



NTR-CDFE-USA



# Tinker Bell



NINTENDO DS™



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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has 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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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.**



Wireless DS  
Single-Card  
Download Play

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



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# Welcome to Pixie Hollow

Have you ever wondered how nature gets its glow...  
Who gives it light and color as the seasons come and go?  
Who helps all creatures great and small to walk, to swim, to fly?  
Who crafts such tiny details? It's all the work of fairies...

Once in a great while there is a fairy with personality so magical, so full of spirit, and so special to so many people that this can only describe the incomparable pixie and the most famous fairy of them all... Tinker Bell!

Discover the magical world of Pixie Hollow with Tinker Bell, as fairies of every talent practice their magical abilities and prepare for the change of seasons.

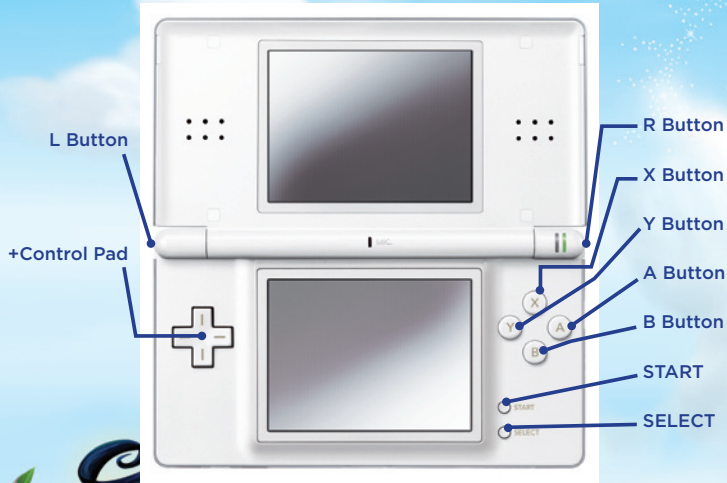
# Getting Started

- 1 Make sure the **POWER** switch is **OFF**.
- 2 Insert the *Disney Fairies: Tinker Bell* Game Card into the Nintendo DS® Game Card slot.
- 3 Turn the **POWER** switch **ON**.  
**NOTE:** the *Disney Fairies: Tinker Bell* Game Card is designed for the Nintendo DS™ system.
- 4 On the DS menu screen, tap the *Disney Fairies: Tinker Bell* panel.





# Menu Controls



# Game Controls

<b>Touch Screen</b>	Use your <b>stylus</b> to Fly and Interact with other fairies. Tap, Drag, and Select items
<b>START</b>	Save, Pause, Options
<b>L Button</b>	Scrolls through map and lists
<b>R Button</b>	Scrolls through map and lists

✿ You can also save by visiting Tink's House.

# The Main Menu

This is your portal to Pixie Hollow. If it's your first time preparing a season, Tink and her fairy friends will show you what to do.



## Tip: Gifts

Talk to fairies to find out what types of things they like. It might help you pick out the right gift for them.

## Play Game

This section is where your adventure in Pixie Hollow begins.

## Today's Fortune

Tap here to see what Tink thinks of your day. You can also share a fortune with a friend using the wireless connection abilities of your Nintendo DS.™

## Settings

Here you can adjust the volume or delete saved data. You can even check out a preview of the upcoming *Tinker Bell & the Lost Treasure* movie.

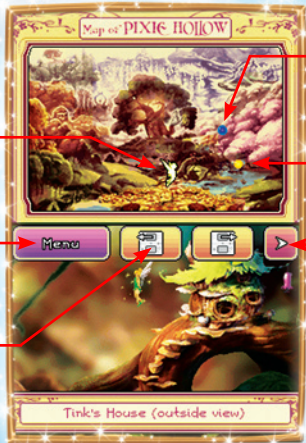
## DGamer

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

# Pixie Hollow

## Main Game Screens

Most of the action takes place on the **Touch Screen**.  
Use the **stylus** to tap objects and interact with them.



Tink's location  
in Pixie Hollow

A blue sparkle  
shows where to  
find items

A yellow sparkle  
shows where to  
find fairy friends

Opens the  
command menu

Scrolls top  
screen  
to see lists

Expands or hides  
menu control

## Command Menu

Your  
achieved title

Your medals  
to spend in  
Pixie Hollow

Your darts to  
use in the  
Roulette game

Return to  
game



Use these menus  
to keep track of  
everything a  
Fairy needs  
in Pixie Hollow

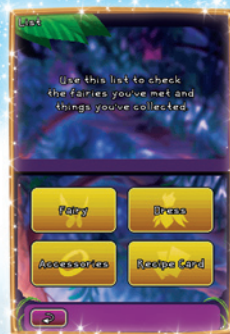
Tap here for help  
and to view any  
tutorials you may  
have forgotten



## Menus

### OUTFITS

Pick and choose all of Tink's clothes and accessories here. Some outfits come from materials Tink has gathered, or as rewards for bringing a season to the mainland. You can also create your own designs (see Costume Design on page 18).



### LISTS

Use this list to check the fairies you've met and things you've gathered.



### MATERIALS OWNED

Here you can see your ever growing collection of materials. Organized into flower, animal, water and light materials, it's as easy as can be to find what you need.



### LIST OF ACHIEVEMENTS

This is the list of everything you have accomplished and items you've collected.





# Preparing the Seasons

The fairies' number one most important job is preparing for the seasons. Every Season is different, but preparations for each follow a similar recipe.

- ✦ Meet the Minister of the Season to get your preparation list.
- ✦ Gather everything on your list by playing mini-games and doing favors for other fairies.
- ✦ Repair all items for the season.
- ✦ Deliver all items to the Minister.
- ✦ Bask in the glow of accomplishment, and watch as the Minister brings the season to the mainland.

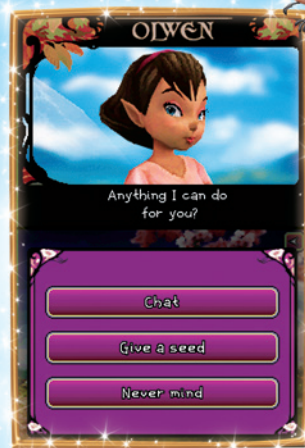
## *Tip: Sparkles*

Tap sparkles on the ground – you never know what they might bestow.

## *Errands*

Along the way Tinker Bell will meet many fairy friends who may need your help. Some will need help finding things, such as seeds. Some will need to trade items such as flower petals. Some will just need favors, such as delivering light beads and shells.

Use the to do list in the Command Menu to help you remember them all.



## Costume Design

After Tinker Bell has completed a few seasons, she can begin designing her own outfits. She can only make one top, one skirt, and one pair of boots. To make more, she has to give away the item or leave them in the Accessory Shop for someone to pick up. If the recipient really likes the design, she may leave a gift in appreciation.

### STAMPS

Decorate clothing with stamps Tink has collected. While you start with 4, there are 16 stamps in all.

### COLOR

Stamps can be created in a variety of colors. Tink can collect different fruits to add more colors to her designs.



### TRENDS

Give away your custom designed clothes to all of your fairy friends, or put it on display in your shop, and the next time you turn on your Nintendo DS, you may have started a trend. And you might even see all the fairies wearing the outfit you created!



### *Tip: Arrows*

Tap an arrow to move to the next screen. Look for red arrows in the first season to tell you exactly where you need to go. Tap small arrows to reveal more of the screen.

## Making Accessories

Tinker Bell's later titles allow her to create accessories. Tink can create hair ornaments, anklets and bracelets for herself or as gifts for other fairies.

### RECIPE CARDS

Every accessory has its own unique requirements. Recipe Cards tell Tink what she needs to collect to create an accessory and what she needs to do to complete it.

### ITEMS

Use the items Tink has collected around Pixie Hollow or won by competing in mini-games to make fashionable new accessories.



### RANKING

Accessories are ranked based on rarity of materials and craftsmanship. Higher rated accessories will earn Tink more praise – and more Fairy Medals at the Accessory Shop.

### ACCESSORY SHOP

The Accessory Shop is next to Tinker Bell's work table. Any items left there may be taken by the other fairies of Pixie Hollow. If the fairy really likes what she has taken, she may leave a Fairy Medal or two to show her appreciation. To put items in the Shop, select them from Tink's Inventory, and transfer them to the shelves next to Tink's work table.

#### *Tip:* Asking a Fairy Friend

If you aren't sure what to do next, talk to your fairy friends. They may just help you figure out where to go next.



## Repairing Things

Repairing things for other fairies is a great way for Tink to make new friends – and to improve her existing fairy friendships. Tinker Bell makes repairs in her workshop, at her table. Tap it to begin repairing, select an item to work on (she can have up to eight items on her waiting list), and then start tinkering.



## FRIENDSHIPS

Friends – the greatest reward of all! Whenever Tink does a favor for a fairy, or fixes something, or gives a gift, or just has a nice conversation, Tink's friendship meter with that fairy improves. Better friends often give better gifts.

Tinker Bell's friendship with a fairy will suffer if Tink doesn't keep in touch, or if she doesn't complete an errand on time, or even if she gives a fairy something she doesn't like.

You can check out your friendship meter by visiting the Lists option in the Command Menu. Just select Fairies to see how your friendships are measuring up.

