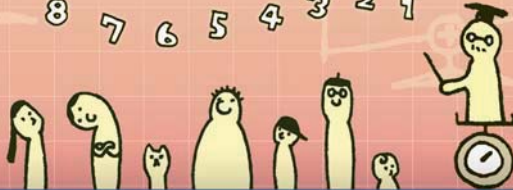


NTR-AYAP-UKV

# Big Brain Academy™



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3  
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1



NINTENDO DS™



Touch!  
Generations

INSTRUCTION BOOKLET

*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the BIG BRAIN ACADEMY™ Game Card for the Nintendo DS™ system.

**IMPORTANT:** Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS system, Game Card, Game Pak or accessory. The Booklet contains important health and safety information. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this Booklet for future reference.

This Game Card will work only with the Nintendo DS systems.

**IMPORTANT:** The use of an unlawful device with your Nintendo DS system may render this game unplayable.

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**WIRELESS DS SINGLE-CARD DOWNLOAD PLAY**

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



**WIRELESS DS MULTI-CARD PLAY**

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

## Contents

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In this instruction booklet, a screenshot with a **blue** frame shows the top screen, while one with a **red** frame shows the Touch Screen.



## How to Begin

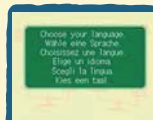
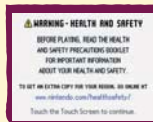
Make sure that the Nintendo DS™ system's power is off. Insert the BIG BRAIN ACADEMY™ Game Card into the Game Card slot on the back of the system and push until it clicks into place.

Turn the power on and the **Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen.

On the **Nintendo DS Menu Screen**, touch the BIG BRAIN ACADEMY Panel to progress to the **Title Screen**.

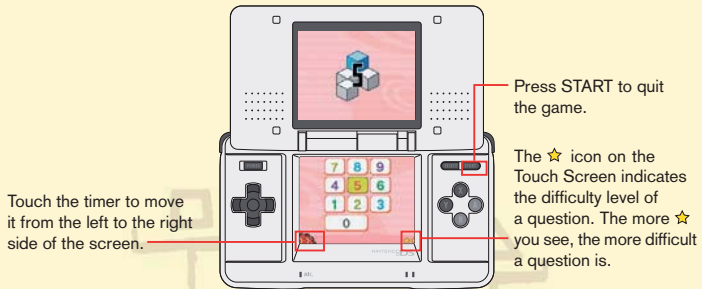
If your Nintendo DS system is set to AUTO MODE, you can skip the previous setting process. See the Nintendo DS Instruction Booklet for more details.

In this software you can choose between six different languages: English, German, French, Spanish, Italian and Dutch (pg. 19). The language displayed during use of the software does not depend on the one set on the console, rather the one selected in the software at the first start-up. Please note: The software's title on the **Nintendo DS Menu Screen** will appear in the language that your Nintendo DS system is set to, and may not correspond with the language you selected in the software.

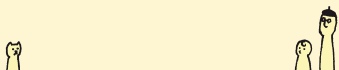


## Controls

The game is controlled with the Touch Screen and the stylus.  
(See the section “Categories and Activities” on pages 13–18 for more information.)

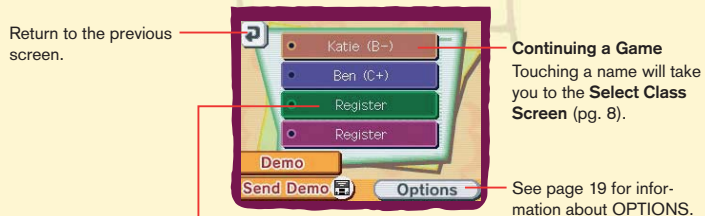


Close the Nintendo DS system to activate **Sleep Mode**. This will reduce your battery consumption. If you activate **Sleep Mode** while answering a question, the game will stop the current **ACTIVITY** and you have to start again after touching **OK (TEST and PRACTICE)**. In **VERSUS** the game resumes as soon as the Nintendo DS system is opened again.



## Homeroom

Touch the **Title Screen** to enter the **HOMEROOM** – where you can create save files. Touch an empty slot to start a new file, or touch a name to continue a previously saved game.



**Starting a New File**  
If you touch the button marked **REGISTER**, you can enter your name and create a new file. You'll return to the **Homeroom Screen** when registration is complete.



Touch this icon to scroll through text. It will only appear when there is more text to see.



## Playing and Sending Demos

- DEMO lets you take a sample TEST.
- You don't need to register to play a demo.
- Each CATEGORY (pg. 13) of the test will take 30 seconds.
- Test results will not be saved.
- Use SEND DEMO to give a demo to a friend wirelessly.



## The Classes

BIG BRAIN ACADEMY has three CLASSES. Each one is designed to help you increase your score, which is shown as the weight of your mighty brain\*, and also have fun along the way! Simply touch a class on the **Select Class Screen** to access it.

See the next page for information about TEST.



See page 10 for information about PRACTICE.

See page 11 for information about VERSUS.

\* NOTE: Of course, this is not meant to reflect your real brain weight but is simply the weight that is given to your brain according to your score, for the sole purpose of this game.

## TEST (How Big is YOUR Brain?)

When you take the test, it gives you a score that is shown as your brain weight. The test consists of one ACTIVITY from each CATEGORY, and each activity takes sixty seconds. Touch START to begin a test.

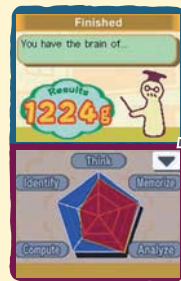
## Single Player



Average score (white line)

High score (yellow line)

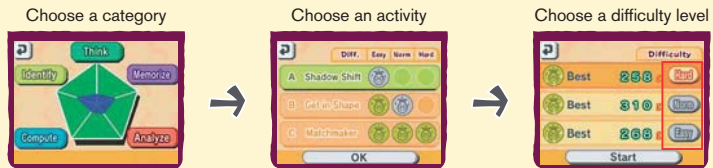
When you have FINISHED the test, you will see your brain weight, brain type and a grade.



## PRACTICE (Work on Activities)

## Single Player


**Practice Mode** lets you work on activities at your own pace. Use it to improve at activities that are giving you trouble, or to get even better at ones where you excel. Each activity has three DIFFICULTY levels: EASY, NORM and HARD.



When you finish, the percentage of correct answers will appear, as well as your brain weight and actual score. You will be awarded a gold, silver or bronze medal based on your performance.

**CONTINUE** Return to the **Select Category Screen**.

**TRY AGAIN** Play the same activity again.

 Review questions that you missed.



## VERSUS (Challenge Your Friends with one DS Card)

## 2 – 8 Players

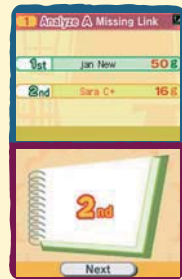
Compete against friends to see who has the biggest brain!

### Versus rules

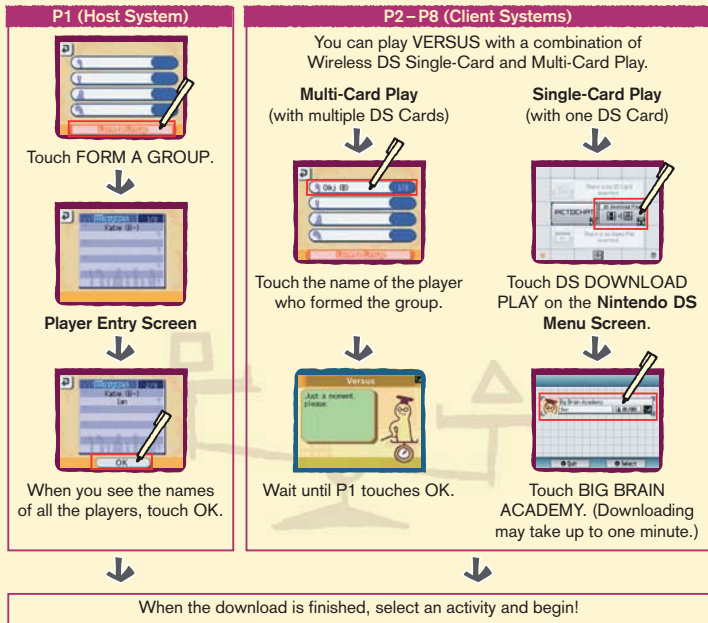
- The first player to answer correctly earns ten grammes. If another person answers correctly before the timer reaches zero, he or she will get a slightly lower score (depending on how many players are participating). If you miss a question, the game subtracts grammes from your score.
- The first person to reach 300g is the winner.
- If you want a shorter game, you can set a different TARGET WEIGHT.
- You can turn the TIMER ON or OFF. Turning it ON lets all the players answer a question, while turning it OFF ends a question as soon as one person gets the correct answer.

A **Results Screen** that shows the total score of each player will appear after each activity. The player with the lowest score will choose the next activity from the following screen.

Note that you can't quit out of a VERSUS class.

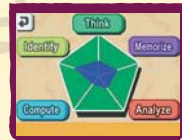


## Starting Versus



## Categories and Activities

The **BIG BRAIN ACADEMY** will work your brain in five **CATEGORIES**. This section explains the **ACTIVITIES** in each category.



### Get Ready!!

- The five categories are as follows: **THINK**, **MEMORIZE**, **ANALYZE**, **COMPUTE**, **IDENTIFY**. Each category contains three different activities.
- The **TEST** class automatically selects one activity from each category.
- You can choose your category and activity in **PRACTICE** and **VERSUS** classes.

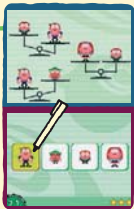




## THINK (Logic-themed activities)

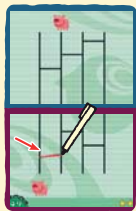
### A. HEAVYWEIGHT

Examine the pictures on the top screen, then tap the heaviest character on the Touch Screen.



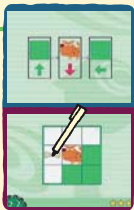
### B. PATHFINDER

The animals move from the top to the bottom of the screen and make a turn each time they reach a corner. Draw a line on the Touch Screen to help them meet up.



### C. BONE YARD

The arrows on the top screen show how objects on the Touch Screen will move. Examine the arrows, then drop a bone on the square where the dog will land. Sometimes blocks will move and push the dog, so be careful!



## MEMORIZE (Memory-themed activities)

### A. SOUND BITES

Listen to the sounds that the characters make, then touch their pictures in the order that they made noise.



### B. FLASH MEMORY

Memorize the numbers and symbols that flash on the top screen, then tap the same sequence into the number pad on the Touch Screen.



### C. MEMO-RANDOM

Examine the cards on the top screen, then tap **MEMORIZED** when you are confident you know them. When some of the cards flip over, tap the Touch Screen to identify them.





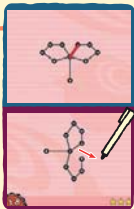
## ANALYZE

(Reason-based activities)



### A. MISSING LINK

Examine the picture on the top screen, then draw lines to connect the dots in the marked locations.



### B. CUBEGAME

Count the number of blocks on the top screen, then tap the Touch Screen to input your answer.



### C. ANIMAL LINES

Examine the pattern on the top screen, then trace through the pattern on the Touch Screen.



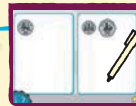
## COMPUTE

(Math-themed activities)



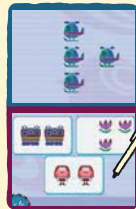
### A. COIN-PARISON

The two panels on the Touch Screen show a variety of coins. Touch the panel with the greater amount. You can press the A Button to change the currency.



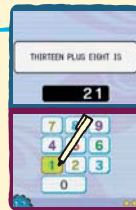
### B. ADD AGENCY

Count the number of figures on the top screen, then touch the two panels that add up to the same amount.



### C. WRITTEN MATH

Solve the maths problem and input your answer on the Touch Screen.



## IDENTIFY (Visual-themed activities)



### A. SHADOW SHIFT

Examine the moving silhouettes on the top screen, then tap the corresponding shapes on the Touch Screen. If you answer correctly, the silhouettes will reveal themselves.



### B. GET IN SHAPE

Examine the shape on the top screen, then select the pieces used to build it on the Touch Screen. If you tap a matching piece, it will appear in the shape. You must locate every matching piece to pass.



### C. MATCHMAKER

Examine the pictures on the Touch Screen and tap the matching pairs. Some puzzles have more than one match.



## Game Settings



### SOUND

Touch ◀ or ▶ to switch between SURROUND, STEREO and HEADPHONES settings.

### LANGUAGE

Touch ◀ or ▶ to switch between the different languages.

### ERASE DATA

If you want to erase a single save file, touch ERASE DATA, then the name on the Touch Screen. Once data is erased, it is gone forever.



This game uses an auto-save feature. Any time you make progress, the game automatically saves it to the file that you are using. (See the section "Homerroom" on page 7 for more details.)

You can erase all save data by pressing the A, B, X, Y, L and R Buttons after touching the BIG BRAIN ACADEMY Panel right before the screen to the left is displayed. Be careful! Once you erase data, it is gone forever!

## DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

### The Things You'll Need

Nintendo DS system .....	One for each player
BIG BRAIN ACADEMY Game Card .....	One

### Connection Procedures

#### Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the BIG BRAIN ACADEMY Panel.
4. Now, follow the instructions on page 12.

#### Client System:

1. Turn the power on. The **Nintendo DS Menu Screen** will be displayed.
- NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.  
For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.
2. Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.
  3. Touch the BIG BRAIN ACADEMY Panel.
  4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
  5. Now, follow the instructions on page 12.

## DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

### The Things You'll Need


Nintendo DS system .....	One for each player
BIG BRAIN ACADEMY Game Card .....	One for each player

### Connection Procedures

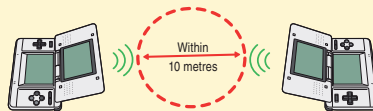
1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the BIG BRAIN ACADEMY Panel.
4. Now, follow the instructions on page 12.


### Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

**For best results, follow these guidelines:**

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



## Credits

### General Producer

Takashi Tezuka

### Producer

Hiroyuki Kimura

### Director

Yoshinobu Tomoaki

### Assistant Director

Yoshikazu Yamashita

### Question Development

### System Programming

Toshikazu Kiuchi

### Sequence Programming

Hiroki Sotoike

### Link Programming

Takeshi Miyamoto

### Design Director

Hideki Fujii

### UI Design Director

Takahiro Hamaguchi

### UI Design

Hiroko Tsuji

Satoshi Furukawa

Tomoaki Kuroume

### Music

Kenta Nagata

### Sound Programming

Toru Asakawa

### Level Design Director

Yusuke Akifusa

### Question Data Creation

Kiyoshi Ishibiki

Tetsuya Ohishi

Ryuichiro Sakima

Shoichiro Takeyoshi

Kenta Motokura

Takeshi Hosono

Kazumi Yamaguchi

Yasuhiko Matsuzaki

Atsushi Mishima

### Technical Support

Hironobu Kakui

Masahiro Takeguchi

### Progress Management

Keizo Kato

### Artwork

Fumiyoshi Suetake

Yumiyoshi Mibu

### European Localisation

#### Translation

Andrea Jähn

Michaël Hugot

Guillermo López-

Anglada Fernández

Chiara Botta

Nick Ziegler

Jeffrey Weller

Niels 't Hooft

SDL Sheffield Ltd.

#### Manual Localisation

#### and Layout

Silke Sczyrba

Britta Henrich

Adrian Michalski

Martina Lienhard

Petra Becker

Nadine Straub

Sabine Möschl

Sascha Nickel

#### Special Thanks

Tomoko Ichikawa

Nahoko Ishida

Nintendo EAD

#### Executive Producer

Satoru Iwata

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