

NINTENDO DS™

Charlotte's Web™



EmuMovies

SEGA®

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.

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.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2004 NINTENDO. ALL RIGHTS RESERVED.

Table of Contents

Story6
 Getting Started7
 Nintendo DS System8
 Controls.....9
 Title Menu.....10
 Game Modes.....12
 The Game Screen14
 Power-Ups16
 Pig Pampering.....17
 Mini-Games.....18
 Characters.....22
 Credits.....24



WALDEN MEDIA



THE K ENTERTAINMENT COMPANY



A VIACOM COMPANY

TM & © 2006 Paramount Pictures.

Charlotte's Web™ is the story of a spring pig named Wilbur who had little chance of seeing the snows of winter. You see, Wilbur was born the runt of the litter. Since this little pig was not able to fend for himself, he was given to a young girl named Fern by her father, Mr. Arable.



Raised on the Zuckerman farm, Wilbur comes to find out he is destined to become a holiday ham. Luckily, Wilbur's charming personality lands him the friendship of all the animals in Zuckerman's barn. One particular friend, Charlotte the spider, decides to try and save the little pig's life by letting everyone know he's "Some Pig."

This is Wilbur's grand adventure.

1. Turn OFF the power on your Nintendo DS™ system. Never insert or remove a Game Card when the power is ON.

2. Insert the **Charlotte's Web** card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.

3. Press the Power Button to turn the power ON. The DS Menu Screen will appear (if you don't see the Menu Screen, begin again at Step 1). Touch the panel with the **Charlotte's Web** logo to activate the game.

4. When the Title Menu appears, use the +Control Pad to select NEW GAME and press A Button to go to the New Game Screen.

Hint!

Some doors can be opened by standing next to them and pressing Up on the +Control Pad.



Note: You can also touch NEW GAME on the Touch Screen to go to the New Game Screen.

Nintendo DS System



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.

Controls

Menu Controls

Control	Action
+Control Pad	Highlight Menu Selections
A Button	Confirm Selection
B Button	Cancel Selection / Return to Previous Screen

Controls

Control	Action
+Control Pad Left or Right	Move Left / Right
A Button	Jump
A Button then A Button	Double Jump
B Button (when next to a post or friend)	Get Hint / Talk to Friend
B Button (hold)	Push / Pull Objects (Wilbur Only)
B Button then B Button	Pick Up / Throw Brick (Templeton Only)
A Button then B Button	Jump Attack
+Control Pad Left or Right + R Button	Sprint / Head Butt
+Control Pad Left or Right + L Button	Sneak
+Control Pad Down	Crawl
+Control Pad Up	Climb Ladder
Tap Touch Screen Power Up Icon	Activate Power-Up
START	Pause Game

Title Menu / Start a New Game

From the Title Menu, you can select New Game to start a new adventure, resume your saved game by choosing Load Game, or access the game's Options. Press the +Control Pad Up or Down to highlight your choice and press A Button to confirm your selection. You can also double tap your selection on the Touch Screen.



New Game

Start a new adventure.

Load Game

Load a saved game.

Hint!

Look for Charlotte while playing to give Wilbur helpful hints.



Options

Adjust the game's Options. Press the +Control Pad Up or Down to highlight an option and Left or Right to cycle through the available choices. You can also tap each selection on the Touch Screen to cycle through the available choices.

Option	Effect
Difficulty	Adjust the game's difficulty. Choose between EASY, MEDIUM and HARD.
Sound FX	Turn ON/OFF the game's sound effects.
Music	Turn ON/OFF the game's music.
Credits	View the game's credits.
Exit	Exit Options and return to the Title Menu.

To start Wilbur's adventure, select NEW GAME and select a Game Slot. **Charlotte's Web** has three Game Slots where your progress can be saved. If you select a Game Slot that is already in use, you will be asked if you want to Overwrite the data. Choosing YES will erase your previously saved data.

Note: Once game data is overwritten, that particular game data will be permanently lost.

Use the +Control Pad to enter your initials. Press + Control Pad Up or Down to cycle through the alphabet and press Right or the A Button to move to the next letter.

Game Modes

Charlotte's Web has three Game Modes: Adventure, Mini-Games and Storybook. Use the +Control Pad to highlight a Game Mode and press the A Button to confirm your selection. You can also double tap the selection on the Touch Screen with the stylus.

Adventure

Lead Wilbur and his friends through a grand adventure.

Mini-Games

Play a variety of fun Mini-Games starring Wilbur and his friends. For more information, see Mini-Games, pg. 18.

Note: Mini-Games must first be unlocked in Adventure Mode before they can be played.

Storybook

View pictures from the movie and read the story of **Charlotte's Web**.

Note: Pictures must be collected in Adventure Mode before they can be viewed.



Adventure Mode

Adventure Mode follows Wilbur and his friends' grand adventures. Selecting Adventure Mode takes you to the Level Select Screen. As each level is completed, a new one becomes available. You can return and replay a previously played level any time from the Level Select Screen. Press the +Control Pad Left or Right to cycle through the unlocked levels, or touch the left and right arrows on the Touch Screen, and press A Button or touch the level name to begin. To exit a level and return to the Level Select Screen, press START and select EXIT GAME.



Hint!

Hidden Rooms with lots of fun things in them can be found all over the farm. Look for arrows pointing out their positions and press the +Control Pad Up to enter.



The Game Screen

The Game Screen

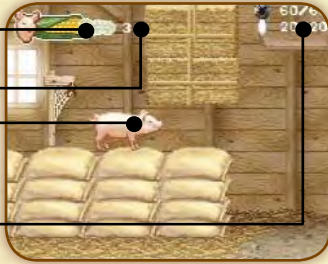
Top Screen

1. Strength Meter

2. Number of Lives

3. Character

4. Items Collected



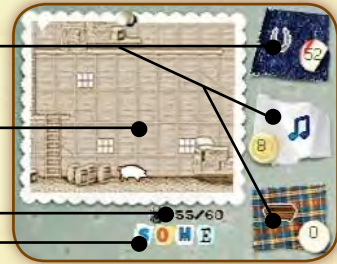
Bottom Screen

1. Power-Up Icons

2. Game Map

3. Items Collected

4. Letters Collected



#	Name	Description
1.	Strength Meter	Displays the remaining strength of the character.
2.	Number of Lives	The number of lives remaining. When it reaches zero, the game is over.
3.	Character	Your current character (Wilbur or Templeton).
4.	Items Collected	The number of Objective Items collected and the number of Objective Items remaining to be found.

#	Name	Description
1.	Power-Up Icons	The Power-Ups you've collected. Touch one to use it.
2.	Game Map	Displays a snapshot of the area around your character.
3.	Items Collected	The number of Objective Items collected and the number of Objective Items remaining to be found.
4.	Letters Collected	The letters you've collected. Find them all to spell a special word.

Power-Ups

Power-Ups can temporarily aid Wilbur and Templeton against pesky creatures. Once a Power-Up is collected, you can activate it at any time by touching the Power-Up icon on the Touch Screen.



Bucking Bronco: This Power-Up allows Wilbur to kick like a Bucking Bronco and lets him kick his way past troublesome critters. This Power-Up is only for Wilbur.



Radiant: This Power-Up makes Wilbur sing! Rats and other mean animals don't like singing. This Power-Up is only for Wilbur.



Armor: This Power-Up temporarily protects Wilbur from animals that bite and sting, as well as prickly bushes. This Power-Up is only for Wilbur.



Cantaloupe: This Power-Up allows Templeton to crawl under it and disguise himself. This Power-Up is only for Templeton.

Hint!

Break through loose fences and walls by sprinting into them by pressing the +Control Pad Left or Right with the R Button.



Pig Pampering

Occasionally, Wilbur will run into Fern during his exploits and at the end of a level. Fern can save Wilbur's progress and replenish his health by giving him some special pampering. Press the +Control Pad Left or Right, or tap the stylus on the left and right arrows on the Touch Screen, to cycle through the available options. Press the A Button or tap the Touch Screen to start.

Hand: Use the stylus to pet Wilbur! Yet keep in mind, he doesn't like his tail pulled.

Toothbrush: Use the stylus to vigorously brush Wilbur's pearly whites until they are shiny and clean!

Soap: Use the stylus to suds Wilbur up and clean the mud off his back and legs. Just remember to keep the soap out of his eyes!

Bucket: Use the stylus to deliver the pail of slop through the winding maze of his pen and into his trough. Once it's empty, return the way you came and refill it for seconds, thirds, and even fourths!

Brush: Use the stylus to brush Wilbur's matted fur, while minding the sensitive spots on his tummy.



Hint!

To wake Wilbur up when he's sleeping, yell "Wake Up!" into the microphone.



As you progress through the game, you can unlock a variety of fun Mini-Games, which are available on the Title Menu. To cycle through the available Mini-Games, press the +Control Pad Left or Right or touch the on-screen arrows and press A Button, or tap the Touch Screen to confirm your choice.

Web Words

Use the stylus to select letters that are touching each other to create words that have three letters or more! Tap ENTER to enter your word. Keep making words to fill up the meter before time runs out!

Aeronauts

Use the +Control Pad to move a baby spider left and right. Push + Control Up to slow a baby spider down, and down to speed it up! Collect bonus items on your way down.



Webbing Crashers

Press the A Button to shoot webbing at enemies. Exploding seeds will land in the web. Pick them up using the B Button and then press the B Button again to toss them away!

Food Catch

Templeton is at the county fair and boy is he hungry! Luckily, fair-goers are clumsily dropping their food. Help Templeton snatch all the tasty treats by catching food items with his plate. Press +Control Pad Down to make an item fall faster. Unload his bounty at the feedbag before the time runs out by pressing the A Button next to the bag. Beware of the rotting green food items! A green food item takes all of your collected food away!



Water Fun

Soak your opponent before they soak you! Unlike in real life, the player has an endless number of filled water balloons to hurl at their opponents. Using the stylus on the lower touch screen, the player moves their character right and left to dodge their opponent's balloons and to line up their own shots. Hit the 'Barricade' power-up icon to erect a wall to hide behind. But even then, you're not completely safe as the other player can bounce balloons off of the side walls to get the angle on their opponent.

Snacktime for Templeton

Templeton is hungry again! Use your stylus on the Touch Screen to draw a line connecting two or more of the same kind of food. You can string together groups of two or more different kinds of food, too.

Bumper Cars

Move your car using the +Control Pad. Pick up rings that match your car's color to score points and win the game! Oh, and you'll see Power-Ups everywhere. Good Power-Ups can help you out, but the bad ones slow you down. Now, select your car and get ready to bump!

Note: Bumper Cars has a Multiplayer option. Invite your friends to connect to your Nintendo DS™ or connect to theirs wirelessly!

Ring Toss

Pull the rubber band back by dragging it downwards on the Touch Screen. To fling rings at the targets above, release the rubber band by lifting the stylus off the Touch Screen.

Note: Ring Toss has a Multiplayer option. Invite your friends to connect to your Nintendo DS™ or connect to theirs wirelessly!



Bale Out

Use the stylus to drag hay bales out of Wilbur's way and then drag him into place. Pick up jars to get the apple baskets out of your way.

Spree Ball

Use the stylus on the Touch Screen to drag the ball towards the targets at the top screen.

Note: Spree Ball has a Multiplayer option. Invite your friends to connect to your Nintendo DS™ or connect to theirs wirelessly!



Bounce

Use the stylus to draw webs on the Touch Screen. Use these webs to bounce objects that are thrown from the windows in the top screen.

Apple Masher

Help Mrs. Zuckerman make her famous applesauce. Double tap each ripe apple once to slice it into pieces before Templeton finishes his apple and ruins everything.

Note: All multiplayer games require each player to have a separate Game Card.



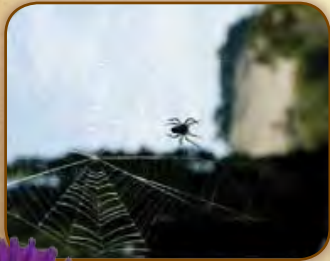
Wilbur

Wilbur comes into the barn a kind and naive pig. His youth allows him to observe the world through innocent eyes. His kindness and innocence allows him to make friends with the other animals, namely Charlotte and Templeton. Eventually, Wilbur wins the hearts of the other animals and brings the barn together as a family.



Charlotte

Despite her somewhat frightening appearance, Charlotte is a thoughtful, caring, and intelligent creature. She understands the natural order of the world around her and is devoted to helping Wilbur stay safe on the farm.



Templeton

Templeton is everything that you would come to expect from a rat. He is always hungry, self involved, and usually only looking out for himself. Although he is a "rat" through and through, like many of the animals in the barn, Wilbur helps him discover a more compassionate side to his character.

Fern

Fern is the kind farm girl who saves Wilbur at the beginning of the story. She is very sweet and prefers the company of the barnyard animals to that of her schoolmates. Fern loves Wilbur very much and is always there to take care of him when he needs her most.



Hint!

Break through loose fences and walls by sprinting into them by pressing the +Control Pad Left or Right with the R Button.



Sega of America

CEO

Naoya Tsurumi

Lead Analyst

Marta Khosraw

VP of Marketing

Scott Steinberg

President/COO

Simon Jeffery

Compliance Lead Analyst

Stephen Akana

VP of Sales

Sue Hughes-Taigen

VP of Product Development

Dave Cobb

Compliance Assistant Lead

Lawrence Mann

Director of Marketing

Rick Naylor

Producer

Jon Sell

Compliance Testers

Joe Floyd

Steve Fleming

Senior Product Manager

Erica Mason

Senior Public

Relations Manager

Steve Groll

Associate Producers

Ethan Einhorn

Stephen Frost

Beejay Enriquez

Assistant Lead Analyst

Phil Musil

Associate Public Relations

Manager

Jennie Sue

Tester(s)

Bert Gatchalian

Ricardo Pasang

Rodrick Angeles

Creative Services Manager

Jen Groeling

Production Specialist

Heather Lucchetti

Senior Content Writer

Bridget Oates

Voice Over Talent

Dominic Kay

Special Thanks

Mina Provonsha

Jez Sherlock

Tracey Thompson

Stephanie Acken

Scott Lambrecht

Manual Documentation

Off Base Productions

Manual Design

Option-Shift Design

Paramount Licensing Group

VP, Interactive & Mobile

Sandi Isaacs

Executive Director, Interactive

& Mobile Production

Harry Lang

Manager, Interactive & Mobile

Production

Dan Felts

Coordinator, Interactive & Mobile

Beth Giles

Special Thanks

Michael Zermeno and Norman Becker for their help with this project.

Notes

LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: www.sega.com/support
- E-mail: support@sega.com
- Telephone: 1-800-USA-SEGA

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

To register this product, please go to www.sega.com

SEGA of America, Inc.
650 Townsend Street, Suite 650, San Francisco, CA 94103
SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. Game Software © SEGA. All Rights Reserved.™ & © 2006 Paramount Pictures. All Rights Reserved.™, ®, and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. This game is licensed for use with the Nintendo DS System only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Licensed by Nintendo. Nintendo, Nintendo DS and the Official Seal are trademarks of Nintendo. © 2005 Nintendo.