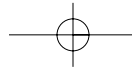


FPO
Outside Front Cover



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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	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

REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

1-2
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

PRISM

LIGHT THE WAY

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GETTING STARTED

1. Make sure the Nintendo DS™ system is turned OFF (press the Power Button). Never insert or remove a Game Card when the power is ON.
2. Insert the **Prism: Light the Way** Game Card into the Game Card slot on the back of the Nintendo DS system, and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™.
3. Turn the Nintendo DS™ system ON by pressing the Power Button. The Health and Safety Screen will appear.
4. Touch the Touch Screen to continue.
5. Touch the **Prism: Light the Way** icon on the Touch Screen. The game title screen sequence will appear.

2

WELCOME

Welcome the world of **Prism**, the truly brilliant puzzle game. Color the light, split the light, bounce and bend the light to create the one illuminating pattern that solves all!

THE TALE OF PRISM

Your shining mission is to bring the healing light to the downtrodden **Glowbos**. The light-bringing **Bulboids** and wide assortment of **Gluon** light tools are here to help. But only you can determine how all the pieces let the light flow to the Glowbos. Down with the **Evil Bho-bail!** Save **Oog** and Save All!

Light is absorbed into Black Holes.

Lightbeams are filtered to other dimensions by Glowbos, who use the light to feed.

But a Star-beast moves in, absorbing all the light and leaving the Glowbos in the dark!

Without light the Glowbos will fade away!

There is one hope...Bulboids, bringers of light!

3

CHARACTERS

THE GLOWBOS



Living in extreme but peaceful conditions, in their Black Hole home of Oog, the Glowbos are a race of simple quantum beings. Clinging perilously to the edge of reality, the Glowbos feed on light captured by Oog and fed through an assortment of galactic matter that redirects and splits the light into the wavelengths required for their existence.



THE EVIL BHOBAIL

The otherwise tranquil Black Hole of Oog is under attack, its light being consumed by the Evil BhoBail. The Glowbos now face extinction!

THE BULBOIDS



Fearing for the existence of the Glowbos, the Bulboids, an unusual race of creatures from a planet orbiting Oog, rally to the aid of the Glowbos. These friendly creatures from outer space light the way with their powerful beams. Place them carefully to help the Glowbos.

4

GLUONS

You, along with a number of Bulboids, must direct light onto the Glowbos, making use of galactic matter collectively known as Gluons. These come in the form of Mirrors, T-Splitters, Filter Blocks, Prisms and Cycloids.



MIRRORS — Mirrors reflect the light. Move the mirror and the Bulboid so that light is reflected into the Glowbo. **Note:** Both sides of the mirrors can reflect light.



T-SPLITTERS — T-Splitters split light into two separate beams. T-Splitters appear facing all four directions. They cannot be rotated.



FILTER BLOCKS — These change white light beams into colored beams. Use Filter Blocks to match the Glowbo color with the light beam.



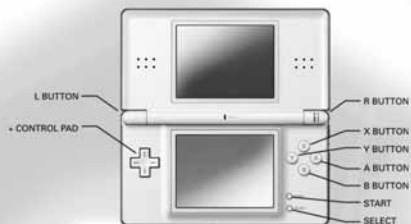
PRISMS — Use Prisms to split the correct color light into the Glowbos. Glowbos come in different colors, and the light that they are fed must match their color.



CYCLOIDS — Cycloids behave like Filter Blocks but cycle through different colors. Make sure you pay attention to the direction they are facing.

5

CONTROLS



MENU CONTROLS

- ◆ **Highlight Menu Item** Stylus or +Control Pad
- ◆ **Select** Stylus or A Button
- ◆ **Return to Previous Screen** Stylus or B Button

MOVING BULBOIDS AND GLUONS

- ◇ **STYLUS** — Slide the stylus on the Touch Screen to drag Bulboids and Gluons around the screen to feed the Glowbos.
- ◇ **+CONTROL PAD** — Using the +Control Pad, move the cursor over the Bulboid or Gluon you want to move, then press and hold the A Button and drag the piece to the destination you require. Release the A Button to place the piece in that destination.
- ◇ **L BUTTON/R BUTTON** — Use the L Button and R Button to cycle the cursor onto the Bulboids and Gluons in turn.

6

MAIN MENU

- ◇ **PLAY MENU** — Select a single-player game type to play.
- ◇ **MULTIPLAYER** — Play a multiplayer game in either **Versus** or **Cooperative Mode**.
- ◇ **OPTIONS MENU** — Adjust the following game options:
 - ◆ **Volume** — **Sound FX:** Change the sound effects volume setting.
Music: Change the music volume setting.
 - ◆ **About** — View the game credits.
 - ◆ **Erase Data** — Delete game data.
- ◇ **RECORDS MENU** — View records of scores and game statistics.
- ◇ **TUTORIAL** — Walk through Tutorial Mode, a sequence of screens that demonstrates how to play the game, and explains the function of the various characters and pieces.

7

PLAY MENU

PLAY MENU


The Play Menu is where you select the type of Glowbo-saving mission to play. Note: If it is the first time you're playing the game, opening the Play Menu automatically launches Tutorial Mode.

- ◇ **PUZZLE** — Save the Glowbos using the Bulboids and Gluons.
- ◇ **TIME** — Complete randomly generated Glowbo-saving puzzles — against the clock!
- ◇ **HYPER** — Light all the Glowbos that continually appear at the edges of the play area before they explode!
- ◇ **INFINITE** — Play through an unending series of Glowbo-saving puzzles.

8

SINGLE PLAYER


PUZZLE MODE

When you select **Puzzle** from the Play Menu, you'll see a series of Glowbo-saving puzzles. Highlight a puzzle by using the +Control Pad or by touching the puzzle icon with the stylus, then press the A Button or touch the play button , and off you go!

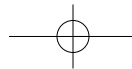
- ◆ The color of the level number shows whether it's been completed (green) or is still unsolved (red).

You can complete the levels on each tier in any order. The next tier becomes available when you've completed six of the eight levels.

Use other icons on the Touch Screen to navigate to other open tiers. You can also press the L Button and R Button as shortcuts for selecting different tiers.

- ◆ Hints are available until level 40 by touching the Hint icon , or by pressing the Y Button.

9



TIME MODE

Save the Glowbos by solving puzzles against the clock. You will see a list of potential starting levels, plus the current best times and medals awarded so far. Available levels are shown in white.

To begin the game, touch a puzzle row with the stylus, or select it with the +Control Pad and press the A Button. You can also select the first row by default by pressing the A Button without moving the +Control Pad.

- ◆ When you use a hint, a penalty is deducted from your overall time. The amount of time deducted increases for each hint, so use them wisely!

HYPER MODE

Light all the Glowbos that appear before they explode. The quicker you light the Glowbos, the more points you earn. You start with 5 lives, so be quick at lighting those Glowbos! You can gain bonus lives by saving lots of Glowbos!

- ◆ Bombs are available for exploding Glowbos. Use them carefully — you don't get many!

INFINITE MODE

Play an infinite series of random puzzles. At the end of the game, you get 125 extra points for any unused objects.

- ◆ Using hints reduces your score.

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MULTIPLAYER

Prism: Light the Way supports 2-player Versus and Cooperative Modes, using the Single Card Play feature.

DOWNLOAD PLAY

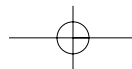
1. To begin, the first player (the host) selects **Multiplayer** from the Main Menu.
2. The second player must select **DS Download Play** from the DS Menu.
3. Once the second player finishes downloading, the host can configure the game type and settings.

COOPERATIVE

In Cooperative Mode, 2 players can join in the fight to save the Glowbos. You are challenged with a big puzzle that you must work at together to complete. Both players use the part of the puzzle displayed on their half of the screen.

- ◆ You can only move Bulboids and Gluons on your half of the screen.
- ◆ The host can configure the starting difficulty level and whether or not the puzzles will be time limited (by choosing between **Casual** and **Timed**).

11



VERSUS

In Versus Mode, you and another player compete over the same set of levels. Go head-to-head to gain control of a quickly diminishing pool of time.

Before the game begins, the host decides the number of rounds in the game, and the amount of time players have to complete the puzzle.

At the beginning of each round, both players receive the same new puzzle at the same time. Their clocks begin running, and continue counting down until the players solve their puzzles. The first player to finish the round receives a 10-second time-extend bonus. Meanwhile, the other player's clock counts down twice as fast for the next 10 seconds!

When a player wins a round, that player's clock stops while the other player's clock continues, and that player must still finish the current puzzle. Only when both players have finished the round does play go on to the next round.

The game ends after the set number of rounds, or when one player runs out of time. The player with the most time when the game ends is the winner!

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PAUSE & GAME MENU

Press START to open the Pause & Game Menu, where you can select the following options:

- ◇ **VOLUME**
 - ◆ **Sound FX** — Change the sound effects volume setting.
 - ◆ **Music** — Change the music volume setting.
- ◇ **RESUME** — Return to the game.
- ◇ **QUIT** — Exit back to the Main Menu.

RECORDS

View your progress, rewards and achievements by selecting **Rewards** from the Main Menu. The following are displayed:

- ◇ **TIME** — Shows best times for reaching levels 10, 20, 30, 40, 50, 75 and 100, and the medals awarded for reaching them.
- ◇ **HYPER** — Shows the top scores for Hyper Mode.
- ◇ **INFINITE** — Shows the highest level and score achieved.
- ◇ **MULTIPLAYER** — Shows your 5 most recent Multiplayer friends, the number of Versus Mode wins and losses against them, and the number of cooperative puzzles solved with them.

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