

BOOKWORM™



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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has 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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should 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, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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.

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**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.**

{This book belongs to}

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### CAUTION - Stylus Use

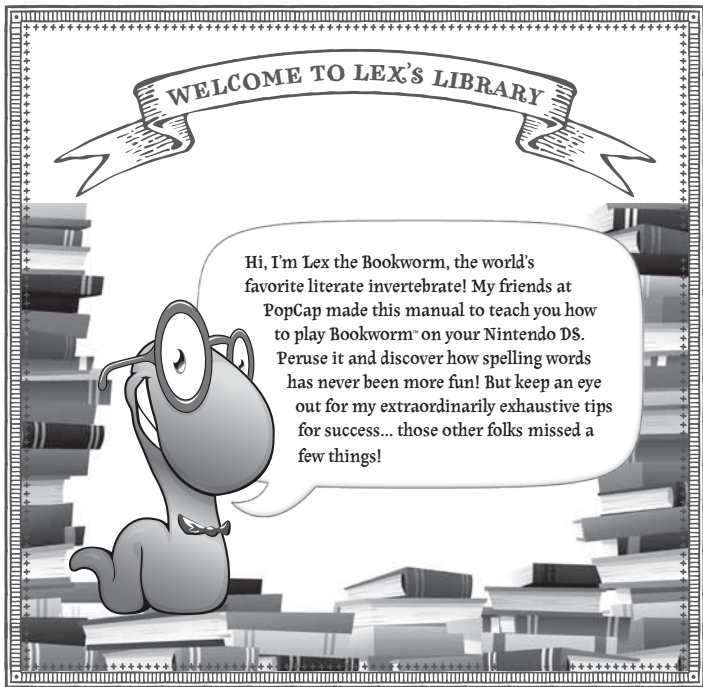
To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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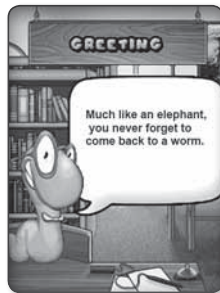
**Nintendo**

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## GETTING STARTED

**P**lay Bookworm Classic or Action mode and start building your voluminous library. Spell longer words, and unlock more library rooms! Along the way, try to find words to open 20 secret Bonus Books. Then track your progress with in-depth stats and charts. And don't forget, every day you play you'll find a new Word of the Day!



Spell the Word of the Day to earn big points and add more books to your library!

## CREATE YOUR PROFILE

**W**hen you first launch Bookworm, tap a library to create your profile. Your profile will save your progress and high scores. If several people are playing on one DS, create separate profiles for each person (Bookworm allows up to 3 profiles). To do this, select “Change User” on the main menu. Then pick an existing profile, create a new one or delete an old one.

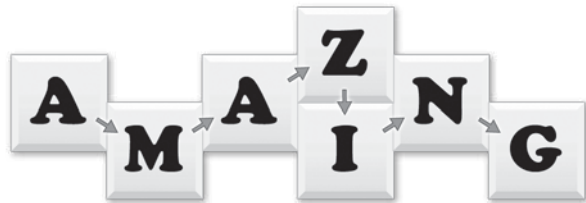
In the Main Menu you can choose **Classic**, **Action** or **Multiplayer** mode, or tap Library to view your stats, Bonus Books and progress charts!

Look at my gi-normous and beautiful brain with the Lex-Ray! The more words you spell, the bigger my brain grows!



## SPELLING WORDS

**S**pelling words is simple in Bookworm — just link letters up, down, right and left! Tap the first letter in your word, and then tap or drag the other letters. When you have spelled a word correctly, you can submit it by tapping the green button at the bottom of the screen.



## YOUR BOOKWORM SCREEN

### BOOKSHELF:

Track your Library progress here.

### BONUS WORD:

You'll start receiving Bonus Words in Level 2. Earn extra points — and a new Bonus Word — every time you spell one!

### LEVEL PROGRESS:

See how far you've come — and how far you have left to go!



### BOOK:

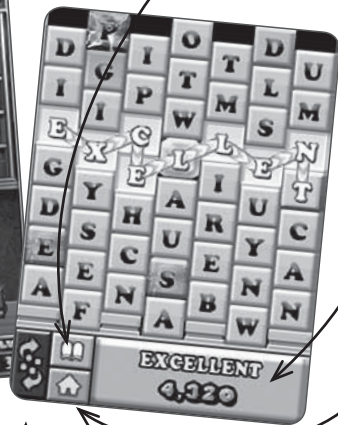
Tap here to see all your unlocked bonus books!

### SUBMIT:

Tap here to submit a word (or tap the last letter). After you submit a word, new tiles will fall from the top.

### HOME:

View all your stats, bonus books, level progress, time played, and other cool stuff.



### SCRAMBLE:

Don't like your tiles? Tap here to scramble the board. But remember, each scramble will create at least one new fire tile!



Whoa! It's clear you have a voluminous vocabulary!

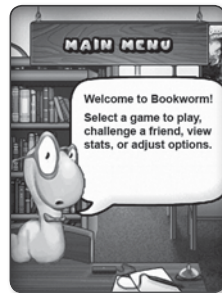
## YOUR NINTENDO DS



Playing Bookworm is E-A-S-Y!  
Use your magic wand — I mean, stylus — to tap and drag letters on the touch screen. Or press the Start button to pause your game. Awesome!

## CHOOSE YOUR MODE

**C**hoose a play mode that suits any mood. Play **Classic** mode when you want to sit back, relax and use your vast vocabulary to score big points or to unlock Bonus Books. Looking for a more fast-paced game? Then choose **Action** mode — and fear the fire tile! In this mode, burning tiles appear every few seconds — and you'll have to spell fast before they fall to the bottom!



Listen up, friends — build a really long word, and you can earn big points! When you use hard letters — like Q, X, Y and Z — you'll be showered with points!

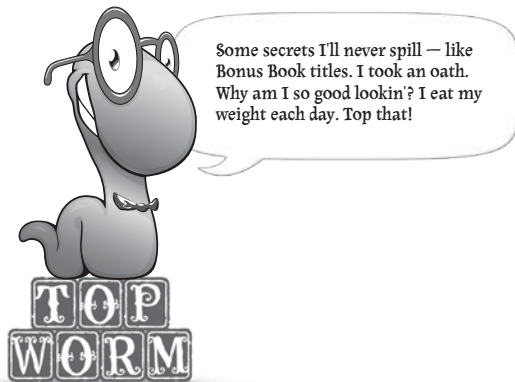
## BUILD YOUR LIBRARY

**W**hen you first open Bookworm, each library room starts out empty. As you spell words, your bookshelf fills up and your library expands. When you fill an entire bookshelf, Bookworm unlocks a new feature (wallpaper, floor treatments or other items) and adds it to your library. After you complete all 18 library rooms, you can select a room as your background. To build your Library again, simply select Reset Library from the Library tab.



## UNLOCK BONUS BOOKS

**Y**ou'll discover 20 uniquely themed **Bonus Books** in every library, each containing 12 words of varying letter length and difficulty. Easier words are **bronze**; more difficult words are **silver**; and **gold** words are the most difficult to find. Every time you find a word in a **Bonus Book**, that book will open and reveal the rest of the words.





## TILE POWER POP QUIZ!

Now that you've got the basics down, let's check your tile knowledge:

**FIRE TILES:** If you don't use a fire tile, it will burn the tile below it. When a fire tile reaches the bottom, your game is over.

True  False

**GREEN TILES:** Green tiles appear randomly. Using these tiles will boost your score.

True  False

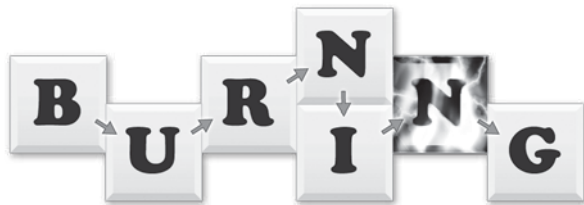
**GOLD TILES:** Gold tiles appear when you spell longer words. These are worth twice as much as green tiles.

True  False

**SAPPHIRE & DIAMOND TILES:** You'll earn these tiles by spelling 3-letter words only for three consecutive turns.

True  False

Are you kidding? Make sapphire & diamond tiles appear by spelling a crazy awesome word!



Holy smokes! Look out for fire tiles when you get to higher levels! Those tricky PopCap folks warned me that if you don't use a fire tile, it will burn the tile below it and drop down a slot. So, you'd better use these hot tiles before they reach the bottom — or game over!




## PLAY WITH FRIENDS

To play wirelessly with friends and family, select **Multiplayer** mode in the Main Menu. You'll need two Nintendo DS or DSi systems and at least one copy of Bookworm. When other Nintendo DS players own a copy of Bookworm, you can play with more options.

**Host:** To host a game, simply tap **Host Game** and set the game options. You can select an ending score for the game, choose your game boards, and set the time interval between turns.


To join a game, tap **Join Game** and select your host.



Just like single-player mode, you'll earn big points by using certain letters or spelling longer words, but you won't find fire tiles or Bonus Words here.



**How to Play:** In Multiplayer, your objective is to reach the goal score faster than your Bookworm brethren! The host starts the round by spelling the first word and the next player follows. When a player finishes a word, it's the next player's turn. As each player spells words, the stack of books rises until one player reaches the goal score.



Congratulations, my friend, you're ready to go forth and play! Now go and make this literary invertebrate proud!

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Holey socks! Where  
did these people  
come from?

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