

NINTENDO DS™

The logo for Disney High School Musical 2. It features the word "Disney" in its signature script at the top. Below it, the words "HIGH SCHOOL MUSICAL" are written in large, bold, yellow, 3D-style block letters. To the right of "MUSICAL" is a large, blue, 3D-style number "2". The entire logo is set against a blue background with a subtle pattern of white musical notes.

Disney  
**HIGH SCHOOL MUSICAL 2**

Work This Out!

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.

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 DOWNLOADED FROM ONE GAME CARD.



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.



During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

LICENSED BY



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Work This Out!



## Work This Out!

Go behind the scenes of Disney Channel's hit movie *High School Musical 2* and help the Wildcats make it through a busy, busy week at the luxurious Lava Springs Country Club.

Umbrella maintenance, sandwich construction, golf ball wrangling – it takes a lot of work to keep a country club running smoothly. With Sharpay Evans scheming to drive a wedge between Troy and Gabriella, it's gonna take a lot of work to keep the Wildcats dancing and singing smoothly, too.

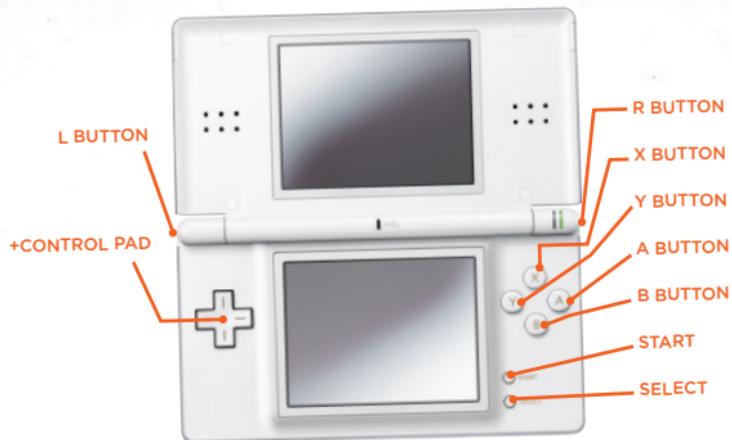
Will they remember the moves – and the team spirit – that made their stage performances sparkle? Or will Sharpay's selfishness finally split apart the friendship that makes the Wildcats sizzle? Just remember, you can still save the summer, if you can help the Wildcats work this out!

## Getting Started

- 1 Make sure the **POWER** switch is **OFF**.
- 2 Insert the *Disney High School Musical 2: Work This Out!* Game Card in the Nintendo DS™ slot.
- 3 Turn the **POWER** switch **ON**.  
**NOTE:** the *Disney High School Musical 2: Work This Out!* 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 High School Musical 2: Work This Out!* game icon from the DS launch screen.

**Note:** *Disney High School Musical 2: Work This Out!* is a blast to play no matter how you hear it, but the game is best experienced with headphones. Plug in, switch on, and Work This Out!

## Menu Controls



Use the **Touch Screen** and **stylus** to select and choose items on the menus. You can also use **+Control Pad** and the **A** and **B Buttons** to get around the menus.

<b>Touch Screen</b>	Select with the <b>stylus</b> or your finger
<b>+Control Pad</b>	Highlight menu options/select songs
<b>A Button</b>	Select
<b>B Button</b>	Cancel and go back to the previous menu

## Game Controls

Use these controls to get around the Country Club. Read on below for more details about special controls for each of Mr. Fulton's jobs.

<b>+Control Pad</b>	Move around the Country Club
<b>A Button</b>	Pick up an item/begin a conversation
<b>B Button &amp; +Control Pad</b>	Run
<b>L or R Button</b>	Zoom camera
<b>Touch Screen</b>	Use the <b>stylus</b> or your finger to complete tasks
<b>START</b>	Pause



# The Main Menu

Use the **stylus** or your finger and the **Touch Screen** to select **Adventure**, **Arcade**, **Multiplayer**, **Jukebox**, or **Options**.

## Adventure

It's a busy, busy week at Lava Springs Country Club. Select this to start a new busy week or to resume your current busy week!

## Arcade

Here you can replay any of the minigames you have completed in adventure mode. How high can you push the score?

## Multiplayer

This opens the Multiplayer Menu where you can join or create a direct multiplayer session with a nearby Nintendo DS™.



## Jukebox

Songs retrieved during *Lost Music* adventure play are available for replay anytime on the Jukebox.

Plus, while in Jukebox mode you can plug in your headphones, close your DS and listen to tunes from *High School Musical 2*.

## Inside Lava Springs

When you aren't chasing golf balls, or making sandwiches, or rehearsing songs, you'll be racing around the Country Club grounds doing this and that or just exploring and meeting people.

## Game Screens

The top screen shows you where you are, and the Mini Map on the **Touch Screen** shows you the layout of the Lava Springs Country Club.



## LOBBY

This is where Mr. Fulton posts jobs. If you're looking for something to do, check the notice board!

Use the **+Control Pad** to cycle through Mr. Fulton's tasks and press the **A Button** (or tap the check mark on the **Touch Screen**) to select it. Then get out there and get it done!



You'll find the Trophy Case in the Lobby. All of your achievements are recognized and stored inside.

## COUNTRY CLUB

Use the **+Control Pad** to move around and use the **A Button** to pick stuff up or interact with people you meet.

To race across the grounds, use the **+Control Pad** and press the **B Button** to run.

If somebody has something to say, or if they need a favor (and people always need favors!), a speech bubble will appear overhead.



## MINI MAP

The Mini Map shows you where you are (that's the Bouncing Wildcat logo), and it shows you where you need to go to complete the next task (the Yellow Highlights). The Flashing Red means there's a crisis. Get there fast to help out!



## Lost Music

The dry desert wind has scattered Kelsi's sheet music throughout the Country Club, and the team can't practice without it. Sheets of music have been picked up by Country Club staff, members and other Wildcats. When you find someone holding a piece of music, you must complete a short dance to claim the missing notes.

A Lost Music dance is like a short dance rehearsal (see "The Stage," on page 14 for details). To complete the routine and claim the music, tap the icons in time with the music. You must collect three pieces of music before you can attend rehearsal at the end of the day.

## Jobs and Minigames

Mr. Fulton has plenty of chores for the Wildcats to do. Fortunately, they're all lots of fun!

### UMBRELLA MAYHEM

Something's gone wrong with the umbrellas and your job is to keep them open and the sunbathers safely in the shade. To open a closed umbrella, tap it with the **stylus** when the Sun icon appears.

### GOLF PRO

Collect the golf balls before they slide off the driving range and into the pond. Tap a loose golf ball with your **stylus** and drag it to the nearby golf ball collection machine for repacking.

### SANDWICH MASTER

Making sandwiches to order... what could be simpler? Tap ingredients sliding by on the conveyor and drag them to the bread below.



When a sandwich order is ready, tap the pans to get the waiter's attention. Make the sandwich pictured for a bonus!

### BASKETBALL JAM

Not exactly a job, but a challenge nonetheless. Tap and "grab" a bouncing ball with your **stylus** and drag it through the net to score.



### Stealing Time

When you aren't doing one of Mr. Fulton's tasks, or doing a favor for somebody else, spend some time wandering the club and exploring. Things change from day to day at the club; members come and go; obstacles appear and disappear, and it's a good idea to get your bearings in case you have to rush off and help somebody out of a jam.

Plus, every day of the week, 30 music CDs are hidden throughout the Country Club. See if you can find them all!

## The Stage

After you and the Wildcats have completed the day's work (and reclaimed three pieces of Kelsi's lost music), you will take the stage to perform that day's hit *High School Musical 2* song. Songs you perform well will be available in the Jukebox to listen to whenever you like.



Mastering a dance routine is as simple as mastering a few moves on the **Touch Screen**:

The Tap: Tap the icons as they fill up. Don't tap too early and don't tap too late or you'll be tapping out of time.

## Take Five

If you need a break, press **START** to open the Pause Menu. Tap Resume to return to the show, or tap Quit to exit to the Main Menu.

## Saving

*Disney High School Musical 2: Work this Out!* saves your game automatically. There are three save slots, so you can save up to three players' games. The game saves whenever you complete a task, finish a rehearsal, collect a CD, and at the end of each day of the week.

When you begin a game, you will be asked to choose a save slot and a difficulty setting. When you resume your game, you can choose a game from any of your three save slots.



# Multiplayer

You can use the wireless connection abilities of your Nintendo DS™ to connect to another Nintendo DS™ player and compete against one another in Mr. Fulton jobs and minigames.

After selecting Multiplayer from the Main Menu, select DS Wireless Play to connect to another Nintendo DS™.



# Two Game Cards

If both players have copies of *Disney High School Musical 2: Work This Out!*, then you'll be able to compete head-to-head in three minigames:

- ★ Basketball Jam
- ★ Sandwich Master
- ★ Umbrella Mayhem



Once both players have joined, select a minigame to play, and then select game level and difficulty.

# One Game Card

If you are sharing a copy of *Disney High School Musical 2: Work This Out!*, select Multiplayer from the Main menu, then select either DS Wireless Play or Single-Card play to connect to another Nintendo DS™. You can then complete a round of Umbrella Mayhem together.

