

NINTENDO DS™

SUDOKU BATTLE ACTION

# ZENDOKU™



INCLUDING CLASSIC SUDOKU MODE



SECRET  
STASH  
TAP'S

EmuMovies

**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**

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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.**



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**ZENDOKU™** is a martial arts-themed puzzle game based on the classic Sudoku format — with nine special symbols standing in for the numbers 1 to 9. With a choice of eight unique game characters, you can train in the Dojo, gain expertise in solving **ZENDOKU** grids, and learn how to deal with your opponent's attacks.

You can play **ZENDOKU** in several different modes.

- ▼ **Quest mode** takes your character on an exciting journey to achieve his or her ultimate mission.
- ▼ **Zen mode** pits you against the clock.
- ▼ **Multiplayer modes** allow Co-operative play, where two players attempt to complete the same puzzle together, and 2-player Battles, where opponents battle head-to-head.

**ZENDOKU** also allows traditional Sudoku fans to play **Pure Sudoku** with no time limit and **Time Trial** against the clock.

**ZENDOKU** is your chance to brush up your number manipulation skills without smeary erasures or messy cross-outs!



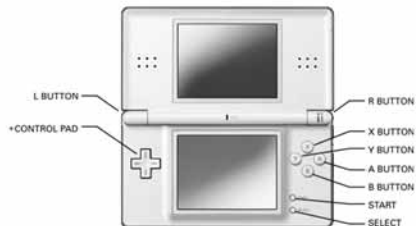
1. Turn OFF the Nintendo DS system by pressing the Power Button. Never insert or remove a Game Card when the power is ON.
2. Insert the **ZENDOKU™** Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place. The label should face toward the bottom of the DS.
3. Turn ON the Nintendo DS system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the **ZENDOKU™** panel on the Touch Screen. The Title Screen will appear.

## WHAT'S ZENDOKU ALL ABOUT?

**ZENDOKU** creates puzzles based on the Sudoku grid, but instead of the numbers 1 to 9, it uses nine unique Martial Arts symbols. The game has eight game characters you can play as: four weapon-wielding fighters and four freehand fighters.

Through a series of puzzle-based martial arts battles, your character will rise through the ranks from a novice to the revered status of Doshu.





Play **ZENDOKU** on the Touch Screen, using the Nintendo DS stylus.

To select a menu option, touch it on the Touch Screen.

*Top Screen*

*Touch Screen*



When the game starts up, you can choose between **ZENDOKU** and the *Classic Sudoku* number game.

## SAVING YOUR GAME

**ZENDOKU** automatically saves your progress throughout the game, including your high scores in *Zen*, *Attack Box*, *Classic Sudoku* and *Multiplayer Co-op* modes, battles won in *Quest* mode, and any options you set or changed. To delete all saved information, select *Erase Save* from the Options Menu.

## PAUSE MENU

Press **START** to open the Pause Menu. This stops the clock in *Time Trial*, *Pure Sudoku* and *Zen* modes, and pause your opponent in *Quest* mode. Time is not paused in *Co-op* mode, and your opponent is not paused during a multiplayer *Battle* game. The Pause Menu offers the following options:

- ▼ **Resume:** Return to the game.
- ▼ **Clear:** Begin this game again (play the same puzzle grid from the beginning). This does not reset the clock.
- ▼ **Solve:** Solve the puzzle immediately (the game shows you how it's done).
- ▼ **Quit:** Exit this game and mode.

**Note:** In the *Quest*, *Battle* and *Co-op* modes Pause Menu, only the **Resume** and **Quit** options are available.

There are eight **ZENDOKU** characters to choose from:

- ▼ *Ayumi*   ▼ *Sonoko*   ▼ *Shinji*   ▼ *Yatta*
- ▼ *Sakura*   ▼ *Musashi*   ▼ *Sonny*   ▼ *Kingkage*

Character details are shown on the Top Screen. Each character has a picture, name, fighting style, quest, fighting grade (belt color) and his or her Lucky **ZENDOKU** Symbol.

**Note:** Four characters fight with weapons; the other four fight freehand.

To select a character, touch the character's icon with your stylus. Then touch the arrow in the upper right corner to continue.

Above the eight available characters, you will see the two Doshu Masters: *Hiroshi* for freehand Dojo, and *Sando* for weapons Dojo.



## ZENDOKU SYMBOLS

**ZENDOKU** puzzles feature nine Martial Arts symbols in place of the numbers 1 to 9 used in Classic Sudoku. Each character uses one of the symbols as a **Lucky Symbol**.

Fill in columns, rows and 3x3 boxes on the **ZENDOKU** grid with the nine **ZENDOKU** symbols to solve the puzzle. Each symbol must appear only once in each row, column, and 3x3 box. The game creates an almost infinite number of **ZENDOKU** grids to test your symbol-placement skills.

- ▼ Select a symbol from the side panels with the stylus.
- ▼ Touch an empty cell on the grid to place that symbol.
- ▼ If there is a clash (the symbol is not accepted in that position), the clashing positions will flash.
- ▼ To remove a symbol you've placed on the grid, touch it again on the grid.

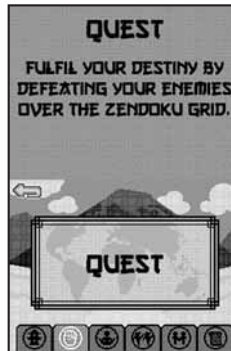
**Note:** In **Quest** and **Battle** modes, symbols placed correctly on the grid cannot be removed.



# GAME MODES

Select a game mode from the Main Menu. Game modes include:

- ▼ **Dojo:** In this training mode, you'll learn *ZENDOKU* rules from your Master.
- ▼ **Quest:** In this story mode, you'll fulfill your character's destiny.
- ▼ **Zen:** Maintain Zen-like composure as you race to complete the puzzles under time pressure and go for the highest score possible.
- ▼ **Attack Box:** Unlock hidden techniques of attack and defense using unique Nintendo DS features.
- ▼ **Multiplayer:** Play wirelessly with one other player. Choose a group to join or create your own group. Multiplayer includes *Co-operative* mode, played with another player, and *Battlemode*, played against another player.
- ▼ **Options:** Use this menu to turn the *Game Music* and *Hint* features on or off, and erase saved game data.



## DOJO (Training)

*Dojo Rules* explain how to play *ZENDOKU*. Touch the *Next/Previous* icons to progress to the next screen or return to the previous screen.



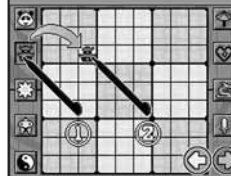
## QUEST (Story Mode)

Follow your chosen character's story line. Travel through the game world, battling other characters to advance and ultimately complete your character's quest.

### HOW TO PLAY

Complete *ZENDOKU* puzzles to beat your opponent and progress in your quest. Each character starts his/her quest with a *Lucky Symbol* (one of the nine game symbols) and a number of special attacks.

TO PLAY A SYMBOL, TOUCH ITS ICON ON THE LEFT OR RIGHT OF THE GRID THEN TOUCH AN EMPTY SQUARE ON THE GRID.



## ATTACKING OPPONENTS

- ▼ You launch an **attack** on your opponent whenever you complete a column, row, or 3x3 box on the grid, or when you place all nine instances of a symbol on the board.
- ▼ An attack places obstacles on your opponent's board, stopping your opponent's play until the obstacle is removed. (See page 14 for obstacles and how to remove them.)
- ▼ When an attack is launched, your opponent hears a warning sound. An **Attack icon** travels along the rail from you to your opponent.



## PREVENTING ATTACKS

- ▼ When your opponent launches an attack on you, an **Attack icon** travels along the rail toward you.
- ▼ If you correctly place your character's **Lucky Symbol** on the board before the Attack icon reaches you, the attack will be reversed back to your opponent! Ha!

## PLACING SYMBOLS INCORRECTLY

- ▼ You lose Health if you enter a symbol incorrectly on the board.
- ▼ An incorrectly placed symbol sends a **Heart icon** along the rail to your opponent. This causes several cells on the opponent's grid to automatically fill in. Yikes!

## THE COMBO METER

You can launch stronger attacks by filling the **Combo Meter**. Stronger attacks take longer for your opponent to clear.

Whenever you complete a row, column or 3x3 box, the Combo Meter will appear below your character's image, and one of its three colored icons will light up. (The icon that lights up indicates what you've completed.)

- ▼ If one icon is lit up in the Combo Meter, you launch a normal attack.
- ▼ With two icons lit, you launch a stronger attack.
- ▼ With all three icons lit, you launch the strongest attack possible. The Combo Meter empties after the strongest attack.
- ▼ When you successfully place all nine instances of a symbol (called a **symbol set**), the strength of the resulting attack is also determined by the number of icons lit up in the Combo Meter.





## ZEN (Time Trial)

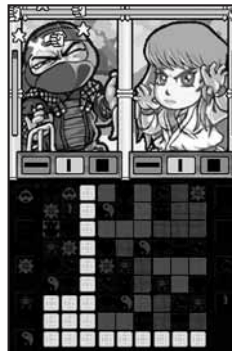
Play against the clock to gain points and enter the High Score table. First, select a difficulty level: *Easy, Normal, Hard, Expert* or *Master*.

- ▼ Race against the clock to complete the puzzle.
- ▼ Complete rows, columns, 3x3 boxes and symbol sets to earn the points shown in the *Bonus Score*.
- ▼ The Bonus Score decreases with time, so hurry to earn the highest scores!
- ▼ Place your character's *Lucky Symbol* to freeze the timer and the decreasing Bonus Score for a few seconds.
- ▼ If a short time elapses and you haven't placed a symbol on the grid, some empty cells will begin to twinkle. Concentrate your efforts on these twinkling cells for easier solutions.
- ▼ If the timer runs out before you finish, you can still complete the grid, but no further points will be awarded. So go as fast as you can!
- ▼ Complete the puzzle in record time to enter the High Score table.



For intensive *ZENDOKU* attack/defense training, select *Attack Box* on the Main Menu, and then select *Play*. You'll enter the Attack Box, a 4x4 grid containing all the attacks you'll encounter in *ZENDOKU*. Each cell contains a single attack. Initially, all but one cell will be locked. It's up to you to unlock the rest!

- ▼ Choose an attack from the Attack Box to begin the challenge.
- ▼ You must clear the attack several times in a row before the timer runs out. This is your chance to practice your attack/defense skills.
- ▼ When you clear all the attacks in the allotted time, you'll return to the 4x4 grid and see that the cells next to the cleared attack have been unlocked.
- ▼ During the challenge, subsequent attacks get progressively harder.
- ▼ You can replay the unlocked attacks in any order and as many times as you like to improve your defensive skills.



Be sure to spend time in the Attack Box to discover hidden *ZENDOKU* secrets for clearing attacks faster. Proper training is essential for any *ZENDOKU* master!

Here are the types of attacks you'll encounter in *ZENDOKU*:

- Hit Attack** A Hit Attack causes a *Paper*, *Wood* or *Stone* symbol to appear on the grid and prevent you from placing any more symbols. You must touch them away with the stylus before you can proceed with your puzzle. Each attack has three levels of difficulty; the higher the level, the longer it takes to defeat.
- Wipe Attack** *Snow*, *Petals* or *Coins* appear on the screen. Wipe away the obstruction with the stylus.
- Turn Attack** *Paper*, *Wood* or *Metal* doors cover the play area. Rotate the mechanism clockwise or counter-clockwise to open the door.
- Blow Attack** *Candles*, *Mice* or *Samurai Warriors* appear. Blow into the microphone to put out the candles, scare away the mice, or bowl over the samurai.
- Roll Attack** An *Ancient Manuscript* appears and covers the screen. Drag the stylus downward to pull the paper down off the scroll.
- Fight Attack** A miniature version of the attacking character appears and shoots attacks at you. Touch incoming attacks with the stylus to block them before they hit you!

## CONNECTING

Two players can play *ZENDOKU* wirelessly in *Co-operative* mode and *Battle* mode. One player (the *parent*) creates the game, and another player (the *child*) can choose to join the game. Select *Multiplayer* from the Main Menu to open the Multiplayer Menu.

## SINGLE-CARD PLAY

The *parent* player can create a *Single-Card Play* game that the *child* player can join without having a *ZENDOKU* Game Card in his or her DS.

- ▼ The *child* player selects *DS Download Play* in the DS Menu Screen when powering-up the DS.
- ▼ The Game List Screen shows existing and open *ZENDOKU* groups.
- ▼ The *child* player then selects one of the groups to join it.

## WIRELESS

DOES YOUR FRIEND NEED  
TO DOWNLOAD THE GAME?  
OR DO THEY HAVE A  
ZENDOKU GAME CARD?



## MULTI-CARD PLAY

The *parent* player can select a *Multi-Card Play* game when the other player has a *ZENDOKU* Game Card installed in his or her DS.

## CO-OPERATIVE MODE (2 Players Together)

- ▼ The *parent* player chooses the difficulty level of the grid: *Easy, Normal, Hard, Expert* or *Master*.
- ▼ Each player controls four of the nine *ZENDOKU* symbols. Both players can place the *Yin Yang* symbol.
- ▼ When you place a symbol on your puzzle grid, it also appears on your partner's puzzle grid. Play co-operatively to complete the *Zendoku* puzzle against the clock.
- ▼ Complete the puzzle in record time to enter the High Score Table.

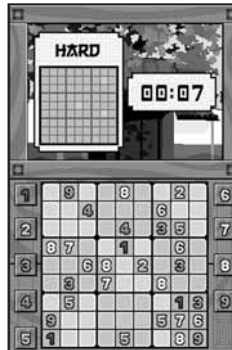
## BATTLE MODE (2 Players Head-to-Head)

Two players battle it out to complete a *ZENDOKU* puzzle. The *parent* player chooses the difficulty level of the grid: *Easy, Normal, Hard, Expert* or *Master*.

- ▼ Each player's character has his/her own *Lucky Symbol* and a number of attacks.
- ▼ Both players must use their best *ZENDOKU* skills as well as a strategy of launching attacks and defending against them. (See page 10 for information on launching and preventing attacks.)
- ▼ To win, you must deplete your opponent's Health meter by completing the *ZENDOKU* puzzle.

Select *Classic Sudoku* from the Title Screen to open the Classic Sudoku Main Menu. This has four options:

- ▼ *Dojo*: Learn the rules of Sudoku.
- ▼ *Pure Sudoku*: Solve a puzzle without time limits, just pure Sudoku. Select a difficulty level: *Easy, Normal, Hard, Expert* or *Master*. A Hint Map, representing the cells on the playing grid, appears on the Top Screen. Yellow squares in the Map are cells that can be solved with deductions that only involve the cell's row, column, or 3x3 box. Red squares are cells that require harder deductions involving more of the grid.
- ▼ *Time Trial*: Race against the clock to complete the Sudoku. Select a difficulty level before starting. Complete rows, columns, 3x3 boxes and symbol sets to earn the points shown in the Bonus Score, which decreases with time. If the timer runs out, you'll still be able to complete the grid, but no further points will be awarded. Complete the puzzle in record time to enter the High Score table.



## HOW TO PLAY

Classic Sudoku is played just like *ZENDOKU*, except that the numbers 1-9 are used instead of symbols. (See page 7 for instructions on how to play *ZENDOKU*. See page 12 for instructions on playing *Time Trial*.)

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