game data. If you choose a key that has already been used to save a game, you'll be asked if you want to overwrite the game you had saved with your new game.

Load Game

If you've saved a game, you can reload it to pick up where you left off. Touch the key that holds your previously saved game.

Mini-Games

Single Player

Choose a Skateboard or Sailboat mini-game unlocked during the missions in regular one person mode.

Two Players

The Skateboard and Sailboat mini-games unlocked during the missions can be played with two players using a wireless connection.

Main Menu

Options

Languages

Choose a language: either English or French.

Credits

Displays a list of all the people who worked on the game.

Pausing or Saving Your Game

Pausing the Game

To pause the game, press **START**. To resume press **START** again or Resume on the Touch Screen. Press Quit on the Touch Screen if you don't want to save your game.

Saving the Game

The game auto saves after completing a level or a boss fight.

The Twins

Zack is the more physical of the twins. He's better at running, jumping, crouching, and climbing.



Cody is less physical than his brother, but uses the amazing vacuum cleaner that Arwin created for him to cross difficult areas, push and pull heavy objects, defeat enemies or activate mechanisms by firing projectiles at them.



Choosing A Twin To Play

Zack and Cody are twins, which means that they do almost everything together! During their adventures in the hotel, you'll need to pick which twin you want to control. Each twin has different Touch Screen controls.



Touch the Choose Twin button on the Touch Screen to switch between Zack and Cody. The camera will point at the twin you're controlling and keep him in the middle of the screen. You can only control one twin at a time.

Sometimes, you'll need to figure out which twin is better suited to get through a particular section (for example, to flip a switch that turns off a steam vent).

Characters

During their adventures, the twins will meet other folks who live and work at the Tipton.

Mr. Moseby is the hotel manager. He's very particular, and doesn't see the Tipton as a playground like the twins do.

London is the hotel owner's daughter. She's spoiled rotten, but Zack and Cody don't want to get her mad. After all, she is the boss' daughter!

Esteban is the bellboy. He gets along with the twins fine, but knows how much trouble they can get into!



Characters

Arwin is the janitor for the Tipton. He's also a mad inventor, and has created lots of gadgets that the boys will use in their adventures.

Maddie is a Teenage girl who runs the candy counter in The Tipton Hotel.

Muriel is the maid at the Tipton.

You may run into other hotel staff throughout the hotel. They wear the same uniform as Esteban and may keep you from entering certain parts of the hotel. If that happens, the twins will need to disguise themselves as an adult or find an alternate path. If the boys fall while they are disguised and the staff member sees them, they'll have to restart at the last checkpoint they reached before being caught.



Mission: The Gymnasium (Learning The Game)

Esteban has left his wallet in the gymnasium, but he can't leave his post to retrieve it or Mr. Moseby will be furious! When he sees Zack walking through the lobby, he asks Zack if he'll go get it for him. The first thing he'll need to do is use the elevator to get down to the gymnasium level.

The Elevator



To work the elevator, stand in front of it and touch the up/down elevator control button on the Touch Screen. You'll need an access card to open the doors. Drag the access card down, and the top screen will show you what floor you're on.

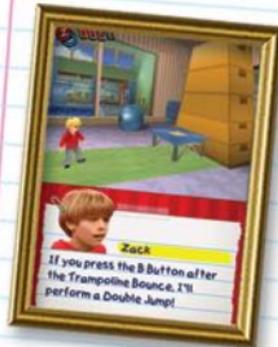


Next, press the button of the floor you want to visit.



Mission: The Gymnasium (Learning The Game)

When you reach your destination floor, the doors open again. Press the green & white up arrow button on the Touch Screen to step out. As Zack makes his way through the gymnasium, he'll learn how to do different actions. When it's time to learn a new skill, a character will appear on the Touch Screen with instructions on how to do the new skill:



The game then creates a "Shadow" version of Zack, showing how to do the new skill. After the "Shadow" version has shown you how to do the new skill, you can try it for yourself.

After that, you'll do the same thing with Cody, learning his skills.

Finally, you'll learn how to move both brothers through the missions together with "Shadow Training".

Game Controls: Playing as Zack

- +Control Pad Left** Run left, shimmy left along a horizontal pole (with glove upgrade).
- +Control Pad Right** Run right, shimmy right along a horizontal pole (with glove upgrade).
- +Control Pad Up** Climb a ladder, change path (when red arrow appears).
- +Control Pad Down** Descend a ladder, crouch, or drop from an edge.
- B Button** Jump, drop from a pole, or wall bounce (with shoe upgrade).
- +Control Pad Down and Left** Crawl left.
- +Control Pad Down and Right** Crawl right.

Game Controls: Playing as Zack

Zack's Special Moves

Double jump

After Zack jumps onto a trampoline, press the **B Button** again to make him do a double jump and gain more height.

Zack's Gadgets

Arwin has created some special gloves that let Zack shimmy across horizontal poles. He'll give them to you when he thinks you need them!



Zack can use a special pair of shoes to execute a wall bounce in a tight vertical space. He can leap against a wall on one side of a shaft, then bounce against the other.



Game Controls: Playing as Cody

- +Control Pad Up** Change path (when red arrow appears).
- +Control Pad Left** Run left.
- +Control Pad Right** Run right.
- +Control Pad Up** Climb a ladder.
- +Control Pad Down** Descend a ladder, crouch, surf over water.

Cody's Vacuum Controls

Cody's vacuum cleaner does more than suck the dust out of carpets! Arwin, the Tipton's janitor, is also a mad inventor. Cody uses Arwin's special vacuum to help him in his adventures.

The vacuum has two main functions:

- Sucking and blowing air.
- Firing different types of projectiles.



Game Controls: Playing as Cody

Using Cody's Vacuum To Suck and Blow Air

To make the vacuum blow or suck air, touch one of the vacuum controls (+ to blow, - to suck). This turns on the vacuum. After you've turned on the vacuum, press the up arrow to point the vacuum up, or the right arrow to point the vacuum straight ahead.

Cody can blow air out of the vacuum to push heavy objects or hover and skim across the water. He can also keep his brother in the air.



Cody can use the vacuum power to pull heavy objects or to suck some enemies right into the vacuum! He can also use the vacuum to suck onto overhead platforms in order to cross a hole or reach a higher place.



Game Controls: Playing as Cody

Projectiles

To shoot a projectile, choose the type of projectile you want to use on the touch screen. After you've selected the type of projectile you want to use, use the arrows on the touch pad to fire away! Holding the arrow down longer makes the projectile shoot further...the projectile is fired when you release the button.



Water balloons can be used to temporarily stop up steam vents or to defeat electrical enemies.



Cream pies are great for fighting enemies who like to eat (like dogs!).



Bubble gum projectiles slow down Cody's enemies. However, they can also be used as a trampoline (until they disappear) for reaching higher places.

Game Controls: Playing as Cody

Refilling Projectiles

Arwin has created dispensers on each level that Cody can use to refill the vacuum cleaner with projectiles. When Cody passes by the projectile refill, the green button on the middle of the touch screen will change. Hold it down to refill! There are also projectile collectibles, which add 5 projectiles to Cody's total.



Game Controls: Zack & Cody Working Together

Sometimes, Cody and Zack will have to work together to reach tough places or to get past some difficult obstacles or tricky parts of a level. When the boys are near each other, the green button in the middle of the touch screen will change to let you know what the boys can do.

Pulling Up



Zack is better at climbing than Cody. Press this button to have Zack reach down and help Cody up to a higher platform.

Floating Brother



Cody can use his vacuum to float Zack from one walkway to another. He can stand under Zack, press and hold the brother's floating button and walk left or right to move Zack along on a cushion of air. Releasing the button lets Zack down unharmed.

Game Controls: Zack & Cody Working Together



Brother on Shoulders

Zack can climb up on Cody's shoulders to reach higher places. If you move left or right while balancing, you'll need to use the balance control to make sure the twins don't fall down.



Once Zack is on Cody's shoulders, you can use the Jump button on the touch screen to help Zack reach higher places.



Using a Disguise



If the twins have found a disguise, have Zack jump on Cody's shoulders then press the hat button to use it. If the boys lose their balance, or if Zack jumps off of Cody's shoulders, the disguise comes off.

Collectibles

Ammunition

Along Cody and Zack's paths, the player will find ammunition to refill the vacuum cleaner.



Vacuum Cleaner Upgrades & Power Items

After successfully completing a mission, Arwin will explain how to use any new vacuum upgrades or power items.

Vacuum cleaner capacity upgrades

Zack can find some vacuum cleaner capacity bonuses called boosters. Boosters let the vacuum cleaner hold more projectiles.

When you find enough boosters, the vacuum cleaner's capacity is upgraded automatically.

Collectibles

Stamina

At the start of the game, you have four stamina points. Look for more stamina bonuses to increase your stamina!



Pizza and Soda

Pizza and soda cups can be found on some levels. Pizza restores one stamina point, while soda restores only one-half stamina point.



Outfits

Cool outfits can be found in hidden areas. Once you find an outfit, you can wear it by going to the cloak room in the hotel lobby (where you start your missions).

Stamina

Zack and Cody share stamina points as they take on their adventures. Their stamina level appears in the upper left corner of the main screen.



They can rebuild their stamina by collecting the pizza and soda cups they find along the way.

If they drop down to zero stamina, the twins will return to the last check-point they reached, where they can continue their adventure.

Missions

Mission 1: Arwin's Robots

Zack accidentally presses a button in Arwin's lab, giving the mad inventor's robots too much energy. When they malfunction and become dangerous, Zack and Cody have no choice but to destroy them. Arwin upgrades Cody's vacuum cleaner, but the twins will have to hurry before Mr. Moseby realizes the robots have come to life!

Mission 2: London's Dog

The boys agree to take London's dog, Ivana, for a walk. But as soon as London leaves, Zack tries to persuade Cody to enter Ivana in the dog beauty contest being held in the hotel. When Ivana gets loose, the boys have to get her back.

Mission 3: Haunted Floor

Maddie has found an old map of an abandoned area of the Tipton. She was sure she heard weird sounds, but with tales of treasure, she persuades Zack and Cody to head up to the Haunted Floor of the Tipton and see for themselves.

Mission 4: Rats And Thieves

Mr. Moseby is convinced that Zack and Cody have something to do with the rats in the lobby. He wants them out, and now! Arwin warns the boys that the sewers are dangerous, and gives them some special tools for completing the mission.

Mission 5: Alien Invasion

Aliens have landed on the roof and captured everyone in the hotel! Can the boys defeat the aliens and free everyone safely? What does all of this have to do with anchovy pancakes?

Mini-Games

During play, you'll get to play two different types of mini-games:

- Toy Sailboat Race
- Skateboard Race



Once you've played a mini-game, that game will remain unlocked. You can play it again from the Mini-Games button on the main menu.

Wireless Mode

Both mini-games can be played using the wireless connection with another player. You'll see your opponent in a different color and also be able to tell who's in the lead. When you play a mini-game in two-player mode, you're racing against each other instead of a timer or a computer opponent.

Mini-Games

Toy Sailboat Race

In this mini-game, you help Cody maneuver his sailboat using the **L Button** and **R Button** and blowing into the microphone. The Touch Screen shows a picture of your boat, while the main screen shows you a view of the dueling boats. The object is to beat the timer or your opponent.



- Use the **L Button** and **R Button** or the **+Control Pad** to turn the boat.
- Blow into the microphone to push your boat along. The more you blow, the faster your boat goes!
- If you stop blowing, your toy boat will slow down and eventually stop.

Wireless Mode

If you're playing in two player mode (using wireless), you race against each other. First one through the finish wins!

Mini-Games

Skateboard Racing

In this mini-game, you control Zack using the touch screen. You choose different paths to avoid obstacles by sliding the skateboard to the left or right. The object is to beat the timer or your opponent.

Of course, skateboards don't have brakes! You can avoid obstacles by moving left or right or jumping.



- Press the Jump button to jump.
- Press the Crouch button to crouch. Zack will pick up speed when he crouches, but he won't be able to change paths until he stands up again.
- If Zack runs into an object along the way, he'll slow down.

Wireless mode

If you're playing in two player mode (using wireless), you race against each other. First one through the finish wins!

Notes