

NINTENDO DS™



  
**WarioWare™**

**Touched!**

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:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

- 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.

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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.**

# WA HAH HAH HAH!

I'm filthy, dirty, gut-churningly rich!!! It's all thanks to WarioWare, Inc's success! That still hasn't stopped me from swiping stuff. Just the other day, I pilfered a couple of portable game systems! Well, then I fell and dropped them down a manhole. This old guy popped out and asked me if I dropped those two systems or this other system I'd never seen before. I lied and took them both!

# ARRRGGG!

How do I work this thing?! It's got two screens! Wait...I can use this weird little stick on the screen to play! This is actually fun! I've got it—I'll trick people to make me a bunch of microgames for free, and then I'll sell 'em to the masses. With two screens, I'll make twice as much money! **CHA-CHING!**



**Nintendo**

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# TOUCH IT!

The screen, that is! Grab a stylus and poke, rub, and scratch the screen to play my glorious microgames! If you see a kitty, poke it! If you see a genie lamp, rub it! It's so easy, even a chump could figure it out—I'm a **GENIUS!!!**



# HERE'S HOW TO PLAY!

## L/R Buttons

Fast-forward through scrolling messages.



## Microphone

Blow into this thing to play Mike's microgames!

## Sleep

When you want to take a break to scarf down some tacos or something, just shut the Nintendo DS, and it'll take a nap! To wake it up, just open it up again and you can pick up where you left off!

## Pause

Press START or press up on the + Control Pad to pause the game. You never know when you need to take a second to extract a nose nugget!

You don't use the A, B, X, or Y Buttons, so quit pressing 'em!

## Touch Screen

This is where the magic happens. Touch it with the stylus to play microgames.

## KNOCK IT OFF!

Get your grubby hands off of the Touch Screen! Whaddya think the stylus is for?! **USE IT!**

Quit bangin' on the Touch Screen! Unless you wanna break it... If so, go right ahead!

Stop touching the top screen. **IT WON'T WORK!**



# HI, I'M MONA!

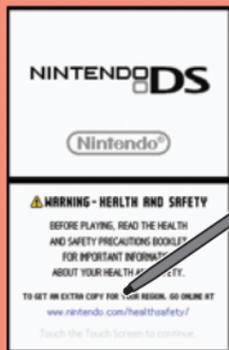
Wario got a little overexcited and had to take a breather! It's a good thing, too—he has a tendency to spray it and not say it! I'm taking over from here!

Whoa there! Before you can play, make sure your Nintendo DS is turned off. Then, pop in the WarioWare: Touched! Game Card. When you turn the power on, you'll see the health and safety warning screen pictured over there on the right. Tap on the Touch Screen to get to the system menu.

\* Hold the POWER Button down to shut down your Nintendo DS.

Go ahead and tap the WarioWare: Touched! icon on the system screen. After a short intro movie, you'll be at the title screen.

If you keep your DS system set to auto mode, you can skip this last step. For more info, just check out pages 33 and 46 of the Nintendo DS User's Manual...



When you get to the title screen, tap **START** on the Touch Screen.



You're almost ready to play, but first you've got to tell the game whether you're right- or left-handed. The way you play the game depends on your answer, so don't try to be sneaky and pick the wrong hand!



Once you've decided, tap **OK!**





The first time you play, you'll get to jam with Wario's weird microgames! Finish that, and you'll end up back at the main Games area.



As soon as you get back, a cab will drive by and drop off some more people for you to play with. Just tap a character and then Start to play their stage!

## MENUS

This is the Games area—you can play each character's microgame stage here. Everybody's microgames are played differently!

● Games

● Album

With the Album, you can pick a microgame that you've played before and try to beat your best score. Play and practice any game you've already played as many times as you want.

As you finish stages and more characters get dropped off, the main area will get pretty crowded. If people start to wander off, tap Arrange to get them back in line!

● Arrange



If you want to change your game options or watch an epilogue movie, tap the Options icon! You can also erase your game data, but be careful: if you choose to erase your data, you'll lose all your progress forever! Remember that the game saves your progress automatically.

● Options

● Toy Room

Store your souvenirs here in the Toy Room!

# SOUVENIRS

You'll earn a fun and weird souvenir each time you beat a boss stage or complete an Album, but you never know which one you'll get. If you see Orbulon's Oinker flash, **give it a tap!**



Tap a souvenir to play with it!

# TOY ROOM

The Toy Room solves all your souvenir storage needs—just tap a souvenir to play with it! Remember that you can move souvenirs between the Toy Room and the Games area anytime you want.



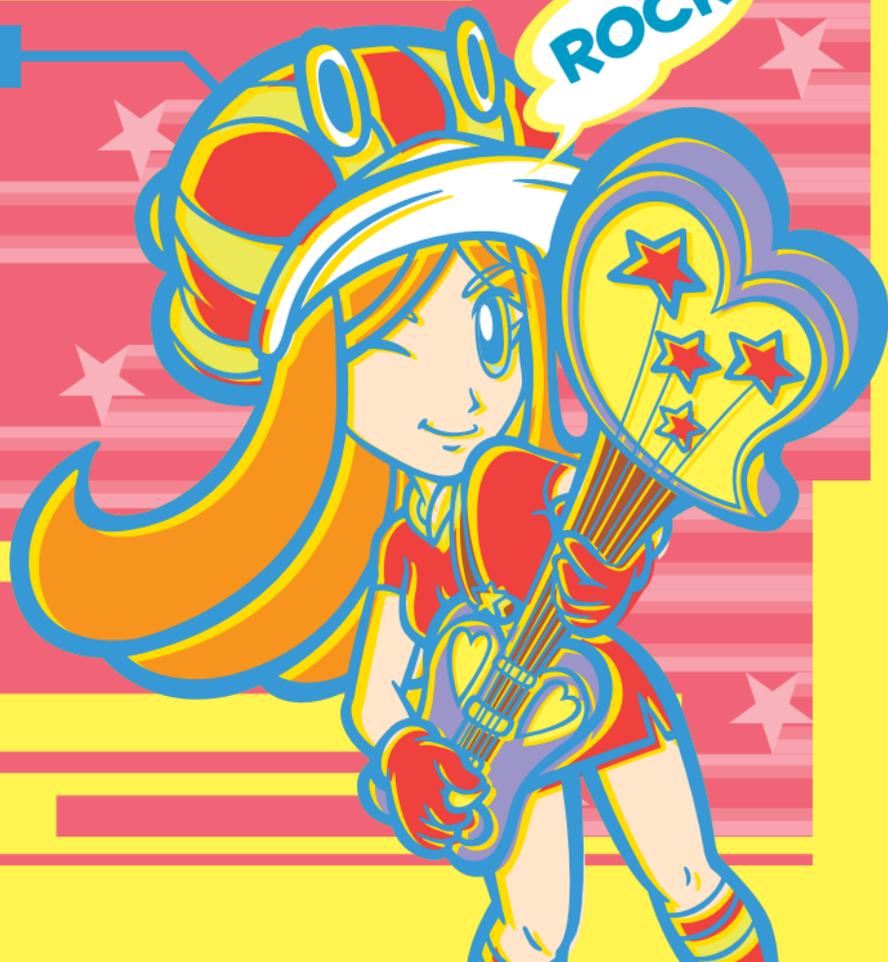
Tap the Move icon while you're in a Toy Room...

...to throw your souvenir to the Games area and play with it there!





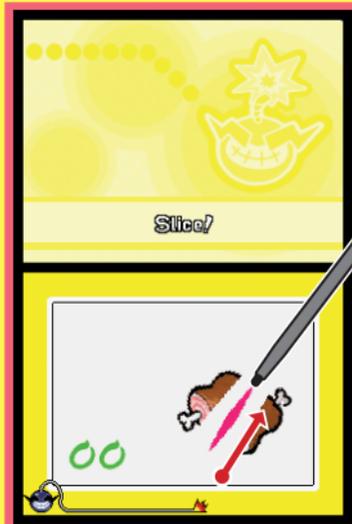
MONA



## HEY, I'M BACK!

I may work as a pizza-delivery diva by day, but I also play the bass in the hardest-rockin' band in the city—Mona and the Hot Slices! Our first gig is today at the famous Hawt House! Come check us out...we're going to, like, totally **ROCK!**

## Cute Cuts



My Cute Cuts are easy to play: just make quick slices across the screen. Simple, right? It's a lot like jamming on a bass!

# YO!

If you thought I had some wicked dance moves, my family will blow your mind. Trust me, you DO NOT wanna throw down with my family in a Disco Dance Off!

JIMMY T.

# Jimmy T.



## Dance Club Rub

In my microgames, all you gotta do is rub the Touch Screen the right way!



We're not just ninjas—  
we're also the stars of  
Mystical Ninja  
Elementary's upcoming  
school play!

We have to learn our lines!  
Oh, and we can't forget to practice  
throwing stars  
and disappearing in a  
cloud of smoke!



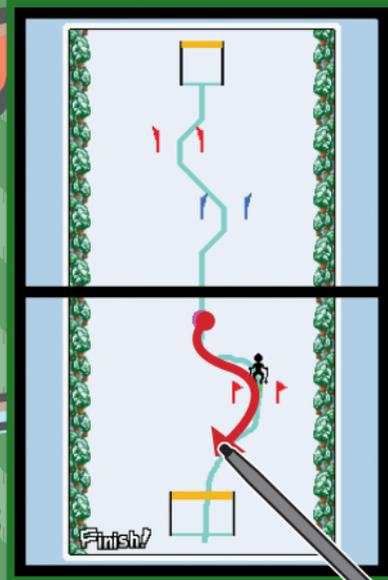
KAT

 **kat**



**Ana** 

ANA



**Ninja Scribble**

To beat our microgames, you have to scribble or  
draw long lines on the Touch Screen! They're  
pretty fun: you get to saw stuff in half, draw  
moustaches, and paint fingernails!

## What's up?

People call me Red. Well, at least my friend Ashley does. She's a pretty wicked sorcerer. We live in this big creepy mansion. While Ashley's brewing up potions and studying spells, I spend most of my time hanging out, collecting ingredients for Ashley, and poking stuff with my pitchfork.

RED



Total Drag



"All you have to do is drag stuff around. Even you can do that."

In Ashley's microgames, you've usually got to grab something and slide it somewhere. You better do it fast, or Ashley will freak out on you! I'm not even kidding.

ASHLEY

Ashley



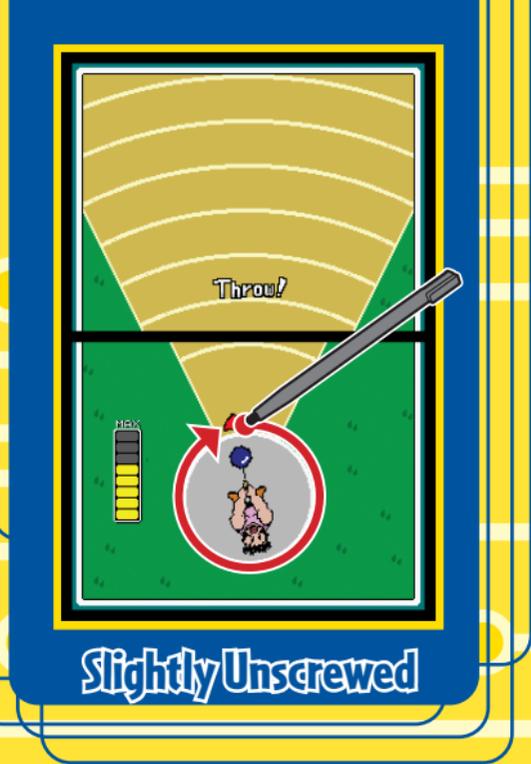
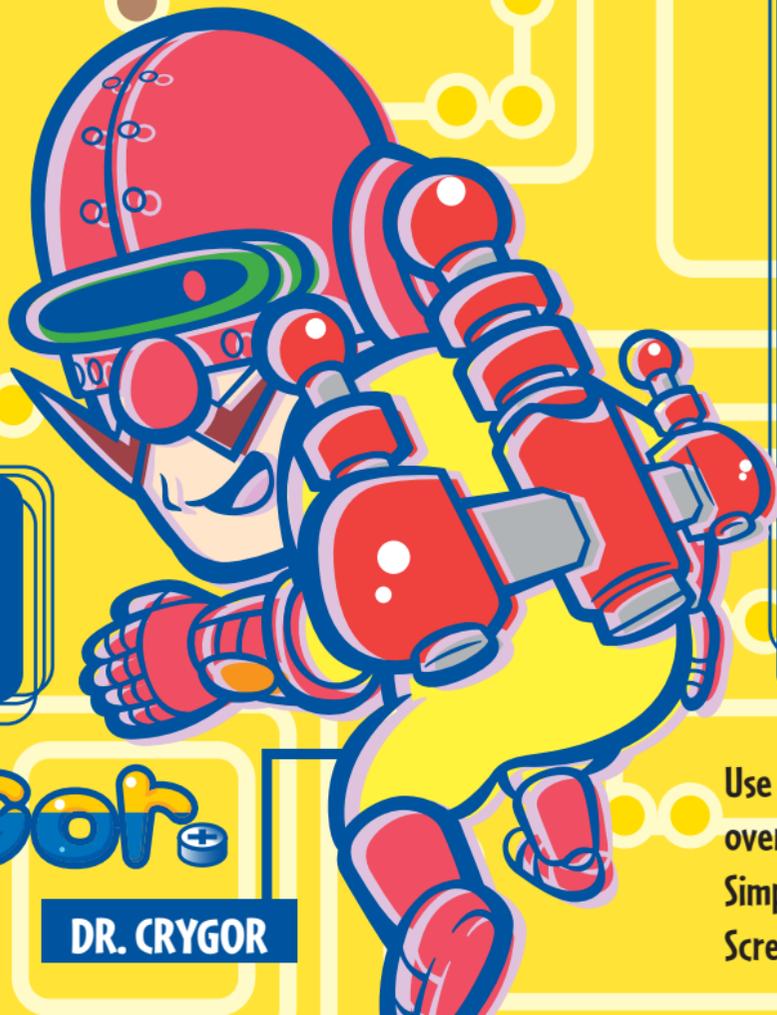
My labor of mechanical love is finally complete!

I call it the "Tri-phonic Undulating Nanobot Automaton," or **TUNA**! With my brilliant **TUNA**, I can transform an apple core back to its original deliciousness!

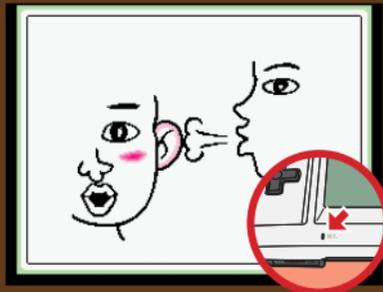
I have hypothesized that **TUNA** will allow me to live for at least another 437 years, during which time I can experiment continuously...while traveling in my flying car...in space.

**Dr. Crygor**

**DR. CRYGOR**



Use the wonders of centrifugal force to triumph over my scientifically challenging microgames! Simply plant your stylus firmly on the Touch Screen and spin and rotate it with vigor!



## Mic Rocking

I am Mike. My highly advanced karaoke software was designed to keep the party bumping, but all I do is clean Dr. Crygor's laboratory. I was built to **ROCK THE MIC**, not **ROCK THE MOP!**

Urge to host...  
party...  
overpowering system...

Head microphones are go!

CD, vinyl, tape, and 8-track players are fully operational!

**Blow into the microphone to win my microgames!**





# 9-VOLT & 18-VOLT

**9-VOLT**

**9-Volt:** 'Sup 9-Volt here! This is my friend 18-Volt!

**18-Volt:** Word!

**Both:** We're 27-Volts!

**9-Volt:** We're spazzing out about the hottest game of the year—  
36-Volt Man! It comes out tomorrow!!!

**18-Volt:** Word!

**9-Volt:** New games are cool, but they still don't rock as hard as  
old-school Nintendo games! That's why we've made our  
microgame stage all about...

**Both:** Retro Action!

**9-Volt:** It's guaranteed to make you freak out!

**18-Volt:** Word!

Our Nintendo microgames are just like the originals, except you play 'em with the Touch Screen!

## Retro Action



**18-VOLT**



# WARIO-MAN

Stouter than an iron burrito...

Studier than a snow tire...

Faster than a galloping mule!

He is...er...I am...

## Waaaaaaaaaaaaaaaaario-Man!

What?! You want me to help you cross the street?! Bwaaaah!

Do I wear shiny armor? Do I ride a white stallion? You're barking up the wrong fire hydrant, old lady!

WARIO-MAN

### Super Zero

You never know what kind of touch technique you'll have to use in my bold and spicy Super Zero mix!

# CAN YOU FIND THE DIFFERENCES?

This is my fam!

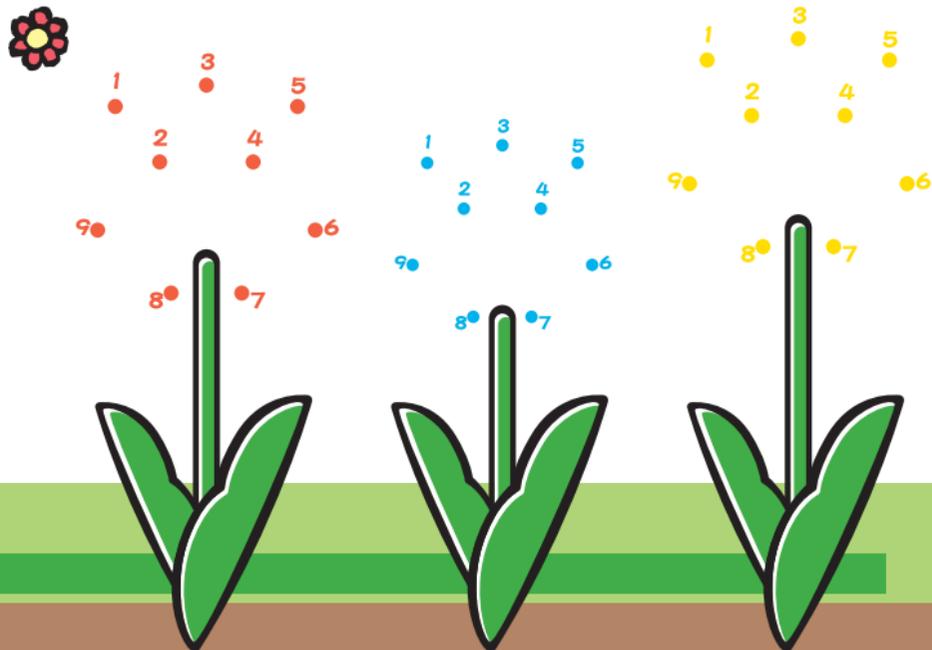
Answers on page 32 and 33.



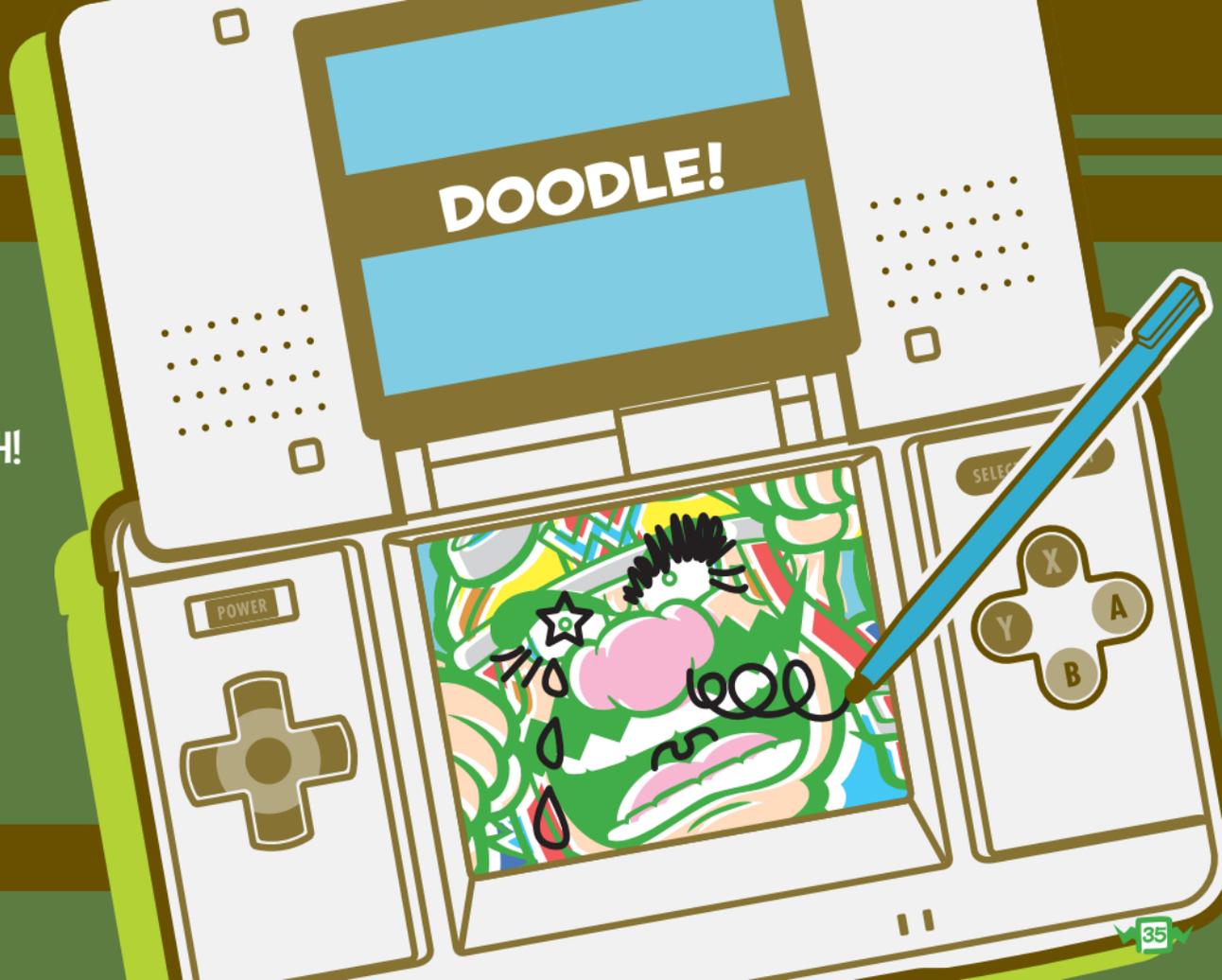
I planted flowers in the garden with my dog, Shadow.

The ninja spirit is strong in Shadow—maybe he'll connect

the dots to make the flowers grow!



My game is a smash hit! This shouldn't surprise anyone—it's the brainchild of me, the greatest video game designer in the history of everything! So, all that money the game is making is MINE MINE MINE! But everyone is conniving against me, saying, "We designed your microgames! We want to get paid!" AARGH! They didn't do SQUAT! They're not getting anything! WHA?! HEY, quit doodling on my gorgeous, yet manly, face!!!



# Important Legal Information

REV-D

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# Warranty & Service Information

REV-O

You may need only simple instructions to correct a problem with your product. Try our web site at [www.nintendo.com](http://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 on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. 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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair 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.

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## SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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

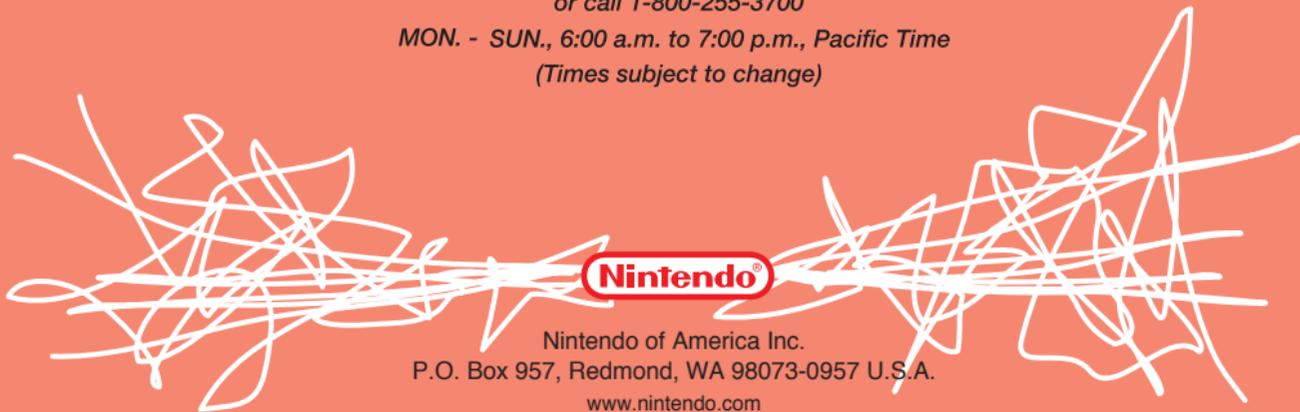
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