

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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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.

⚠ 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.



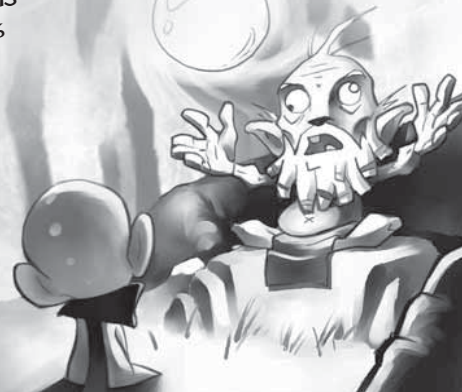
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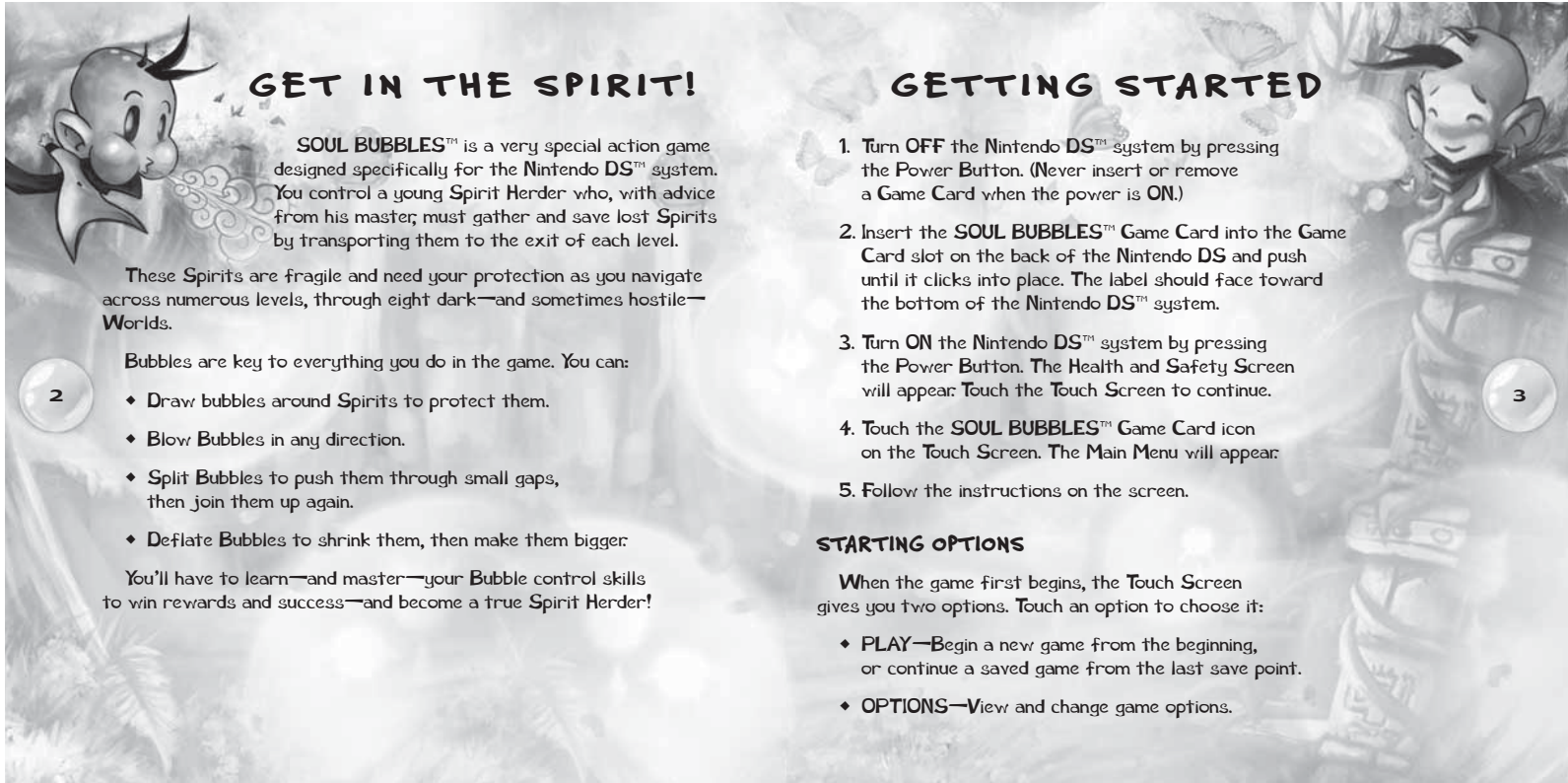


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**Don't panic!
It's all
gonna be
hunky dory...**





GET IN THE SPIRIT!

SOUL BUBBLES™ is a very special action game designed specifically for the **Nintendo DS™** system. You control a young **Spirit Herder** who, with advice from his master, must gather and save lost **Spirits** by transporting them to the exit of each level.

These **Spirits** are fragile and need your protection as you navigate across numerous levels, through eight dark—and sometimes hostile—**Worlds**.

Bubbles are key to everything you do in the game. You can:

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- ◆ Draw bubbles around **Spirits** to protect them.
- ◆ Blow Bubbles in any direction.
- ◆ Split Bubbles to push them through small gaps, then join them up again.
- ◆ Deflate Bubbles to shrink them, then make them bigger.

You'll have to learn—and master—your Bubble control skills to win rewards and success—and become a true **Spirit Herder**!

GETTING STARTED

1. Turn **OFF** the **Nintendo DS™** system by pressing the **Power Button**. (Never insert or remove a **Game Card** when the power is **ON**.)
2. Insert the **SOUL BUBBLES™** **Game Card** into the **Game Card slot** on the back of the **Nintendo DS** and push until it clicks into place. The label should face toward the bottom of the **Nintendo DS™** system.
3. Turn **ON** the **Nintendo DS™** system by pressing the **Power Button**. The **Health and Safety Screen** will appear. Touch the **Touch Screen** to continue.
4. Touch the **SOUL BUBBLES™** **Game Card icon** on the **Touch Screen**. The **Main Menu** will appear.
5. Follow the instructions on the screen.

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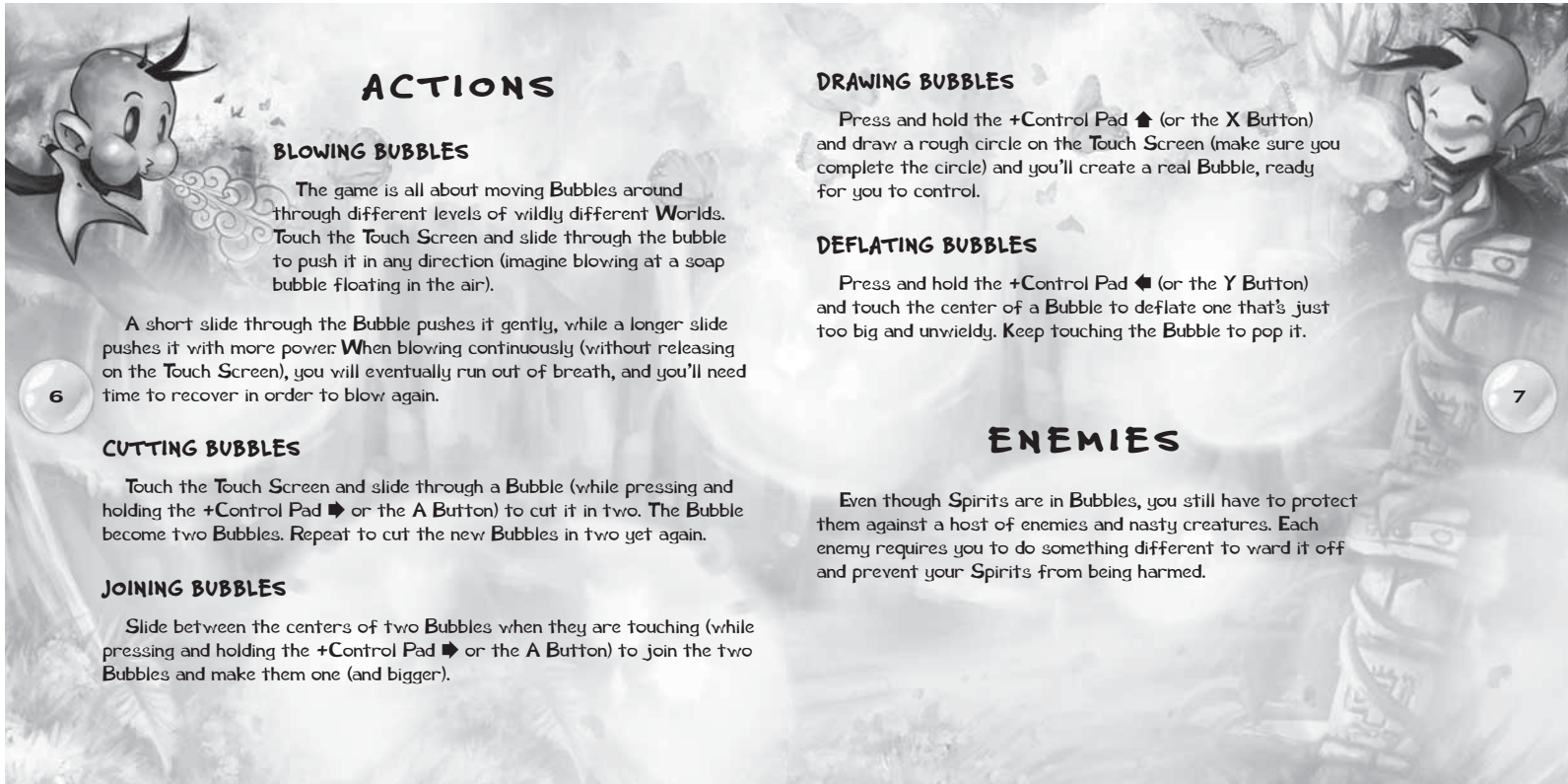
STARTING OPTIONS

When the game first begins, the **Touch Screen** gives you two options. Touch an option to choose it:

- ◆ **PLAY**—Begin a new game from the beginning, or continue a saved game from the last save point.
- ◆ **OPTIONS**—View and change game options.

CONTROLS

ACTION	CONTROL
◆ Blow Bubble	Touch and slide through the Bubble on the Touch Screen.
◆ Use Map on Touch Screen	+Control Pad ▲ (or B Button).
◆ Split Bubbles/Cut Bubble	+Control Pad ▶ (or A Button) and touch and slide through the Bubble.
◆ Join Bubbles	+Control Pad ▶ (or A Button), and touch and slide from center to center between two touching Bubbles.
◆ Draw Bubbles	+Control Pad ▲ (or X Button) and draw a circle on the Touch Screen.
◆ Deflate Bubbles	+Control Pad ◀ (or Y Button) and touch the Bubble.
◆ Pause/Pause Menu	START.



ACTIONS

BLOWING BUBBLES

The game is all about moving Bubbles around through different levels of wildly different Worlds. Touch the Touch Screen and slide through the bubble to push it in any direction (imagine blowing at a soap bubble floating in the air).

A short slide through the Bubble pushes it gently, while a longer slide pushes it with more power. When blowing continuously (without releasing on the Touch Screen), you will eventually run out of breath, and you'll need time to recover in order to blow again.

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CUTTING BUBBLES

Touch the Touch Screen and slide through a Bubble (while pressing and holding the +Control Pad **▶** or the A Button) to cut it in two. The Bubble become two Bubbles. Repeat to cut the new Bubbles in two yet again.

JOINING BUBBLES

Slide between the centers of two Bubbles when they are touching (while pressing and holding the +Control Pad **▶** or the A Button) to join the two Bubbles and make them one (and bigger).

DRAWING BUBBLES

Press and hold the +Control Pad **▲** (or the X Button) and draw a rough circle on the Touch Screen (make sure you complete the circle) and you'll create a real Bubble, ready for you to control.

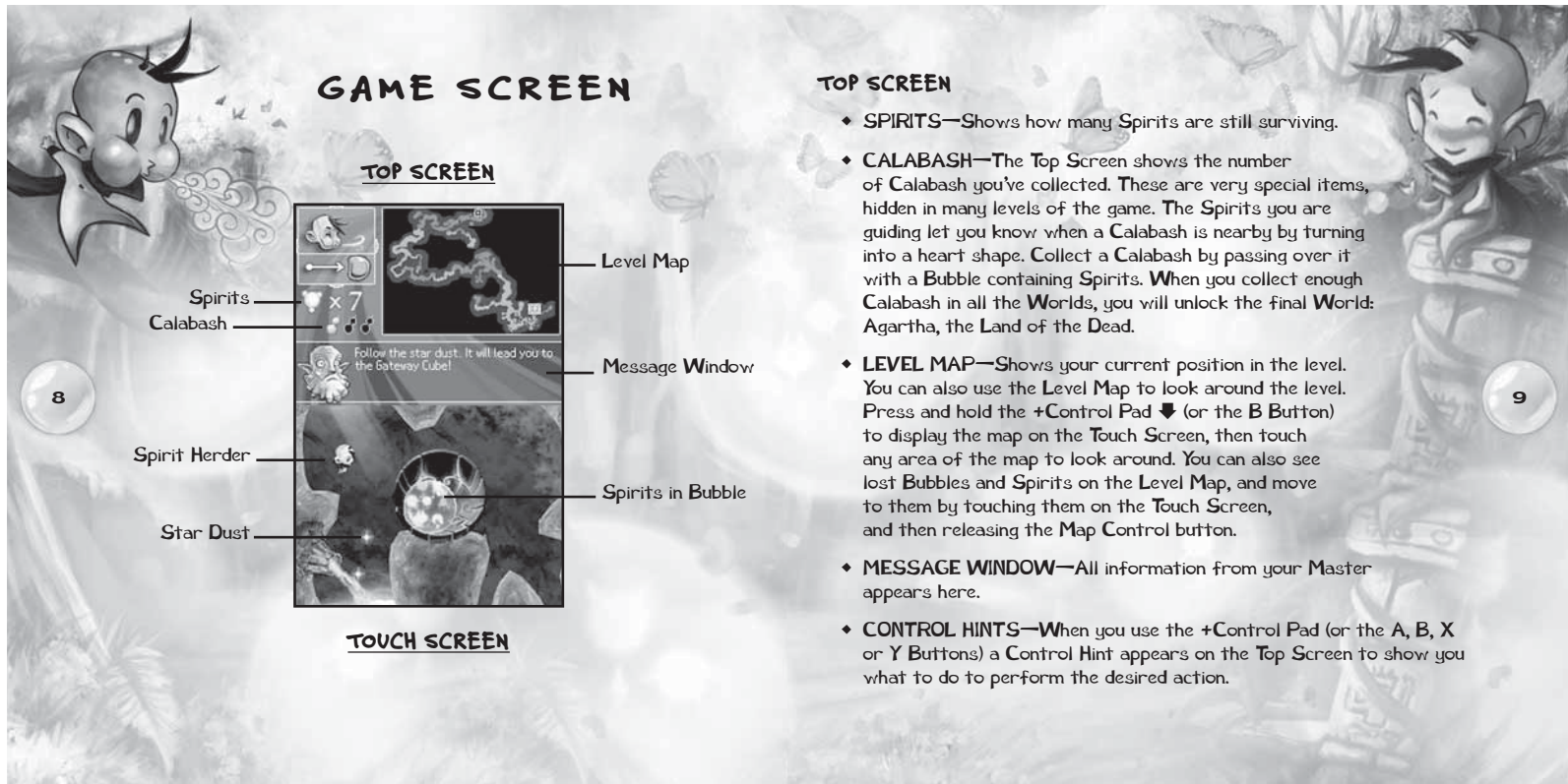
DEFLATING BUBBLES

Press and hold the +Control Pad **◀** (or the Y Button) and touch the center of a Bubble to deflate one that's just too big and unwieldy. Keep touching the Bubble to pop it.

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ENEMIES

Even though Spirits are in Bubbles, you still have to protect them against a host of enemies and nasty creatures. Each enemy requires you to do something different to ward it off and prevent your Spirits from being harmed.



GAME SCREEN

TOP SCREEN

Spirits
Calabash

Level Map

Message Window

Spirit Herder

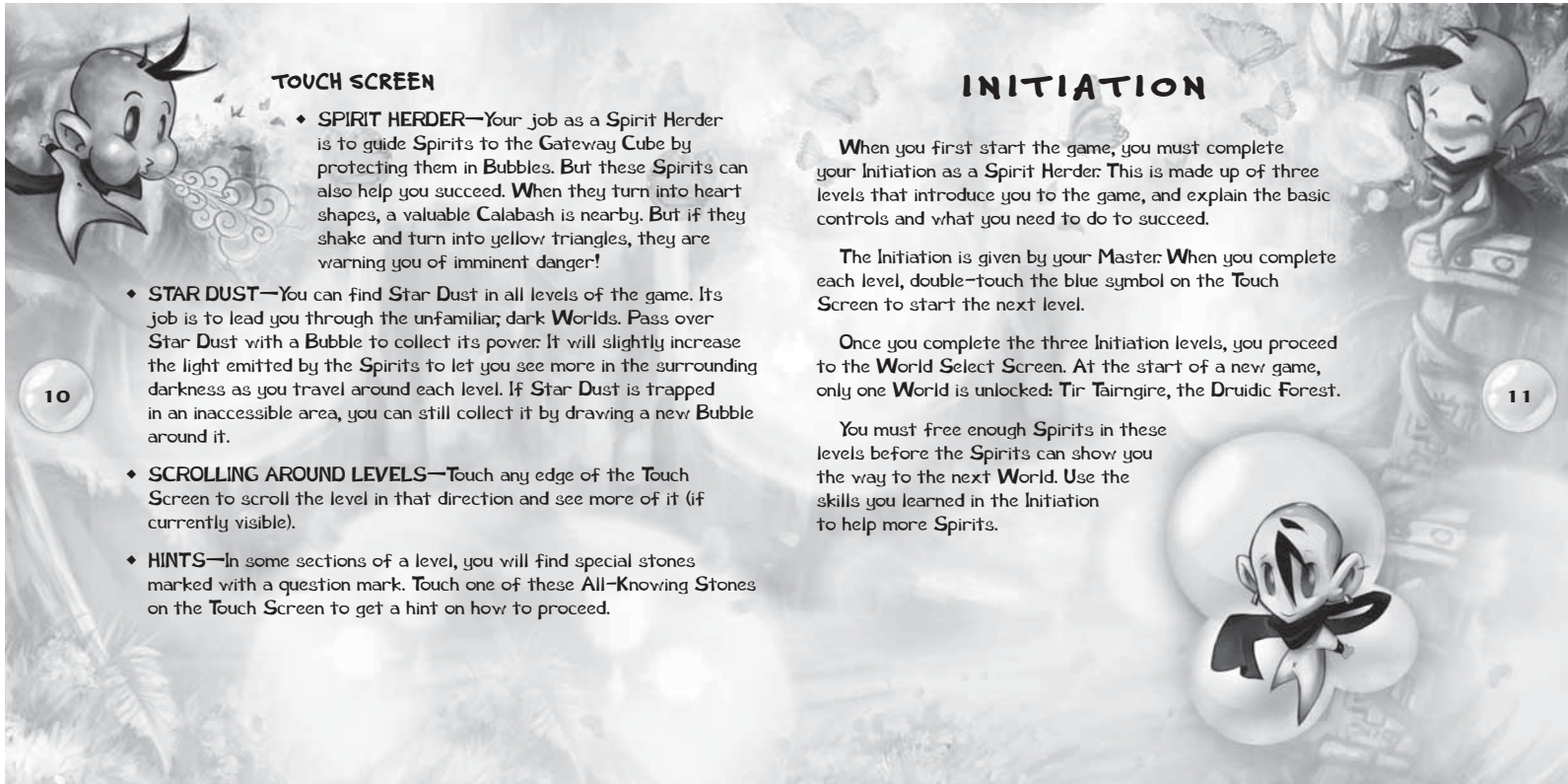
Spirits in Bubble

Star Dust

TOUCH SCREEN

TOP SCREEN

- ◆ **SPIRITS**—Shows how many Spirits are still surviving.
- ◆ **CALABASH**—The Top Screen shows the number of Calabash you've collected. These are very special items, hidden in many levels of the game. The Spirits you are guiding let you know when a Calabash is nearby by turning into a heart shape. Collect a Calabash by passing over it with a Bubble containing Spirits. When you collect enough Calabash in all the Worlds, you will unlock the final World: Agartha, the Land of the Dead.
- ◆ **LEVEL MAP**—Shows your current position in the level. You can also use the Level Map to look around the level. Press and hold the +Control Pad \downarrow (or the B Button) to display the map on the Touch Screen, then touch any area of the map to look around. You can also see lost Bubbles and Spirits on the Level Map, and move to them by touching them on the Touch Screen, and then releasing the Map Control button.
- ◆ **MESSAGE WINDOW**—All information from your Master appears here.
- ◆ **CONTROL HINTS**—When you use the +Control Pad (or the A, B, X or Y Buttons) a Control Hint appears on the Top Screen to show you what to do to perform the desired action.



TOUCH SCREEN

- ◆ **SPIRIT HERDER**—Your job as a Spirit Herder is to guide Spirits to the Gateway Cube by protecting them in Bubbles. But these Spirits can also help you succeed. When they turn into heart shapes, a valuable Calabash is nearby. But if they shake and turn into yellow triangles, they are warning you of imminent danger!
- ◆ **STAR DUST**—You can find Star Dust in all levels of the game. Its job is to lead you through the unfamiliar, dark Worlds. Pass over Star Dust with a Bubble to collect its power. It will slightly increase the light emitted by the Spirits to let you see more in the surrounding darkness as you travel around each level. If Star Dust is trapped in an inaccessible area, you can still collect it by drawing a new Bubble around it.
- ◆ **SCROLLING AROUND LEVELS**—Touch any edge of the Touch Screen to scroll the level in that direction and see more of it (if currently visible).
- ◆ **HINTS**—In some sections of a level, you will find special stones marked with a question mark. Touch one of these All-Knowing Stones on the Touch Screen to get a hint on how to proceed.

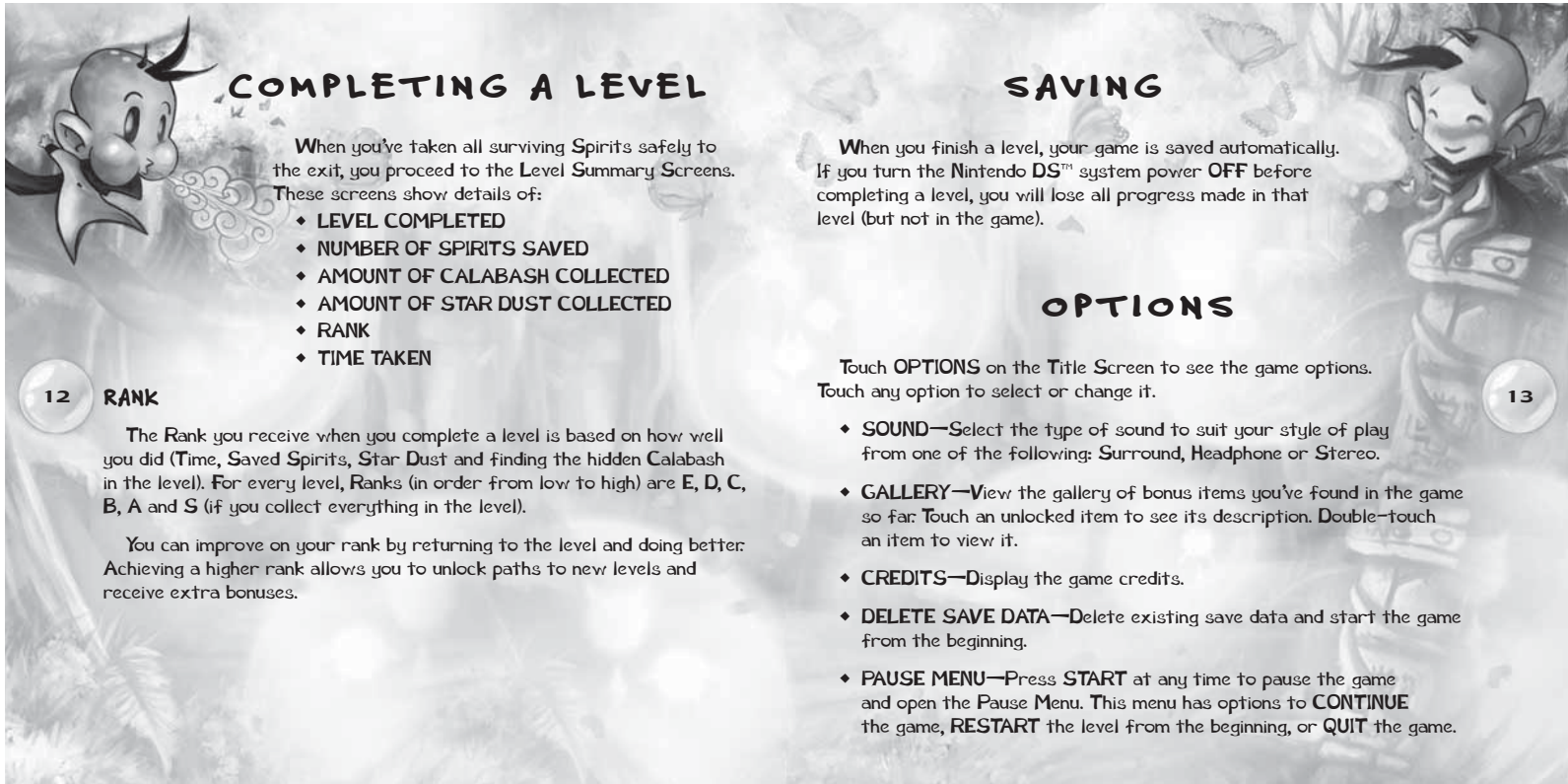
INITIATION

When you first start the game, you must complete your Initiation as a Spirit Herder. This is made up of three levels that introduce you to the game, and explain the basic controls and what you need to do to succeed.

The Initiation is given by your Master. When you complete each level, double-touch the blue symbol on the Touch Screen to start the next level.

Once you complete the three Initiation levels, you proceed to the World Select Screen. At the start of a new game, only one World is unlocked: Tir Tairngire, the Druidic Forest.

You must free enough Spirits in these levels before the Spirits can show you the way to the next World. Use the skills you learned in the Initiation to help more Spirits.



COMPLETING A LEVEL

When you've taken all surviving Spirits safely to the exit, you proceed to the Level Summary Screens. These screens show details of:

- ◆ LEVEL COMPLETED
- ◆ NUMBER OF SPIRITS SAVED
- ◆ AMOUNT OF CALABASH COLLECTED
- ◆ AMOUNT OF STAR DUST COLLECTED
- ◆ RANK
- ◆ TIME TAKEN

12 RANK

The Rank you receive when you complete a level is based on how well you did (Time, Saved Spirits, Star Dust and finding the hidden Calabash in the level). For every level, Ranks (in order from low to high) are E, D, C, B, A and S (if you collect everything in the level).

You can improve on your rank by returning to the level and doing better. Achieving a higher rank allows you to unlock paths to new levels and receive extra bonuses.

SAVING

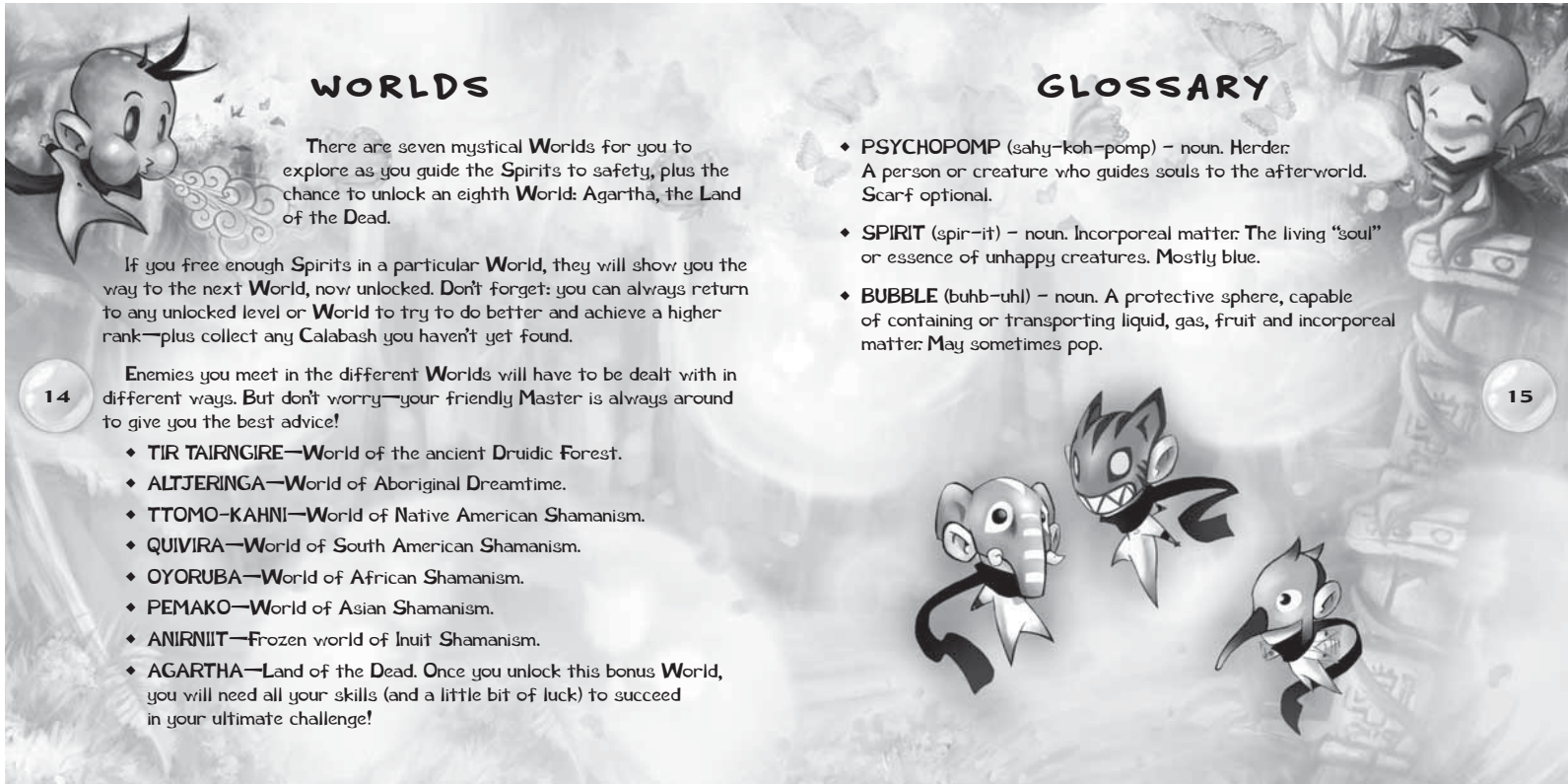
When you finish a level, your game is saved automatically. If you turn the Nintendo DS™ system power OFF before completing a level, you will lose all progress made in that level (but not in the game).

OPTIONS

Touch OPTIONS on the Title Screen to see the game options. Touch any option to select or change it.

- ◆ SOUND—Select the type of sound to suit your style of play from one of the following: Surround, Headphone or Stereo.
- ◆ GALLERY—View the gallery of bonus items you've found in the game so far. Touch an unlocked item to see its description. Double-touch an item to view it.
- ◆ CREDITS—Display the game credits.
- ◆ DELETE SAVE DATA—Delete existing save data and start the game from the beginning.
- ◆ PAUSE MENU—Press START at any time to pause the game and open the Pause Menu. This menu has options to CONTINUE the game, RESTART the level from the beginning, or QUIT the game.

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WORLDS

There are seven mystical **Worlds** for you to explore as you guide the **Spirits** to safety, plus the chance to unlock an eighth **World**: **Agartha**, the **Land of the Dead**.

If you free enough **Spirits** in a particular **World**, they will show you the way to the next **World**, now unlocked. **Don't** forget: you can always return to any unlocked level or **World** to try to do better and achieve a higher rank—plus collect any **Calabash** you haven't yet found.

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Enemies you meet in the different **Worlds** will have to be dealt with in different ways. **But** don't worry—your friendly **Master** is always around to give you the best advice!

- ◆ **TIR TAIRNGIRE**—World of the ancient **Druidic Forest**.
- ◆ **ALTJERINGA**—World of **Aboriginal Dreamtime**.
- ◆ **TTOMO-KAHNI**—World of **Native American Shamanism**.
- ◆ **QUIVIRA**—World of **South American Shamanism**.
- ◆ **OYORUBA**—World of **African Shamanism**.
- ◆ **PEMAKO**—World of **Asian Shamanism**.
- ◆ **ANIRNIIT**—Frozen world of **Inuit Shamanism**.
- ◆ **AGARTHA**—**Land of the Dead**. Once you unlock this bonus **World**, you will need all your skills (and a little bit of luck) to succeed in your ultimate challenge!

GLOSSARY

- ◆ **PSYCHOPOMP** (sahy-koh-pomp) – noun. Herder: A person or creature who guides souls to the afterworld. Scarf optional.
- ◆ **SPIRIT** (spir-it) – noun. Incorporeal matter: The living “soul” or essence of unhappy creatures. Mostly blue.
- ◆ **BUBBLE** (buhb-uhl) – noun. A protective sphere, capable of containing or transporting liquid, gas, fruit and incorporeal matter. May sometimes pop.

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MAKE BUBBLES, NOT WAR
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