

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

60615A



PRINTED IN USA

NINTENDO DS™



MAGNETIC™

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.

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.



Wireless DS
Multi-Card
Play

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



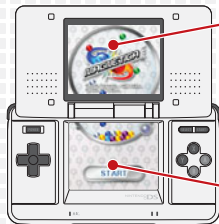
Nintendo DS
Rumble Pak
Compatible

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



Top Screen

In this manual, *game screens surrounded by a yellow border are from the top screen of the Nintendo DS. Game screens with a blue border are from the Touch Screen.*

Touch Screen

When you close your Nintendo DS while playing Magnetica, the game will automatically enter Sleep Mode. While in Sleep Mode, your game is paused, the screens turn off, and your system's battery consumption is reduced. When you reopen the system, you will resume your game from where you left off.

Contents

- Getting Started 06
- Controls 07
- Rules & Techniques 08

■ Modes of Play

- Challenge 12
- Quest 14
- Puzzle 16
- Versus 18
 - DS Wireless Play 18
 - DS Download Play 19
- Options 25

Getting Started

Confirm that your Nintendo DS is turned off, then insert the Magnetica Game Card into the DS. If you are using the Nintendo DS Rumble Pak, insert the Rumble Pak into the GBA Slot of the DS. Finally, turn the power on.



When you turn your system on, the title screen shown to the left will appear. Read it, then tap the Touch Screen to continue.

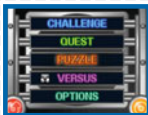
On the menu screen, touch the Magnetica logo to reach the title screen.



If you have set your DS to Auto Mode, the menu screen will not appear when you turn the system on. Read your DS instruction booklet for more information.

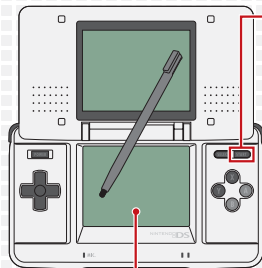


Touch START on the title screen to access the main menu, then choose a mode and start playing!



Controls

Magnetica is controlled with the stylus and Touch Screen. See the following pages for specific stylus controls.



START

Touch **START** or the during gameplay to access the pause menu.

■ Return to Game

Touch this to resume your game.

■ End Game

Touch this to quit.

■ Retry

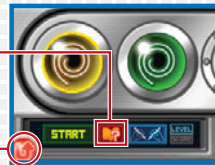
In Puzzle mode, touch this to reset the puzzle.

Touch Screen

Touch the displayed options and icons to make and confirm selections.

After selecting a mode, touch to view a tutorial. The tutorial will give you many tips for playing the mode, as well as a helpful demo.

Touch to confirm selections, and to return to the previous screen.

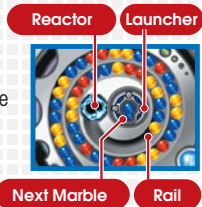


Rules & Techniques

Basic Rules

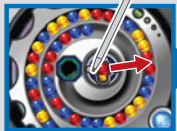
Touch the marble on the launcher, then slide your stylus across the Touch Screen to "flick" it in a direction. If you line up three or more marbles of the same color, they will all disappear. But watch out! If the marbles reach the reactor, your game ends!

(**Note:** The speed at which your marble leaves the launcher depends on how fast you slide the stylus.)



If there is more than one marble in the launcher, it will be displayed here.

Eliminating Marbles



Slide your stylus away from the launcher to flick the marble in that direction.



Flick marbles into the chain to match up three or more of the same color.



The matching marbles will disappear!

Techniques 101: Creating Chains

Marbles of the same color are magnetically attracted to each other. Take advantage of this property to prepare chains of alternating colors. Such chains will eliminate many marbles at once.

Single Player



If similarly colored marbles are on either side of a group of marbles, they will join together when you clear the group in the middle.

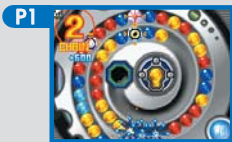


If three or more similarly colored marbles are drawn together, they will form a chain and disappear.



Chains will give you bonus points. Creating long chains is the secret to setting a high score.

Multiplayer Games



Forming chains in a multiplayer game will send **bearings** to your opponent!



Techniques 20 I: Magnetic Attraction

If marbles are left waiting near the reactor, use their magnetic properties to pull yourself away from the edge of danger!



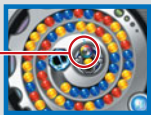
If marbles are waiting by the reactor, figure out the color of the furthest marble in the group, then launch a similarly colored marble at the approaching line.



The magnetic attraction of the marbles will pull the entire group back to the approaching line!

Techniques 30 I: The Detonator

When you hit a marble with the detonator, all marbles of that color will be destroyed! Detonators can appear in the launcher or the marble line, depending on which mode you are playing.



When a detonator appears in the launcher, flick it toward a marble in the line. If a detonator appears in the line of marbles, hit it with a launched marble.

Quick Tips

Danger! Rockets!



Rockets push the marble line at a high rate of speed, so you must destroy them quickly! There are two ways to do this.



Strike the rocket with a launched marble.



Destroy all the marbles in front of the rocket.

Precision Control

To ensure your aim is true, slide the stylus firmly and quickly in the direction you want to launch the marble.



Timing The Launch

Once you launch a marble, you can't launch another one until the first marble disappears or slides into the line.



Challenge Mode

In Challenge mode, your only goal is to clear marbles. As you do so, the level will increase. Each time you clear ten levels, a rocket and detonator will appear. When you beat level 99, you win!

- 1 Touch **CHALLENGE** on the main menu.
- 2 Choose the difficulty level. (Only two levels are available at first: Training and Normal.)
- 3 Touch **START** or the selected difficulty again to begin playing.

Difficulty Selection

You can choose the difficulty setting for your game. If you touch **START** without choosing a difficulty, a Training level match will begin.

Tutorial

Page 7

The Scoreboard

The three highest scores are displayed here. You can organize them by high score or by the highest level achieved.

Changing The Scoreboard

When you touch this icon, the display will alternate between high score and the highest level achieved.

Handedness Setting

Touch this to switch to between a left- and right-handed control setting.

Viewing the Game Screen

Level

This shows your current level.

Score

This shows your total points earned.

Max Chain

This shows your longest chain so far.

Level Meter

As your level increases, this meter will fill. When you destroy the rocket that appears after nine levels, you'll advance to the next level and reset the meter. (The meter always runs in increments of ten.)

Pause Button Page 7

Saving and Quitting

After playing a round of Magnetica, your score and records are saved automatically.

Challenge Mode

If you clear a chosen difficulty level or lose the game – and your score or level in the top three – the record will be saved automatically.

Other Modes

Your results will be saved automatically after clearing a stage. Anytime you set a new record, the old one will be overwritten.

No records are saved when playing Versus mode via DS Download Play.

Once your game ends, choose **No** to return to the main menu or **Yes** to restart the level.



Quest Mode

In this mode you must play through over 50 unique and challenging missions which can be cleared only by destroying all the marbles that appear. Also, every tenth stage is a special boss or bonus mission!

1 Choose **QUEST** from the main menu.

2 The first time you play you must start from mission 1. Once you beat a mission, you can move on to the next one.

3 Touch START to begin playing.

Mission Schematic

This shows the shape of the rail and any obstacles that appear in the mission.



Tutorial

Page 7

Selection Screen

The selected mission is displayed here.

Scoreboard

Awarded metal balls, score, completion time, and longest chain records are all shown here.

Scroll Keys

Touch the orange arrows to scroll forward or back one mission at a time. Touch the blue arrows to jump forward or back ten missions at a time.

The Metal Ball

The reactor at the end of each line contains a metal ball. If you do a good job of creating chains, the metal ball will change from bronze to silver to gold. If you don't get gold the first time you clear a mission, you can replay it at any time.

Viewing the Game Screen

The mission number, score, and number of created chains are shown here. Additional displays may appear on certain stages.



The Metal Ball

This is the metal ball. If a marble touches it, your game will end.

The shape of the rail and the location of the launcher and reactor vary on each stage.



(On stages with multiple launchers, you can fire marbles from any one you want.)

Pause Button

Page 7

Obstacles and Items

Many obstacles and items appear in Quest mode.

Obstacles

Slots

Land a marble in the corner hole to spin the slots. If you get a matching pattern, an item may appear.



Items

Decelerator

When struck, this will momentarily slow all advancing marbles.

Suppressor

When struck, this item will momentarily stop all advancing marbles.

Puzzle Mode

Use all provided marbles to make every marble on the track disappear. If you fail to clear all the marbles, leave marbles in the launcher, or allow the line to reach the reactor, you lose.

- 1 Touch **Puzzle** on the main menu.
- 2 Initially, there are ten puzzles to choose from. Clear any eight of these puzzles to make the next ten puzzles appear.
- 3 Touch any panel on the grid or **START** to begin.



Puzzle Schematic

This shows the location of marbles in the selected puzzle.



Arrow Keys

Touch the arrow keys to scroll up or down one row at a time. You can also slide the scroll bar to move through the grid quickly.

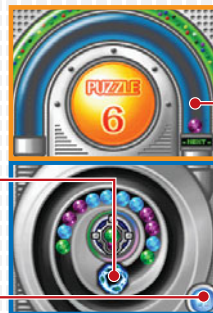
Tutorial

Page 7

The Grid

Cleared puzzles are orange. Puzzles that you haven't solved are blue.

Viewing the Game Screen



Reactor

Pause Button
Page 7

Stock Marbles

If the launcher contains more than two marbles, they are shown here.

If any of the marbles in the launcher are flicked off the screen, you lose.

Hints for Clearing Puzzles

The bearings in puzzles can be eliminated by destroying adjacent groups of marbles. When bearings are separated from marbles, use the magnetic properties of the marbles to bring them together.

When bearings are placed as shown...



Launch a marble at the bearing that matches the color of the next marble in line. Doing so will attract them to each other.

Versus Mode

There are two ways to play this two-player game: DS Download Play or DS Wireless Play.

Playing via DS Wireless Play

To begin DS local wireless communication, follow the steps on pages 22-24. You will need two DS systems and two Magnetica Game Cards to play via DS Wireless Play.

P1

Both players must touch Versus on the main menu.

On the next screen, choose Multi-Card Play. Once you have an opponent, the settings screen will appear.

Choose the time limit, rail shape, item default, and handicap settings. Either player can touch START to begin.

Start The Battle!

See pages 20-21 for further control information.

P2

Both players must touch Versus on the main menu.

On the next screen, choose Multi-Card Play. Once you have an opponent, the settings screen will appear.

Choose the time limit, rail shape, item default, and handicap settings. Either player can touch START to begin.

Start The Battle!

See pages 20-21 for further control information.

Playing via DS Download Play

Please read pages 23-24 before beginning DS Download Play. Two DS systems and one Magnetica Game Card are required for DS Download Play. Results for DS Download Play will not be saved.

P1

The player with the Game Card must choose Versus on the main menu.

Touch DS Download Play.

Choose the time limit, rail shape, item default, and handicap settings. Either player can touch START to begin.

Start The Battle!

See pages 20-21 for further control information.

P2

Touch DS Download Play on the DS system menu.

Touch the Magnetica icon when it appears.

Choose the time limit, rail shape, item default, and handicap settings. Either player can touch START to begin.

If you have a Nintendo DS Rumble Pak inserted in the GBA slot of your DS, the rumble feature will automatically be turned on.

Versus Record

This shows your record in all Versus matches to date.



Settings

- Choose a time limit.
- Choose the rail shape. Only one shape will be available the first time you play.
- ITEMS** ... Choose whether or not to use attack items (other than bearings).
- HANDICAP** ... Set handicaps. A positive number sends more bearings to your opponent when you create chains, while a negative number sends less.

Viewing the Game Screen

The Opponent Screen

This screen displays the location of marbles in your opponent's line, as well as his or her score and handicap.



Timer

If you've set a time limit for the match, a clock will appear here.



Score and handicap settings are shown here.

Attack Items

See page 21 for information on the different items.

The more chains you create, the more bearings you send to your opponent.



Bearings

Bearings can be destroyed by eliminating a group of marbles next to the bearing.

Attack Items

If you launch a marble at an attack item, you can use it against your opponent. You can also boost the power of attack items by destroying an item to set off a chain.



Recoil

This item causes marble-deflecting pillars to appear on your opponent's screen.



Ion Cloud

This item causes smoke to billow forth from any point you touch with your stylus.



Black Hole

This causes a marble-engulfing black hole to appear on your opponent's screen.



Graviton

This object warps the trajectory of your opponent's launched marbles.



Virus

The virus causes marbles in your opponent's line to turn into bearings.

■ Establishing the DS Wireless Link (DS Local Wireless Play)

This section explains how to establish your DS wireless link for DS Wireless Play.

What You Will Need

- Nintendo DS systems One for each player
- Magnetica Game Cards One for each player

Steps

- 1 Make sure that all DS systems are turned off, then insert a Magnetica Game Card into each system.
- 2 Turn on the power of all the systems. The DS Menu Screen will appear.
- 3 Touch the “Magnetica” panel.
- 4 Now follow the instructions on page 18.

■ Establishing the DS Wireless Link (DS Download Play)

This section explains how to establish your DS wireless link for DS Download Play.

What You Will Need

- Nintendo DS systems One for each player
- Magnetica Game Cards One

Steps for the host

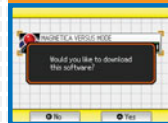
- 1 Make sure that all DS systems are turned off, then insert a Magnetica Game Card into the host system.
- 2 Turn on the power of the host system. The DS Menu Screen will appear.
- 3 Touch the “Magnetica” panel.
- 4 Now follow the instructions on page 19.

Steps for guests

- 1 Turn on the power of the guest system. The DS Menu Screen will appear.
- 2 Touch the DS Download Play panel. The game-selection will appear.
- 3 Touch the “Magnetica” panel. The game-confirmation screen will appear.
- 4 When the correct software appears, touch “Yes”. P1 will start the download process.
- 5 Please follow the instructions on page 19.



Game-Selection Screen



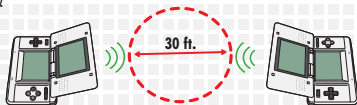
Game-Confirmation Screen

Important Wireless Communication Guidelines

Please be aware of the following concerning wireless communication:

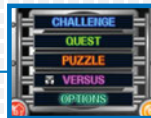
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and onboard aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property. During wireless game play an icon will appear on either the upper or lower display showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below

No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.


Options




Choose options to change game settings or send a demo version to a friend.

Settings

Music

 Touch the note icon to turn the music on or off. Touch the bar to adjust volume.

Effects

 Touch the speaker icon to turn sound effects on or off. Touch the bar to adjust volume.

Rumble

You can adjust the rumble feature only if you've inserted a Nintendo DS Rumble Pak into the GBA slot.



Clear Data

Choose this option to erase all your saved data. Cleared data can not be restored!

Demo Version

You can send a demo version of Magnetica to a friend by following the same steps you would for DS Download Play. The demo version will reside in the receiving DS until that DS is turned off. See pages 23–24 for details.



Important Legal Information

REV-D

Copying of any video game for any Nintendo system 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.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play.

If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

REV-P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PRÉPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.