

Disney Club Penguin: Elite Penguin Force: Herbert's Revenge
(Nintendo DS™)



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Getting Started

1. Make sure the POWER switch is **OFF**.
2. Insert the **Disney Club Penguin: Elite Penguin Force: Herbert's Revenge** Game Card in the Nintendo DS™ slot.
3. Turn the POWER switch **ON**. Note: the **Disney Club Penguin: Elite Penguin Force: Herbert's Revenge** Game Card is designed for the Nintendo DS™ system.
4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. If the game does not automatically launch, select the **Disney Club Penguin: Elite Penguin Force: Herbert's Revenge** game icon from the DS launch screen.

Controls

Menu Controls

Touch Screen	Select menu options with the stylus
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Game Controls

Touch Screen	Tap, Drag, Select and Move with the stylus
+Control Pad	Move
START	Pause

DGamer

Choose DGamer™ to enter the online community exclusively for Disney gamers. Once inside, check out all of the cool achievements you've unlocked, send gifts and chat with friends, create a 3D avatar and more. (See the DGamer Quick Start Guide or visit www.DGamer.com for more details.) Plus, while in LCD Off Mode you can plug in your headphones, close your DS and listen to the music from DGamer.

Herbert's Revenge

Always mischievous polar bear Herbert P. Bear is back and things are heating up on Club Penguin. Now it's up to agents of the Elite Penguin Force to cool Herbert's heels before he hatches his new plan. But what could his plan be? You'll need all your secret agent skills, G's cool gadgets, and plenty of help from some highly trained Puffles to get to bottom of whatever plot Herbert has cooked up. Are you the right penguin for the job?

The Main Menu

Create a penguin and get started. From the Main Menu, use the **stylus** on the **Touch Screen** to select EPF Missions, Mini Games, Multiplayer and Account.

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EPF Missions

Here's where you click to accept challenging EPF missions and stop Herbert in his icy tracks.

- The Elite Penguin Force
- Secret of the Fur
- Questions for a Crab
- Mysterious Tremors
- Spy & Seek
- Waddle Squad
- Veggie Villain
- Suspect at Large
- Herbert's Plan
- The Ultimate Mission

Club Penguin Mini-Games

Coins you earn playing your favorite Club Penguin mini-games can be spent on clothing and accessories in Club Penguin DS or transferred to your Club Penguin Online account.

- Jackhammer
- Grapple Gadget
- Aqua Rescue
- Amazing Maze

Multiplayer

This opens the Multiplayer Menu where you can join or create a multiplayer session with a nearby Nintendo DS.

Account

From here, you can connect to Nintendo Wi-Fi Connection (or set up Nintendo Wi-Fi Connection if you haven't already). You will then be asked for your clubpenguin.com account credentials.

Main Game Screen

The **Top Screen** shows your penguin card, your current location on the map, and your current objective. The **Touch Screen** shows the view right in front of your face!

Penguin Card - That's your penguin, dressed in the cool clothes and cooler accessories you find or purchase.

Map - Tap this to open the navigation map.

Unlock Items – Unlock up to 12 exclusive customization items that also synchronize with clubpenguin.com.

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Spy Gadget – G has invented a lot of gadgets for the Elite Penguin Force, but none is more valuable than the Spy Gadget.

- **Spy Gadget Help Book** - Even seasoned Elite Penguin Force Agents sometimes need a refresher course on the uses of the Spy Gadget.
- **Two-Way Communicator** - Use the Two-Way Communicator to talk to other EPF agents, wherever they happen to be.
- **Decoder** - The Decoder allows you to unscramble scrambled messages. You can also use it to create coded messages of your own.
- **Spy Log** - All EPF agents keep track of their to-do lists, important clues, and conversations in their Spy Logs.
- **Mechano-Duster** – Use the Mechano-Duster to clean up snow, grime, paint and dust from objects to reveal what lies beneath.
- **HQ Jump Button** - Press the HQ Jump Button to be whisked immediately back to EPF Headquarters.
- **Snake Game** – When all six snake pieces are collected for the spy gadget, you can play a snake game.
- **Scissors** – A helpful tool for snipping something into two pieces.
- **Wrench** – The wrench comes in handy whenever there are bolts that need to be unscrewed.
- **Comb** – Not the most useful tool in the Spy Gadget, it is mainly used to untangle knotted fur.

Other Items

- **Puffle Whistle** - This whistle summons Spy Puffles to your side from anywhere in Club Penguin. Unlike the Two-Way Communicator, the whistle's range is not obstructed by walls or weather.

Map

You can open the map any time by tapping the Map icon in the upper right corner of the **Touch Screen**.

- **Warp Locations** - Click on a location to warp to it; or, if you are one hop away, click to waddle to it.

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Tips and Tricks

Here are a couple more things to note before waddling off on your first mission.

Spy Puffles

EPF Spy Puffles look like the regular Puffles you're used to, except Spy Puffles have been trained in special abilities. There are eight different Spy Puffles, each with its own special color – and its own special ability. Use the Puffle Whistle to call one to your side during a mission.

Talking to Other Penguins

You never know what a penguin knows, so talk to every penguin you meet and ask what's up! During a conversation you can choose what to say by selecting from several possible comments. Once you have chosen, select it by tapping it with your **stylus**.

Pause

If you need a break, press **START** to open the Pause Menu. Tap Resume to return to the game, or tap Quit to exit to the Main Menu.

Saving

After you create a Club Penguin profile, Club Penguin DS saves automatically.

Bonus - Unlock Items Online*

Look for a secret code on the back of your Elite Penguin Force agent card included with your game. Then go to www.clubpenguin.com and enter your code to unlock cool new items online!

**One time use by original purchaser only*

Nintendo Wi-Fi Connection

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection on your Nintendo DS system. Please see the separate Nintendo WFC Instruction booklet included with this game for directions on setting up your Nintendo DS.

To complete the Nintendo Wi-Fi Connection setup, you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

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Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.

You can also play Nintendo Wi-Fi Connection compatible games at selected internet hotspots without additional setup.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo Wi-Fi Connection, setting up your Nintendo DS or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).