

Disney Wizards of Waverly Place
(Nintendo DS™)



Table of Contents

Introduction	2
Getting Started	2
Menu Controls	2
Gameplay Controls.....	3
Main Menu	3
Pause Menu	3
User Interface.....	4
Spellbook	4
Minigames	4
DS Download Play	6
DGamer.....	6

Disney Wizards of Waverly Place
(Nintendo DS™)

Introduction

The Russo family appears to be a typical New York City family, but they are nothing of the sort. Alex, Justin and Max are everyday kids who also happen to be wizards in training. Their father Jerry heads up Wizard Class when he's not busy running the family restaurant, Waverly Sub Station, with their mom Theresa.

Sibling rivalry is anything but ordinary as the Russo kids figure out they can use magic for anything from household chores to getting even with each other. In **Disney Wizards of Waverly Place**, take control of Alex, Justin and Max and try to clean up their messes before their parents bust them. After all, for the Russos, being a teenager can be tricky!

Getting Started

- 1) Make sure the **POWER** switch is **OFF**.
- 2) Insert the **Disney Wizards of Waverly Place** Game Card in the Nintendo DS™ slot.
- 3) Turn the **POWER** switch **ON**.
NOTE: The **Disney Wizards of Waverly Place** Game Card is designed for the Nintendo DS™ system.
- 4) Please read the Health and Safety Screen and accept by touching the bottom screen.
- 5) If the game does not automatically launch, select **Disney Wizards of Waverly Place** from the DS launch screen.

Menu Controls

Use the **Touch Screen** and **stylus** to get around menus. Or, you can also use the **+Control Pad** and the **A Button** and **B Button**.

Touch Screen and stylus	Tap to select an option
OR	
+Control Pad	Highlight an option
A Button	Confirm selection
B Button	Cancel and go back to previous menu

You can delete existing save files from the save file menu at launch, but be careful: deleted save files cannot be recovered. **Disney Wizards of Waverly Place** supports up to three distinct save files.

Disney Wizards of Waverly Place
(Nintendo DS™)

Gameplay Controls

Use the **Touch Screen** and **stylus** to play.

Hold/drag stylus		<ul style="list-style-type: none"> • Move character • Cast spells
+Control Pad		<ul style="list-style-type: none"> • Move character
Tap stylus		<ul style="list-style-type: none"> • Interact with object • Talk to character • Advance dialogue
Tap the Wand Icon		<ul style="list-style-type: none"> • Activate Magic Mode (see <i>Spellbook</i> pg. 4)
Tap the Bag Icon		<ul style="list-style-type: none"> • Check item inventory list
L Button / R Button		<ul style="list-style-type: none"> • Toggle top screen between current location name and active objective
X Button / Y Button		<ul style="list-style-type: none"> • Switch characters (when more than one character is playable)
START		<ul style="list-style-type: none"> • Pause game and bring up Pause Menu (see <i>Pause Menu</i> pg. 3)
A Button		<ul style="list-style-type: none"> • Advance Dialogue

Main Menu

Play the Game		Continue the adventure!
Options		Adjust volume settings and enter cheat codes
DS Download Play		Play the <i>Flying Books</i> or <i>Potion Making</i> minigames with your friends
DGamer		Access the new online community exclusively for Disney gamers

Pause Menu

Press **START** at any time to enter the Pause Menu. In this menu, the top screen displays the basic game controls, in case you need a reminder.

Resume		Continue the adventure!
Outfits		Buy and change character outfits
Options		Adjust volume settings
Quit		Return to the Main Menu
Save		Tap <i>Save</i> to save your progress, then <i>Resume</i> to continue your game

Disney Wizards of Waverly Place
(Nintendo DS™)

User Interface

- Total Trinkets Collected – Shows how many trinkets you collected that you can use to unlock new costumes
- Coins Collected – Shows the number of coins you collected that can be used to purchase items and unlockables
- Active Objective/Current location – Shows the current objective and location
- Item Bag Icon - Tap this icon to view your items
- Wand Icon - Tap the icon to enter magic mode
- Current Room's Trinket Slot - Indicates whether or not you have collected the hidden trinket in your current location

Spellbook

Tap the Wand icon in the bottom right of the **Touch Screen** to activate Magic Mode. Tap to select an object to target: selectable objects will have a magic glowing aura. Once an object is selected, the screen will go dark. Then use a **stylus** gesture to cast a spell, affecting the targeted object.

Spell Name	Stylus Motion	Magic Effect
Levitate	Upward Stroke	Lift object into the air
Move	Closed Circle	Move object
Undo Magic	Figure Eight	Remove magic effects from an object
Freeze	^	Freeze a moving object
Repair	Z	Fix a broken object

Magic done right is the best way to fix things. Use spells to move and change objects, solving problems to progress through the adventure. Remember: each spell is cast using a different gesture and has a different effect.

Minigames

Sub Making Game

Use the **stylus** to drag ingredients onto the sub. Follow the recipe card on the top left of the screen to add ingredients in the right order.

The Sub Making Game can make you some extra coins when you need it. The game can be accessed at any time in the kitchen of the Sub Station: just tap on the icon on the table in the kitchen.

Disney Wizards of Waverly Place
(Nintendo DS™)

Flying Sub Game

Move the **stylus** around the **Touch Screen**, keeping the magic lasso over a flying sub to catch it. Once the lasso turns red, flick the **stylus** down to drag the flying sub back down. When the flying sub lands in the sandwich basket, quickly cast the *Undo Magic* spell to turn the sub back to normal.

Potion Making Game

Fill up the magic vial on the top screen by tapping potion balls on the bottom screen.

Try to use potion ball combos to fill the vial faster. Tap on the potion balls in the order shown in the combo bar at the top of the **Touch Screen** to complete combos.

Locker Game

Tap on the lockers on the **Touch Screen** in the correct order to make all the lockers on the top and bottom screens close at once.

Flying Books Game

Drag the **stylus** around the **Touch Screen** to keep the magic lasso over a flying book. Once the lasso turns red, flick the **stylus** down to drag the flying book back down. Use the **stylus** to place the books on the shelf, so that the letters on the book spines spell out the answer to the trivia question posed.

Coffee Cup Game

Fill up the coffee cup on the top screen by tapping potion balls on the bottom screen.

Try to use potion ball combos to fill the coffee cup faster. Tap on the potion balls in the order shown in the combo bar at the top of the **Touch Screen** to complete combos.

Science Project Game

Use the **stylus** to drag the pieces of the science project from the storage area at the bottom of the **Touch Screen** to the numbered spots. A project piece will stick to the apparatus if you have dragged it to the correct spot.

Dodgeball Game

Move left and right with the **+Control Pad** to avoid the incoming dodgeballs. Press up on the **+Control Pad** to catch a dodgeball. After the incoming balls have hit the wall and stopped, you can pick them up by running over them. Flick the **stylus** upward toward the top of the **Touch Screen** to throw the dodgeballs back at the opposing players.

Catapult Darts Game

Move the catapult left and right with the **+Control Pad**. Use the **stylus** to pull back the bucket to fire the colored balls. Earn more points by matching the balls with the target color.

Disney Wizards of Waverly Place
(Nintendo DS™)

12 Ball Game

Drag the **stylus** left and right across the **Touch Screen** to move your racket. Bounce the balls back past your opponent without letting any get past you. The first player to get 30 balls past their opponent wins.

Advanced Spells

Special situations call for Advanced Spells. Select an Advanced Spell from the list that you think will solve the problem you are facing. To cast each Advanced Spell, you have to complete a minigame within the time limit:

Connect the Dots: Without lifting the **stylus** from the **Touch Screen**, connect 10 dots together to make the motion for the Special Spell.

Follow the Arrows: Trace the **stylus** along the path of 15 arrows in succession.

Trace the Arrow: Trace the **stylus** along the path of the winding arrow without veering off the path.

DS Download Play

Select DS Download Play from the Main Menu to share either the Flying Books game or the Potion Making game.

DGamer

Choose DGamer™ to enter the new online community exclusively for Disney gamers. Once inside, check out all of the cool achievements you've unlocked, send gifts and chat with friends, create a 3D avatar and more. (See the DGamer Quick Start Guide or visit www.DGamer.com for more details.) Plus, while in LCD Off Mode you can plug in your headphones, close your DS and listen to the music from DGamer.

Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>