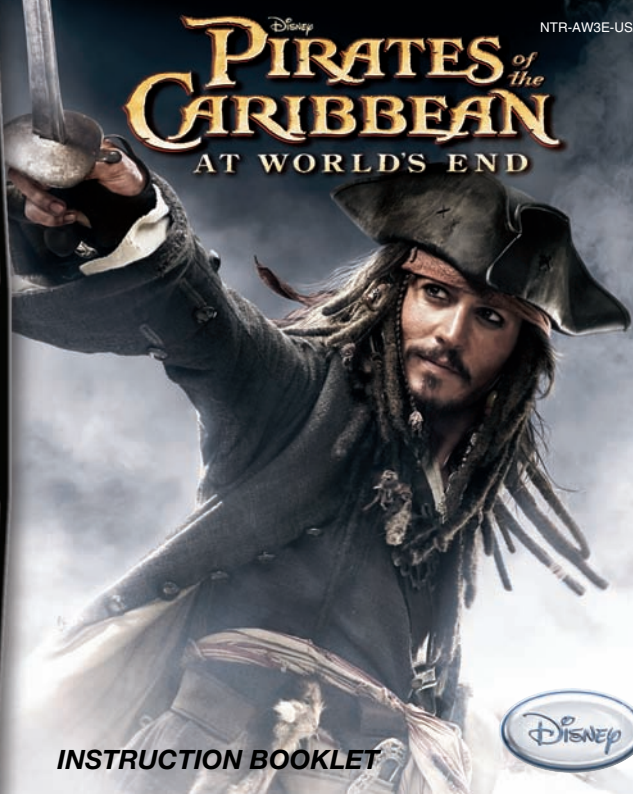


NTR-AW3E-USA

Disney
PIRATES *of the*
CARIBBEAN
AT WORLD'S END

NINTENDO DS™



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:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



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

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LICENSED BY



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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.

GETTING STARTED

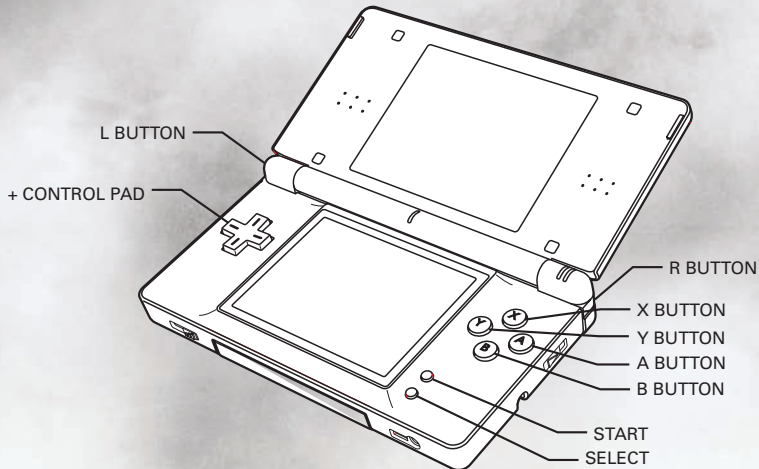
1. Make sure the POWER switch is OFF.
2. Insert *Disney Pirates of the Caribbean: At World's End* Game Card in the Nintendo DS™ slot.
3. Turn the POWER switch ON.

NOTE: *Disney Pirates of the Caribbean: At World's End* 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 Pirates of the Caribbean: At World's End* game icon from the DS launch screen.

ADVENTURE MODE

- Y Button**.... Attack
- X Button**.... Kick/Pirate Move/Sneak Attack
- A Button**.... Accept/Use Adventure Item/
Interact with Objects and People
- B Button**.... Jump/Go Back
- L Button**.... Block
- R Button**.... Use Secondary Weapon
- START**.... Pause Menu
- SELECT**.... Not Used
- + (+Control Pad)**.... Move Character
- Touch Screen**.... Equip Adventure Items



DUELING MODE

- Y Button or +Control Pad**  ... Block Left
- X Button or +Control Pad**  ... Block Up
- B Button or +Control Pad**  ... Block Down
- A Button or +Control Pad**  ... Block Right
- Touch Screen**... Attack/Disarm Opponent
- L or R Buttons**... Taunt

AT WORLD'S END

Will Turner and Elizabeth Swann, with the aid of the vile Captain Barbossa, will journey at World's End and beyond to rescue Captain Jack Sparrow from the depths of Davy Jones Locker. To find Jack and defeat the nefarious East India Trading Company, you will travel the world from the canals of Singapore to the shores of Black Sand Beach to the center of Shipwreck Cove to collect the forces of the sea's great Pirate Lords. To gain the allegiance of your pirate brethren, you'll need to best each of the great pirate captains in epic duels until you're ready to face off with Captain Davy Jones and bring balance to the seas once and for all.

MAIN MENU

Continue

Select **CONTINUE** to begin your last saved game from where you left off.

Select Game

Touch **SELECT GAME** to start a new game or choose a saved game from one of the three slots. Either use the **Touch Screen** or the **+Control Pad** to select the game you want and press the **A Button** to confirm.



Wireless

Select **WIRELESS** to start a new multiplayer duel with a friend. You can also link with up to three friends to play a game of Liar's Dice.

Options

Choose **OPTIONS** to go to the Options menu where you can adjust the sound and music volumes, game difficulty and game language or view the credits.

ON-SCREEN DISPLAY

TOP SCREEN

Health Meter

The red meter shows how much health your character has. Gain health by picking up apples.

Savvy Meter

The blue meter shows how much savvy you have. Savvy is required to use secondary weapons. It slowly recovers over time and can be recovered more quickly by defeating enemies.

Secondary Weapon

Shows the alternate weapon you currently have available. Press the **R Button** to attack with it.



BOTTOM SCREEN

Equipment

The equipment list shows all the Adventure Items in your inventory. Use your Stylus to drag the item you want to the center of the **Touch Screen** to equip it. Only one Adventure Item may be equipped at a time.

Equipped Item

The currently equipped item is displayed in the middle of the **Touch Screen**. Drag another item using the Stylus to change the currently equipped item.

Coins

Coins can be found everywhere throughout your adventures.

Every 100 coins collected refills your savvy.

Every 200 coins collected refills both your savvy and health.

Collect larger amounts to unlock special rewards on your ship.

Tears

Collect six Tears to increase your maximum health and savvy. A total of 60 Tears are hidden throughout the world.

Gears

Gears you've found are shown on the **Touch Screen**. Use gears to open locked doors that bar your way.

ADVENTURE MODE

In Adventure Mode you'll select one of three characters available to a specific level: Jack Sparrow, Will Turner or Elizabeth Swann. As you progress in your adventures, dangers await from traps, pitfalls and floating platforms as well as pirates, ghosts and sea creatures of this world... and beyond.

ADVENTURE MOVES

Jump

Press and hold the **B Button** to jump. Sometimes you'll need to make a running jump to go farther. Use the **+Control Pad** to control the direction of your jumps.

Hang

Hang from ledges and other objects as you adventure through the levels. Use the **+Control Pad** to slide left and right along an object as you hang and the **Y Button** to drop from the hanging position. Press the **B Button** to climb up the ledge you're hanging from.



Climb

You can climb ladders, cliffs, trellises and other things. Use the **+Control Pad** to control the direction of your climb (up and down and side to side). Use the **Y Button** to fall from, or simply jump off the climbing surface.

Swing

Use ropes to swing from place to place. Use the **+Control Pad** and to cause the rope to swing back and forth and **+Control Pad** and to stop swinging and climb higher or lower on the rope. Press the **B Button** to jump from the rope to your destination.

Basic Attacks & Combos

Attack with your sword by pressing the **Y Button**. Basic attack combos are performed by pressing the **Y Button** several times in succession. You'll perform a basic attack by pressing the **Y Button** once, but if you press the **Y Button** again at the correct moment in the attack, a powerful combo will be unleashed. Use the **X Button** to perform powerful kicking attacks that can overcome a blocking enemy.

WEAPONS



The **Sword** is the pirate's weapon of choice. Use it to slash and hack at your enemies in battle by pressing the **Y Button**. You can also use other weapons you find in your adventures. These special weapons use up some of your savvy each time they are used.

Special Weapons

Flash Bomb

Throw a flash bomb to stun your enemies. When the bomb explodes, all enemies in the vicinity will be momentarily dazed and unable to fight.



Tar Bomb

Throw a tar bomb on the ground to slow any enemies caught in the explosion. The sticky tar makes it hard for them to move and attack you!



Dagger

The dagger is a close combat weapon that slowly poisons enemies who have been cut by it. It'll weaken your enemies while you dispatch them with other weapons.



Whip

The whip has a much greater range than other weapons. Use it to attack enemies from farther away, where they can't get you! The whip has such a wide arc of destruction, it can be used on multiple enemies at once.



SPECIAL ATTACKS

Pirate Move

Each character has their own special Pirate Move. If you time it right, your special attack will unleash a crippling maneuver on your enemy! Watch for the skull and crossbones over your opponent's head to know when a Pirate Move can be used. Press the **X Button** at the right moment to unleash your special attack.

Sneak Attack

When enemies are unaware of your presence, you can sneak up behind them and press the **X Button** to dispatch them with a Sneak Attack. Watch for the skull and crossbones over your opponent's head while their back is to you!

DEFENSE

Defend against an enemy's attacks by pressing the **L Button**. You cannot move while you're blocking, so watch for enemies who try to get behind you.

ADVENTURE ITEMS



Jack's Compass

Jack's compass always points to the thing you want the most. Use it to direct you to treasure!

Bamboo Pole

Use the bamboo pole to vault from place to place. When you see a socket the pole will fit into, that's a place where you can vault. Press the **A Button** to vault through the air.

Torch

Sometimes you'll need to use your torch to burn away barriers or light unlit braziers. Find a burning brazier, then light the torch by moving close to the brazier and pressing the **A Button**. Your torch will burn out after a short amount of time or until you put it away.

Grappling Rope

Sometimes you'll need a rope to get from place to place, but there isn't one available. Press the **A Button** to use the grappling rope to latch onto a grappling beam and swing. While you're swinging, use the **+Control Pad** to increase your swing. Press the **B Button** to let go and jump off the grappling rope. You can even grapple in mid-air to go even farther!



Hook

Jump up and press the **A Button** to use your hooks to latch onto ceilings and other grippable surfaces that would normally be impossible to navigate. Use the **+Control Pad** to control the direction of your climb and the **Y Button** to drop

PICK-UPS



Apples

Pick up apples by running over them. Apples restore some of your health.



Coins

Pick up gold coins, silver coins or bags of gold to add to your horde of treasure. Collecting enough coins will restore your savvy and health. You can also collect large numbers of coins to unlock Special Rewards back on your ship.



Gears

Pick up any gears your opponent may drop. Gears are vital to unlocking doors that bar your way.



Map Fragments

Collect map fragments to gain access to special reward areas within each environment.

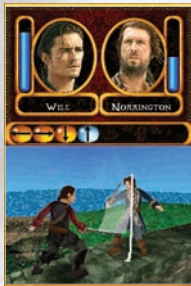
DUELING



When you encounter another Pirate Lord or boss, your battle will be fought on the **Touch Screen**. Use your stylus to draw a line across the screen and deal crippling cutlass strokes to your enemies. Use the **+Control Pad** or Dueling Mode buttons (see page 3) to block.

BASIC TOUCH SCREEN STROKES

There are four basic attacks in **Touch Screen** dueling as shown here. Draw a line on the **Touch Screen** following the direction of the arrow. Draw left, right, up or down as appropriate to attack your enemy.



ADVANCED TOUCH SCREEN ATTACKS

Between adventures, you'll visit your ship. Barbossa is there to help strengthen your dueling ability. From time to time he'll teach you a new move when you challenge him to a duel. Once you've successfully learned the move and won your duel with Barbossa, you can use the new move against your enemies.



DUEL DEFENSE

Use the **+** or the **X**, **Y**, **A** and **B** Buttons as you duel to block your enemy's strokes. *(You can use the Stylus in either hand to strike and use your other hand to block.)*

Press the **+Control Pad**  or the **X** Button to block high attacks.

Press the **+Control Pad**  or the **B** Button to block low attacks.

Press the **+Control Pad**  or  or the **Y** and **A** Buttons to block attacks from the side.

Block an attack at the last instant before the blow lands to stun the enemy and get the chance to land an attack without it being blocked.



DISARM

Once your enemy's health is nearly depleted, you'll have the opportunity to disarm the foe. Four or five dots will be displayed along with lines connecting the dots. Repeat the line pattern and connect the dots in the order shown to disarm your opponent.

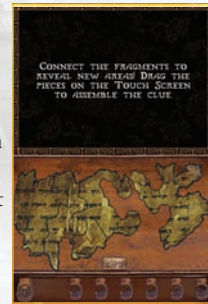


PICKING LOCKS

Sometimes you'll discover locked chests. To open the chests, you must pick the locks. Use your Stylus to draw a line across the screen as fast as you can without touching the tumblers. If you don't succeed the first time, try again!

ARRANGE MAP FRAGMENTS

Collect map fragments throughout your adventure. Once you have all the pieces of a map, you can return to your ship to assemble the pieces. Use your Stylus to drag pieces of the map back together into the right places. Once you've correctly re-assembled the map, new areas will be available for you to travel to.

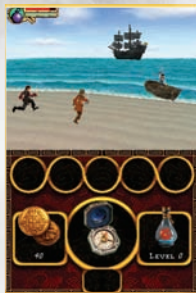




GEARBOXES

Pick up gears throughout the levels to open locked doors. Use the Stylus to drag the gears into place. Once the gears are placed, spin them by drawing a circle with the stylus in the center of the screen. If you've placed the gear in the right location, the switch will rise and the door will open. If not, the gears will grind and you'll have to touch the eject icon to pop the gear out and try again!

Your Pirate Ship is your method of traveling between locations. You must complete all the levels in one location before the next location will be opened. Your ship is also where you can practice dueling and learn new moves.



THE DECK

Crew members work the deck of the Pearl. You can interact with the crew and change your character.



Just walk up to one of the selectable characters (Jack, Will or Elizabeth), and talk to that character to be given the option to switch. Other characters aboard may have important information for you.

PRACTICE DUELS

Challenge Pintel or Barbossa to a **Touch Screen** duel. You'll hone your moves and learn new ones. See **Dueling** on page 14 for more info.

LIAR'S DICE

Talk to Gibbs and put together a game of Liar's Dice with the other crewmembers. See the Liar's Dice section on page 24 to learn the rules.

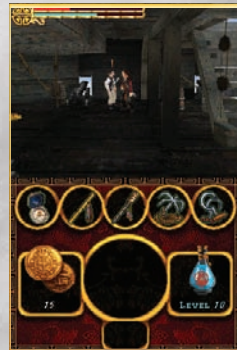
CAPTAIN'S QUARTERS

Visit the captain's quarters through the door beneath the ship's bridge. In the captain's quarters you can change costumes, assemble map fragments, check game status and view artwork you've unlocked by collecting gold during your adventures.



CARGO HOLD

The cargo hold is reached by walking down the stairs through the opening in the deck. The cargo hold contains all the trophies you've earned and adventure items you've found throughout the game. Interact with any of the items to get more information. Talk to Gibbs to play a game of Liar's Dice.



THE BRIDGE

Visit the bridge to travel between different locations. You must successfully complete all the levels in a location to open the next one.

Use your Stylus on the **Touch Screen** to spin the wheel to your desired location. When you're ready, touch the Check Mark to travel to your destination. Once you've arrived, walk down the gangplank to begin your adventure in the new location.



CHARACTERS

CAPTAIN JACK SPARROW



One time and possibly future captain of the legendary Black Pearl, Captain Jack Sparrow is a pirate's pirate. Relying on his wit, his skill with a sword and a great deal of luck, Captain Jack is one of the sea's most endearing, and least trustworthy, souls.

WILL TURNER

Try as he might, Will Turner may have the sword skills of a pirate, but not the cold heart. His good nature makes him a valuable ally, but the pirate blood in his veins can lead to reckless actions.



ELIZABETH SWANN

She's no damsel in distress—she's a woman with a mission! Elizabeth is both fast and graceful and wields dual swords that carve her place as a commanding presence.



MULTIPLAYER

You can duel with your friends using the multiplayer option. There are ten duel arenas, the Black Pearl and nine other locations. You can duel in the Black Pearl arena at any time. To duel in the other arenas, you must unlock them in the single player game.

To begin a multiplayer duel, start in the Lobby. First, each player must pick a duelist. At any time, you can pick Jack, Will, Elizabeth or Pintel as your duelist. Once you've unlocked other duelists in the single player game, they can be used in multiplayer duels.

Each duelist will then pick a weapon from the available list. When each player is ready, the duel begins! At the completion of each duel, both players return to the lobby where they can select a new duelist, location and weapon.



LIAR'S DICE

You can play Liar's Dice with up to three of your friends or against the Machine. To start the game, each player rolls their dice but doesn't show the roll to the other players. Your roll is displayed on the Touch Screen.

Shake the cup and look at your dice. When it's your turn to play, you must either raise the bid or call the previous bidder a liar!

The bid is how many of a certain die everyone at the table has. To raise the bid, you need to increase either the number of dice, or the value on the die's face. Careful, skulls are wild and count as any other die value!



There are two numbers in each bid: the value of the dice you're bidding on (2, 3, 4, 5 or 6), and the number of that value of dice you think have been rolled. That number can be from one to however many dice are in play.

If you bid too high and are called a liar, you lose a die! If your bid was correct, though, the player who called you a liar loses one. The game is over when only one player remains with any dice.

Practice the game a few times against the Machine and you'll be a tough competitor in multiplayer Liar's Dice against your friends!

NOTES



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