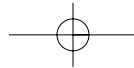
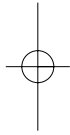


FPO
Outside Front Cover



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.



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

MATURE 17+
M Blood and Gore
Violence
ESRB CONTENT RATING www.esrb.org



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TOUCH THE DEAD

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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 **Touch the Dead**® 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 DS.
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 **Touch the Dead**® panel on the Touch Screen. The Main Menu will appear.

SELECTING MAIN MENU OPTIONS

- Select an option by touching it with the **stylus** or using the **+Control Pad**.
- Confirm an option by double-touching it with the **stylus** or pressing the **A Button**.
- Go back a screen by touching the **Back** option with the **stylus** or pressing the **B Button**.



2

SHOOT ... OR DIE

Rob Steiner, a prisoner of Ashdown Hole State Penitentiary, wakes up in the middle of the night. It takes him no time at all to realize the door of his cell is open. Bad luck – or good?

Rob had one more night in this military prison before being transferred. But it looks as if this prison has something to do with his fate. Why are there no guards around? Why is it so silent?

Standing up rapidly, Rob knows immediately that this night won't be like the others: a pistol is lying on the floor. One thing is sure: he'll need this pistol. After just a few steps, he faces undead people – who are apparently not very happy about it.

Face it, Rob, if you don't want to end up like them, you have only two options: shoot or die!

3

GETTING INTO THE GAME

START / CONTINUE / REPLAY

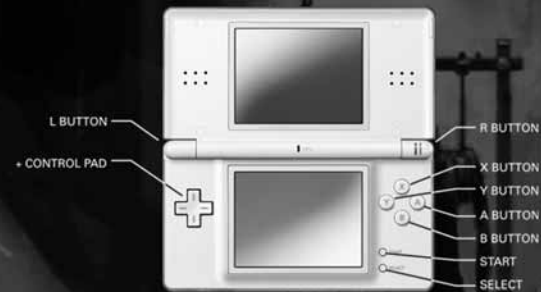
- To start a new game, select **Solo Play** on the Main Menu, and then select **New Game**. The game will save automatically when you reach the end of each level.
- To continue a game, select **Solo Play**, and then select **Continue**. The game will restart from the last level you reached (and saved).
- To replay a level, select **Missions** on the Main Menu, and choose one of the levels you previously finished.

GAME MODES

- **Normal Mode** – The first time you play **Touch the Dead**®, the game starts in Normal Mode. When you finish the game, you can unlock two new game modes, Furious Mode and God Mode.
- **Furious Mode** – In this mode, your enemies are even more furious. Be prepared for a heavy challenge!
- **God Mode** – In this mode, your enemies have the same aggression as in Furious Mode, but this time you get all the weapons from the start, with unlimited ammo! Have fun!

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CONTROLS



- **+Control Pad** Change weapons (right-handed)
 - **A, B, X, Y Buttons** Change weapons (left-handed)
 - **Touch Screen** Fire/Reload
 - **START** Pause/Skip cutscenes
- Note:** To switch between right- and left-handed controls, select **Options** on the Main Menu, and then select **Interface**.

WHICH WAY?

At some intersection in the game, you'll have to choose between two different directions of travel. Shoot the picture showing the direction you choose to go. When you replay the game, try different paths to discover new parts of the environment, and possibly extra ammo and bonuses.

5

WEAPONS

WEAPON TYPES

You can collect 4 weapons in **Touch the Dead**®:

- **Pistol** (unlimited ammo)
- **Shotgun** (limited ammo)
- **Crowbar**
- **Submachine Gun** (limited ammo)

The **Shotgun** and **Submachine Gun** have limited ammo, so be sure not to waste it. Find extra ammo by firing on breakable objects throughout the levels.



USING WEAPONS

To shoot enemies with the **Pistol**, **Shotgun** or **Submachine Gun**, touch the firearm on the **Touch Screen**.

When the clip empties, a **Reload** icon flashes on the **Touch Screen**. Drag 'n drop ammo from the full clip to the empty one.

Note: The Reload screen is reversed in left-hand mode.

To fight with the **Crowbar**, rapidly rub the **Touch Screen** horizontally.



WEAPON POWER-UPS



PISTOL

- **Reload Speed Up** – Pistol can be reloaded twice as fast.
- **Automatic Fire** – Pressing the Touch Screen continuously results in continuous fire.
- **More Damages** – Increases the weapon's firepower.



SHOTGUN

- **Reload Speed Up** – Shotgun can be reloaded twice as fast.
- **Automatic Fire** – Pressing the Touch Screen continuously results in continuous fire.
- **More Damages** – Increases the weapon's firepower.



CROWBAR

- **More Damages** – Increases the weapon's damage.
- **Furious Damages** – Crowbar causes maximum damage.



SUBMACHINE GUN

- **Reload Speed Up** – Submachine Gun can be reloaded twice as fast.
- **Firing Speed** – Increases the weapon's firing speed.
- **More Damages** – Increases the weapon's firepower.

GAME SCREENS

TOP SCREEN

- 1 Life Points** – Each heart represents one life point. The number indicates how many lives you have left. Each life contains 5 life points.
- 2 Weapons** – Your current weapon is displayed in the center. Each weapons icon shows how many power-ups have been collected. The Shotgun and Submachine Gun show if clips are available. A grayed weapon is not available.
- 3 Padlock** – Shows whether or not you've found the secret artwork in the current level.
- 4 Clock** – In timed sequences, shows how much time you have left.





TOUCH SCREEN

- 1 Weapon** – The weapon currently in Rob's hands.
- 2 Ammo** – Remaining ammo for the current weapon.
- 3 Clip** – Remaining ammo for the current clip.

Note: The Touch Screen is reversed in left-hand mode.



PAUSE SCREEN

- Select **Resume** to continue the game.
- Select **Quit** to return to the Main Menu.

BOSSSES

You'll encounter a **Boss** at the end of each game chapter. Before the Boss attacks, you'll see a picture of the him, with targets representing his weak points. Memorize them well – or you could have big problems trying to get rid of the Boss.



BONUSES

Rob Steiner needs to heal and reload often in the game. Fortunately, you can collect helpful bonuses throughout Ashdown Hole by firing at breakable objects.

- **Medkits** – Each one restores one life point.
- **Shotgun Ammo** – Supplies extra cartridges.
- **Submachine Gun Ammo** – Supplies extra bullets.
- **Secret Artwork** – A secret artwork is hidden in each level of **Touch the Dead**®. Sometimes you'll have to choose the right direction to find the artwork. To view your collected artworks, select **Bonus** from the Main Menu.



STATISTICS

Your shooting stats are displayed at the end of each level. If they are good enough, you will be rewarded with one or more extra life points.

The total number of enemies killed and your shooting accuracy are also displayed. The arrows indicate the objectives to reach; the bars indicate your performance in the completed level. If the bars go beyond the arrows, the objective is reached.

2 PLAYER MULTI CARD GAME

In *Touch the Dead*®, you can cooperate with a friend using the Nintendo DS Multi Card Wireless capability. Both players must have their own *Touch the Dead*® Game Card in their Nintendo DS system.

GAME MODES

Select Multiplayer on the Main Menu to begin Multi Card play. You will have two choices of how to enter a game:

- **Create a Game** – As the host, create a game that another player can join.
- **Choose a Game** – Up to 2 *Touch the Dead*® Multi Card games, available for you to join, can appear on your screen. Choose the game you want to join. When the host confirms that game, you are ready to play.

GAME SELECTION AND GAME START

Hosted games may disappear from the list, or not allow you to join. This will be either because the game already has 2 players, or because the game has already started. In either case, choose another game.

Once the host has selected a starting level, the game begins.

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