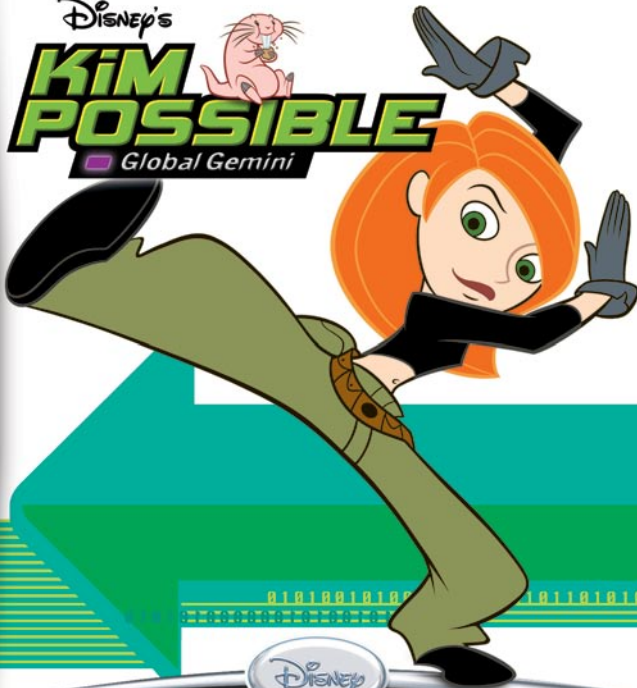


Disney's

# KIM POSSIBLE

Global Gemini



NINTENDO DS™

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REV-E



**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.**

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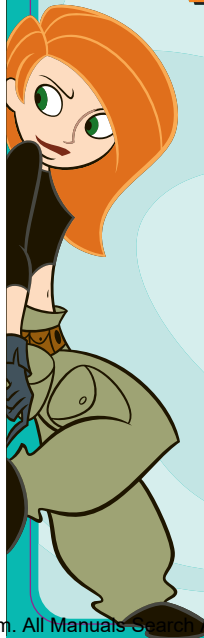


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## INTRODUCTION

Gemini, the evil criminal mastermind behind the Worldwide Evil Empire (aka WEE), has escaped from prison. He wasted no time returning to work by kidnapping his twin sister, Dr. Director, the Global Justice Leader. With Global Justice in disarray, he plans to brainwash Global Justice agents around the world with his Mind Masher machine. Seriously.

Fortunately, Team Possible is ready for action. Kim is joined in the search for Dr. Director by Possible-pal Ron Stoppable. They will travel to the Swiss Alps, Egypt, and an island paradise in the Pacific Ocean, battling Henchmen – and worse – at every stop. Unfortunately, Gemini also freed arch-criminals Motor Ed and Adrena Lynn from their lengthy prison visits. This terrible twosome is sure to make Team Possible's job twice as terrifying.

Can Team Possible save Dr. Director, stop Gemini before it's too late, and return Motor Ed and Adrena Lynn to prison where they belong? Don't freak! With your help, anything's possible.



## GETTING STARTED

1. Make sure the **POWER** switch is **OFF**.
2. Insert **Disney's Kim Possible: Global Gemini** Game Card in the Nintendo DS™ slot.
3. Turn the **POWER** switch **ON**.

NOTE: **Disney's Kim Possible: Global Gemini** 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's Kim Possible: Global Gemini** game icon from the DS launch screen.

*Not another  
take over the  
world scheme!*



## THE MAIN MENU

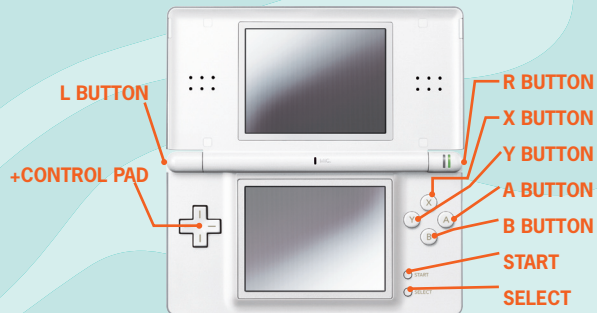
Use the **+Control Pad Up** and **Down** to highlight Single player, Multiplayer, Options, or Credits and press the **A Button** to select. Or just select one using the stylus or your finger on the Touch Screen.

### SINGLE PLAYER

Choose this to begin a new *Disney's Kim Possible: Global Gemini* game or to resume a previously saved game.

#### New Game

Press the **A Button** (or touch "Load" on the Touch Screen).



## MENU CONTROLS

Getting around the menu is so not hard!

<b>+Control Pad Up and Down</b>	Highlight Menu Options
<b>A Button</b>	Select
<b>Touch Screen</b>	Select with the stylus or Your Finger

## GAME CONTROLS

Kim and Ron take turns clearing the way to Gemini and Dr. Director.

<b>+Control Pad Left &amp; Right</b>	Run Left & Right
<b>+Control Pad Up</b>	Climb Ledges/Ropes/Ladders
<b>+Control Pad Down</b>	Crouch, Descend Ledges/Ropes/Ladders
<b>A Button</b>	Use Gadget
<b>B Button</b>	Jump Double-tap to double-jump!
<b>Y Button</b>	Attack
<b>X Button</b>	Use Other Gadget
<b>R Button</b>	Handspring right (Kim)
<b>L Button</b>	Handspring left (Kim)
<b>START</b>	Pause



## TOUCH SCREEN

You can keep two different gadgets ready to go, one assigned to the **X Button** and another to the **A Button**. Touch the Clothing tab to change Kim's outfit.

## Load Game

Highlight one of three saved games on the Touch Screen and press the **A Button** (or touch "Load" on the Touch Screen) to open the Mission Select screen.

## MISSION SELECT

After selecting a save, choose a mission to play. You can select the last mission you played, or replay any of your previously completed missions. Try to beat your best score!



## MULTIPLAYER

Select this to race snowboards or mopeds with your friends. See "Multiplayer" below, for more details.

## OPTIONS

Select a language for the game here, or switch music and sound on or off.



## TWO FACES OF TEAM POSSIBLE

Team Possible includes faces belonging to lots of people –

Kim Possible, Wade, Ron Stoppable, and even Rufus. On this mission, you'll see a lot of Kim and Ron. Kim Possible is everything a Global Justice agent should be: brave, loyal, graceful, agile, and fierce.



And Ron stoppable is... clumsy? No big. What Ron lacks in strength and agility he makes up for with really cool gadgets.

## MAIN GAME SCREEN

This is where you'll watch Kim and Ron as they run, punch, swing, and float their way to Gemini and Dr. Director.



### HEALTH INDICATOR

The bars indicate Kim or Ron's health. If the meter is running low, find a taco, quick!



### GADGETS INDICATOR

These tell you which gadgets are primed and ready, one for the **X Button**, and one for the **A Button**.



### KIMMUNICATOR INDICATOR

Kimmunicators are everywhere. Collect 100 to give Kim and Ron an extra life.



### LIVES INDICATOR

If Kim or Ron run out of lives, that's it, Game Over! Kim and Ron will restart a level with three lives.



### MEDKIT INDICATOR

If either Kim or Ron has found a Medkit, you'll see an icon like this. Restores health if Kim or Ron run out.



### KEY CARDS INDICATOR

Pick up key cards to unlock doors as Kim or your progress will be blocked.

## KIMMUNICATOR/RONUNICATOR SCREEN

Use the Touch Screen to access the inventory and other functions using your stylus (or your finger).



### GADGET INVENTORY

Grappling Hook, Buffoon Pants, Mini-Chutes, and more, all conveniently stored here. Touch a gadget to assign it to the **X Button** or the **A Button**.

### KIM'S CLOTHING

Outfits you and Kim find are stored here. Choose an outfit on the Touch Screen to wear it.



## PAUSE

If you need a break, or if you think Kim Possible or Ron Stoppable need a break from you, press **START** to open the Pause Menu.

### Continue

This closes the Pause Menu and returns to the game. You can also press **START** to return to the game at any time.

### Quit Game

Select this to quit the game and return to the start screen. Don't worry about saving – **Kim Possible: Global Gemini** saves for you. When you start the game again, you can choose which mission to return to.



## KIM POSSIBLE & RON STOPPABLE

### BASIC MOVES

Anything's possible for Kim Possible but Ron Stoppable is so very... stoppable. Count on Kim for incredible acrobatics and stunning displays of martial artistry. Expect Ron to use his gadgets to get his way out of trouble.

Both Kim and Ron can do a lot of the same things, but Kim can do so much more. See their moves below.

### KIM AND RON'S BASIC MOVES

#### Run

Use the **+Control Pad Left** and **Right** to run left and right.

#### Jump

Kim and Ron can both perform simple jumps. Press the **B Button** to jump.



## COMBAT SKILLS & MOVES



### Crouch

Press the **+Control Pad Down** to duck under high attacks and to squeeze into tight spots.

### Ledge Up

Press the **+Control Pad Up, Left or Right** to scramble up a ledge.

### Ledge Drop

Press the **+Control Pad Down** to drop from a ledge.

### Ledge Attack

Press the **Y Button** while grabbing a ledge.

### Ropes and Ladders

Team Possible members will automatically grab any ladders or ropes or poles they happen to be flying near.

### Ladders

Press the **+Control Pad Up** or **Down** to climb up or down. Press the **B Button** to jump off.



### Ropes

Just like ladders, press the **+Control Pad Up** or **Down** to climb up or down ropes. Press the **B Button** to jump off. Swing left and right and guide Kim's or Ron's flight from rope to rope (or ladder to ladder or pole to pole) by pressing the **+Control Pad Left** or **Right** after jumping.

### KIM'S SPECIAL MOVES

Kim's signature moves are unstoppable.

### Flip Jump

Double-tap the **B Button** to turn a simple jump into a flip jump. It's almost twice the height as Kim's regular jump.

### Handspring

Press the **L Button** or the **R Button** to handspring left or right.

### Long Jump

A handspring takes Kim pretty far. Press the **B Button** during the handspring and she'll long jump – about twice as far as a normal jump.

### Wall Bounce

Jump or flip jump into a wall, then tap the **B Button**. Kim will spring off the wall in the opposite direction. Keep going to the top of the crevice!



### Flagpoles/Pipes

Once she grabs hold of a pole, Kim will swing around, gaining speed. Tap the **B Button** to fly off. If there's another pipe or pole nearby she'll grab it, too.

### Monkey Bars

Monkey bars are sideways ladders. Use the **+Control Pad Left** or **Right** to move left or right under the bars. Press the **B Button** to jump off.

### COMBAT SKILLS

Unfortunately, when Kim and Ron get where they need to go, there's usually somebody bad waiting for them, blocking the path. Here's how to clear the way.

Helloooo  
bad guys!



### KIM & RON'S COMBAT MOVES

Just like basic moves, Kim and Ron are both capable of several combat techniques. But for real fireworks, check out their special combat skills below.

#### Punch/Kick

Press the **Y Button** to let fly some simple punishment.

#### Quick Combo

Double-tap the **Y Button** for a quick one-two.

#### Jump Kick

Not as quick as a regular kick, but hurts more and will knock an opponent down. Press the **B Button + Y Button**.

#### Leg Sweep

Here's another way to knock an opponent down. Get close, then crouch (**+Control Pad Down**) and kick (**A Button**) at the same time.

### KIM'S COMBAT SKILLS

Kim packs a punch with her arsenal of martial arts tricks.

#### Triple Combos

Follow a quick combo (**Y Button + Y Button**) with one of three different ending moves. Smashing!

### Simple Ender

End the three button combo with the **Y Button** to finish with a back-hander, a double-hand punch or a flip kick. Go team!

### Uppercut Ender

Finish with an uppercut (**+Control Pad Up + Y Button**) to knock your foe down (and probably out).

### Devastating Ender

End the combo with a split kick or spinning punch that knocks down opponents on both sides of Kim. **Y Button + (Y Button + B Button).**

### Flying Jump Kick

Kim's most impressive martial arts move, the flying jump kick knocks them down so hard they never get back up. Do the long jump (**Handspring + B Button**), then add an attack (**Y Button**). Spectacular!



## VEHICLES

Kim and Ron are in a hurry to rescue Dr. Director and save Global Justice. Here's how they can get there faster.

### Snowboard

Kim races down treacherous Alpine slopes. Use the Touch Screen and stylus to steer the snowboard and use the **+Control Pad** to perform tricks. Kim will lose if she crashes too many times, so ski fast and safe.



### Moped Ron

Motor Ed's getting away on his motorcycle but not if Moped Ron catches him! Use the Touch Screen and stylus to steer Ron's moped and use the **+Control Pad** to perform tricks.

*Note:* Using **A, B, X** and **Y Buttons** will also perform the same tricks as the **+Control Pad**.

## GADGETS

Wade has been busy designing gadgets for Kim and Ron to use as they track down Gemini and his partners in crime. To use a gadget, select it on the Kimmunicator (or the Ronunicator) and assign to either the **X Button** or the **A Button**.

### KIM'S GADGETS



#### Grappling Hook

It dries hair, it hooks into nooks, it's Kim Possible's hair dryer grappling hook. Press the **X Button** or the **A Button** to fire and once Kim is swinging, press the **B Button** to let go. Fire again in mid-flight to re-attach and keep swinging!



#### Glue Lipstick

Fill holes in the floor with Kim's sticky lipstick, then jump on the patch to bounce super high. Select on the Kimmunicator and press the **X Button** or the **B Button** to throw.



#### Mini-Chute

Use the mini-chute to glide across wide chasms and over deep ravines. Press the **X Button** or the **A Button** to unfurl. Press again to close and free-fall.



#### Modified Centurion Bracelet

Super genius Wade modified the Centurion bracelet to give Kim incredible strength. With the bracelet selected, press the **X Button** or the **A Button** to punch through barriers blocking her way.



#### Infra-magnetic Field Detector Goggles

Wear these to spot normally invisible laser beams and platforms. Choose from the inventory and press the **X Button** or the **A Button** to switch them on and off.

### RON'S GADGETS



#### Watch Shield

Ron Stoppable doesn't fight as well as Kim does, so Wade created the watch shield to block enemy attacks. Press and hold the **X Button** or the **A Button** to put up the shield and release to lower it.



#### Rocket Boots

Rocket boots power Ron's jumps, sending him higher with each jump. Press the **X Button** or the **A Button** to wear them, then jump as usual. Ron must press the gadget button corresponding to the boots to perform the extra rocket boost while he's already in the air.





### Rufus

Ron's pet naked mole rat isn't really a gadget, but he can still help. Press the **A Button** or the **X Button** to turn Rufus and his claws loose! When Rufus is done, he'll automatically return home to Ron's pocket, just in case he's needed again later.



### Buffoon Pants

Buffoon pants allow Ron to glide, like Kim's mini-chute. Better, they inflate to allow him ride up columns of rising air. Press the **X Button** or the **A Button** to deploy.



### Flash Bomb

Flash bombs momentarily stun non-robotic foes with intense light, stopping them long enough for Ron Stoppable to beat them in combat. Choose from the inventory and press the **X Button** or the **A Button** to throw.



## COLLECTIBLES



### MEDKITS

If Kim or Ron lose all of their health points, a Medkit will restore all of it.



### KP TOKENS

Rare and valuable KP Tokens are worth another life.



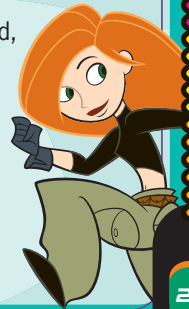
### OUTFITS

Kim Possible outfits are even rarer than KP Tokens. Outfit pieces are hidden throughout the adventure. Try to find them all! For each complete costume collected, you will receive a power up.



### KIMMUNICATOR TOKENS

These are everywhere, and some of them are in hard to reach places. Picking up 100 gives Kim and Ron an extra life. Collect them all to earn top score.



## W.H.A.T.

Wade's **Holographic-Artificial Training** is a place where Kim can train herself whenever she wants. By mixing up a few technologies, Wade was able to create a space warp that the Kimmunicator can release. The space warp can only be opened for a few minutes, so Kim has to achieve her goal within this time or the warp will close and disappear. If Kim "dies" in those levels, she won't lose a life, but will automatically quit to the mission selection.



WHAT'S  
THE LATEST  
GREATEST?



## FOES

Team Possible's work is never done, especially with creeps like these on the loose!



### GEMINI

Gemini is the criminal mastermind behind the Worldwide Evil Empire (or WEE), and he is also Dr. Director's twin brother. He has been trying to destroy Global Justice for years, and all because he thinks Dr. Director should have treated him like an older brother

when they were growing up. Now that he has captured Dr. Director and begun brainwashing Global Justice agents around the world, he may finally achieve his evil goal.

### ADRENA LYNN

Adrena Lynn sought revenge on Team Possible ever since Kim saved her life during a bungee-jumping stunt gone wrong and discovered that Adrena was not



the death-defying teen daredevil everybody thought she was. Thanks to Gemini busting her out of prison, she has another chance to make Kim pay.



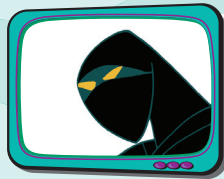
### MOTOR ED

Motor Ed Lipsky loves all things mechanical, especially monster trucks capable of smushing entire neighborhoods. He is also Dr. Drakken's cousin (aka Drew Lipsky) and shares the family genius for invention – and for evil. Seriously.

### ASSORTED BADDIES

#### Ninja Bots

Global Justice keeps these around for practice, but that doesn't mean they're pushovers.



### WEE Henchmen

So Big. So Dumb. So bad at fighting they make Ron look unstoppable. The big ones are a little tougher than the regular ones. But not much.

### The Killer Bebés

Motor Ed has improved on Dr. Drakken's flawed design and the Killer Bebés are as deadly as ever, but now more willing to follow orders. Watch out for those stretchy arms!



### Little Diablos

There's nothing charming about these devilish cuties. They're persistent and mean and they won't stop bashing Kim or Ron with their horns until Kim or Ron bash them back!

**Tip from Wade:** Hey Kim! In order to unlock the final boss battle, you will need to complete all missions with at least a B ranking. No big right? Just remember, everything's possible.



## MULTIPLAYER

You can use the wireless connection tools on your Nintendo DS to connect to other players. Race snowboards in the Alps or race mopeds across the desert!

### HOST

Choose "**Host Game**" on the Touch Screen to host the game on your DS. Choose Snowboard Race or Moped Race and press the **A Button**. After the other player has joined, tap the **A Button** again to start racing.

### JOIN

Choose "**Join Game**" on the Touch Screen to find a game on another DS, then choose a game to join from the list on the Touch Screen (be sure to choose the one your friend is in!). After the other player has joined, the race is on!



## NOTES

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