

NINTENDO DS™



Disney  
**HIGH SCHOOL MUSICAL**  
*Makin' the Cut!*



**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.

### **⚠ 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 do not necessarily 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 WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

### **⚠ 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.



***During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.***

***This product employs "Decuma®" handwriting recognition engine from Zi Corporation. "Decuma®" is a registered trade mark of Zi Corporation.***

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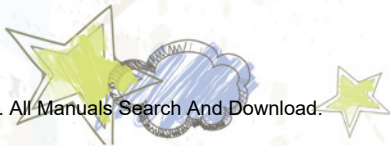
**Nintendo**

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# Disney HIGH SCHOOL MUSICAL

The faculty at East High School agrees that winning the Best Youth Musical in America (BYM America) competition would be the drama club's greatest achievement. Sharpay Evans thinks so too, and before anyone can stop her, she signs up the Wildcats' six top performers for the contest.

And she has signed YOU up for the competition, too!

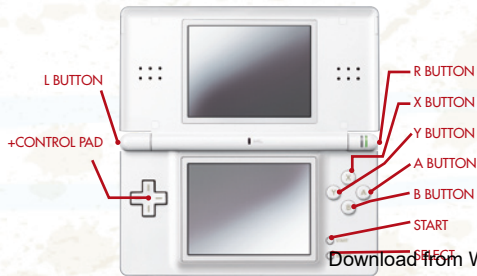
It's a long way from Albuquerque, New Mexico to the BYM America national stage on Broadway. To make it there, you and the East High Drama Club will need to practice hard, perform at your best, and never give up! So take a moment to review your moves, turn off your cell phone and *get'cha head in the game!*



# Getting Started



- 1 Make sure the **POWER** switch is **OFF**.
- 2 Insert the **Disney High School Musical: Makin' the Cut** Game Card in the Nintendo DS™ slot.
- 3 Turn the **POWER** switch **ON**.  
NOTE: the **Disney High School Musical: Makin' the Cut** 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 High School Musical: Makin' the Cut** game icon from the DS launch screen.



## Menu Controls

You'll use the **DS Touch Screen** and **Stylus** to perform on stage and to get around the menus.

You can also use the **+Control Pad** and the **A** and **B Buttons** to get around the menus.

Touch Screen	Select with the stylus or your finger
+Control Pad	Highlight menu options/select songs
A Button	Select
B Button	Cancel and go back to the previous menu

## Game Controls

Touch Screen	Use the stylus or your finger to Tap, Slide, and Trace
START	Pause

# Main Menu

Use the **Stylus** and the **Touch Screen** to select Story, Quickplay, Video Studio, Multiplayer, or Options.



## Story

The long road to the bright lights of Broadway starts here. Open this to begin a new BYM America competition or to resume the one you have already begun.

## Quickplay

Here you can play any of the songs and levels you've unlocked. See if you can perform each number flawlessly!

## Video Studio

Drop into the Video Studio to watch or edit any of the music videos you have recorded in Story Mode or Quickplay.

## Multiplayer

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

## Options

Here you can select Credits to find out who created **Disney High School Musical: Makin' the Cut** or select Language to change the game's language.



# Best Youth Musical in America

## Main Game Screens

Use the **+Control Pad** to cycle through available songs and press the **A Button** (or tap the check mark on the **Touch Screen**) to select it.



## Dance Show

Use the **+Control Pad** or the **Touch Screen** to choose a performer, and then tap the arrows to cycle through available outfits. As you win competitions you will earn new outfits to wear.

To succeed in this contest, you'll need to master three key moves: The Tap, The Free Throw and The Pattern Trace.

**The Tap:** Tap the icons when they fill up and turn green. Don't tap too early or too late or you'll be stepping out of time.

**The Free Throw:** Use the **Stylus** and **Touch Screen** to drag basketballs through the hoop. Show off that fade away J!

**The Pattern Trace:** Each song features one or more special patterns to trace. Trace as many patterns as you can to fill up the stars on the **Touch Screen** before time runs out.

## Music Show

Choose a performer and an outfit, and then tap the check mark to start the song.

Like the dance competition, tap the icons when they fill up and turn green.

In the BYM America competition, performers must master more than one musical instrument. When one of the instrument icons on the bottom of the screen flashes, tap it to begin playing that instrument. Keep up with the rest of the band!



**The Slide:** You can create a radical musical note by filling up the instrument slider on the bass. Touch your **Stylus** to the beginning point of the Slider and draw in the direction of the arrows as quickly as possible while staying inside the boundaries of the Slider. *Rock and Roll dude!*

### **Video Studio**

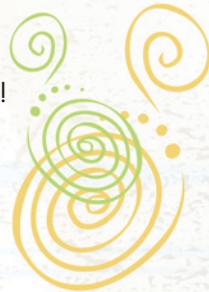
Before you move on to the next level of competition, you will create a music video of one of East High's winning

performances. These are also part of the competition, so try to make a video that rocks!

**Camera Angles:** To change camera position with a quick cut, tap a camera icon on the control board. For a smooth pan transition, draw a line with your **Stylus** to connect one camera position to another.

**Lighting and Special Effects:** Tap the icons along the bottom of the control board to change stage lighting and to add visual effects such as confetti.

**Dramatic Moments:** At dramatic moments in each song, you can trigger special stage effects. Keep an eye on the control board for the Special Effects icon in the lower right, and when it's full, yell "Now!" into the Nintendo DS microphone to cue the event. Using the microphone to cue events earns you a microphone score bonus. You can also tap the microphone icon to trigger the events, but you will not get the bonus.





## Makin' the Cut

BYM America judges are tough. They will watch you closely, keeping track of your elegant steps and your not so elegant stumbles, your sparkling notes and your flat ones, too. You will earn bonuses and score multipliers if you can put together combinations of perfect moves.



After each performance the judges will show you the score sheet with hits and misses as well as an overall

ranking. Any ranking of “D” or above is enough to move on to the next performance. But to really excel, go for all “A’s”!



## Quickplay



Check in here to replay Dance Shows you have unlocked in Story Mode, on any stage you also have unlocked. Here you can also create and save three characters of your own.

### Custom Characters

Use the **+Control Pad** or the **Touch Screen** to cycle through the three available character-save slots and select with the **A Button** or with your **Stylus**. You can change the appearance of a character's body and legs at anytime.

To use the character in a Quickplay performance, press the **A Button** or tap the check mark on the **Touch Screen**.



Stages upon which you have performed in Story Mode are available in Quickplay. After selecting a character and outfit, pick your favorite song and stage and then get ready for your cue!

## Video Studio

All of your recorded music videos are stored in the Video Studio. To watch one of your creations, tap one of the save slots and then tap the Play Button on the control board.



To edit the video using the Music Video control board, tap the Record Button.

To delete a video, tap the Trash Can icon. Be careful, you cannot undo a delete! Deleting erases both the re-cut video and the dance performance. Confirm the delete by tapping YES on the confirmation screen. Tap NO to cancel the deletion and return to the Video Studio.



### Take Five

If you need a break, press **START** to open the Pause Menu. Tap **RESUME** to return to the show, or tap **QUIT** to exit to the Main Menu.



## The Cast

Sharpay has signed up all six of East High's top theatrical performers for the BYM America competition. (Yes, even the Wildcats' top basketball players!)

### TROY

Troy Bolton is the captain of the Wildcats basketball team, which is coached by his father. Troy's voice is magnificent but basketball is his real love.



### Gabriella

Shy, brainy Gabriella Montez is a new student at East High. When she meets Troy Bolton at a new year's eve party and is pushed to sing with him, she discovers a talent she never knew she had.



### Sharpay

Sharpay Evans knows what she wants and she'll do whatever it takes to get it. She uses people around her and her position as head of the East High Drama Club to propel her way to stardom.



# RYAN

Sharpay Evans' twin brother Ryan doesn't seem to mind that his sister pushes him around.

# CHAD

Chad Danforth is Troy Bolton's best friend and a member of the Wildcats basketball team. He's not too enthusiastic about Troy getting into the "singing thing" because he wants to win the upcoming game – and the team needs Troy if they have any hope of winning the season.



# TAYLOR

As leader of the Wildcats Scholars Club, Taylor McKessie isn't happy to see the team's star scholar (Gabriella) spending so much time singing with Troy. After she and Chad almost sabotaged Gabriella and Troy's big audition, she has a change of heart and supports her friends as they meet new challenges.



## Multiplayer

You can use the wireless connection tools on your Nintendo DS to connect to another Nintendo DS player and challenge other performers to a dance-off or trade music videos. Both players will need copies of ***Disney High School Musical: Makin' the Cut***.

After selecting Multiplayer from the Main Menu, select Nearby Player to connect to another Nintendo DS.

When you are connected with a nearby player, you can enter a Dance Competition or share a Video.

## Dance Off

Multiplayer dance competitions are just like normal dance competitions except in multiplayer, you can try to distract your opponent with a Zap Attack. Each player begins the competition with one Zap Attack icon, which looks like a lightning bolt.



After one player sends a Zap Attack by tapping the icon, the defender can try to evade it by tapping the Shield icon that appears on their screen.

You can earn additional Zap Attacks during pattern traces. The player who draws the most patterns before time runs out earns another Zap Attack.



## Share Music Videos

“Share a Video” allows you to send and receive videos with a nearby friend. If your friend is sharing a video for you to download, select it from the list and tap Join. If you want to share a video with your friend,

tap Host and select the video to share from your collection. All players must own a copy of **Disney High School Musical: Makin’ the Cut** in order to share music videos.

## Notes



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