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NINTENDO DS™



**ELITE  
BEAT  
AGENTS**

**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, 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:
 

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>
- To reduce the likelihood of a seizure when playing video games:
  - Sit or stand as far from the screen as possible.
  - Play video games on the smallest available television screen.
  - Do not play if you are tired or need sleep.
  - Play in a well-lit room.
  - 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 DOWNLOADED FROM ONE GAME CARD.**



**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**



**THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.**

**NEED HELP PLAYING A GAME?**

Nintendo's game pages, at [www.nintendo.com/games](http://www.nintendo.com/games), feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



**Nintendo**

*THERE ARE TIMES IN LIFE WHEN EVERYTHING SEEMS TO BE AGAINST YOU. WHEN THE WORLD HAS GOTTEN YOU DOWN. TIMES WHEN YOU WANT TO GIVE UP AND GO HOME. YET, IN THESE DESPERATE MOMENTS, YOU ARE NOT ALONE.*

FROM A SECRET LAIR, A GLORIOUS TRIO OF STYLIN' SENTINELS ARRIVES TO SAVE THE DAY!  
THEY BRING POWER, HOPE, LOVE, AND COURAGE.  
THEY ARE THE UNDISPUTED TITANS OF FLUNK!  
THEY ARE...THE ELITE BEAT AGENTS!  
THE ELITE BEAT AGENTS ARE GO!!!

**WE ARE HERE TO ROCK YOUR WORLD!**

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# MEET THE ELITE BEAT AGENTS

**Commander Kahn**  
LEADER AND SIX-STAR  
COMMANDER OF THE EBA.  
HIS BACKGROUND REMAINS  
A MYSTERY.



**PROFILE**

**AGENT BA-5 "Spin"**  
THE NEW KID ON THE  
BLOCK, HE ALWAYS  
KEEPS HIS GROOVE  
COURTESY OF EXTRA-  
LARGE HEADPHONES.



**PROFILE**

**AGENT BA-2 "J"**  
AN EXPERT IN MANY  
STYLES OF DANCE  
RANGING FROM  
HIP-HOP TO BALLET,  
J CAN MESMERIZE  
ANY LIVING THING.



**PROFILE**

**AGENT BA-1  
"Chieftain"**  
THE TOP AGENT OF  
THE EBA. DON'T LET  
HIS MUSCULAR FRAME  
FOOL YOU—THIS  
GUY'S GOT MOVES.



**PROFILE**

**Elite Beat Divas**  
THE EBA'S 2ND UNIT.  
WHEN IT'S TOO HOT  
FOR THE GUYS, THE  
GIRLS TAKE OVER  
TO SAVE THE DAY!



**PROFILE**

THE CRY FOR HELP RINGS OUT, AND IN A MOMENT'S NOTICE THE ELITE BEAT AGENTS TRAVEL THE GLOBE TO RALLY BEHIND THE TROUBLED AND BELEAGUERED AND ROCK THEIR WORLD.

## 1. SOMEONE'S IN TROUBLE!

THERE'S A LOVESICK TEENAGER WHO WANTS TO GO STEADY WITH THE CAPTAIN OF THE FOOTBALL TEAM!



## 2. TIME TO ROCK THE HOUSE!

ELITE BEAT AGENTS ARE GO! ARRIVE ON THE SCENE AND DANCE, DANCE, DANCE.



## 3. SAVE THE DAY!

BUST THE RIGHT MOVES TO THE MUSIC, AND THE FOOTBALL DUDE WILL HELP THE BABYSITTER CORRAL THE KIDS!



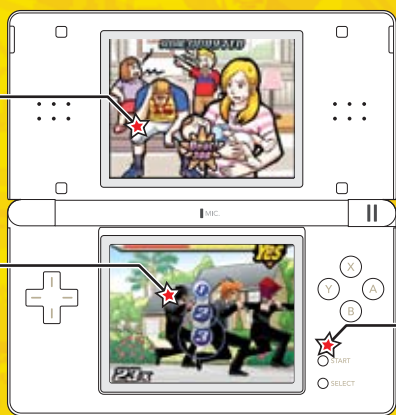
## 4. THE MUSIC ENDS...

ARE THE KIDS IN BED? WILL THE GIRL GET THE GUY? THE FATE OF ROMANCE RESTS IN THE STYLIN' HANDS OF THE ELITE BEAT AGENTS!



## CONTROLS

ELITE BEAT AGENTS IS PLAYED ALMOST ENTIRELY ON THE TOUCH SCREEN. USE THE STYLUS TO TAP AND SLIDE YOUR WAY TO VICTORY.



Top Screen

Bottom Screen  
(Touch Screen)

**START**  
Pause the  
game and  
bring up the  
pause menu  
(p. 17).

THE SCREENSHOTS IN THIS INSTRUCTION BOOKLET HAVE BEEN COLOR-CODED—BLUE FRAMES INDICATE THE TOP SCREEN AND PINK FRAMES INDICATE THE TOUCH SCREEN.

CLOSE THE NINTENDO DS WHILE PLAYING TO ACTIVATE SLEEP MODE. OPEN THE SYSTEM TO CONTINUE PLAYING.



## GETTING STARTED

1. MAKE SURE YOUR NINTENDO DS IS OFF, THEN INSERT THE ELITE BEAT AGENTS GAME CARD INTO THE DS GAME CARD SLOT UNTIL IT CLICKS INTO PLACE. ONCE YOU'VE INSERTED THE GAME CARD, TURN THE POWER ON. NEXT, READ THE INFORMATION DISPLAYED ON THE SCREEN, THEN TAP THE TOUCH SCREEN TO PROCEED.



2. TAP THE ELITE BEAT AGENTS PANEL ON THE MENU SCREEN.

3. IF YOU HAVE YOUR NINTENDO DS STARTUP MODE SET TO AUTO, THE DS MENU SCREEN WILL NOT APPEAR. SEE YOUR NINTENDO DS INSTRUCTION BOOKLET FOR MORE DETAILS.

4. TAP THE TOUCH SCREEN WHEN THE TITLE SCREEN APPEARS TO MOVE ON TO THE MENU SCREEN (P. 10).



## MAIN MENU

USE THE STYLUS ON THE MAIN MENU TO CHOOSE ONE OF THE ITEMS SHOWN BELOW.



Single Player (p. 16)

ROCK IT SOLO STYLE.

Multiplayer (p. 18)

BUST A MOVE WITH UP TO THREE OF YOUR FRIENDS IN CO-OP AND VERSUS MODES.

Options (p. 11)

ADJUST GAME SETTINGS OR SERVE UP SOME FRESH SOUNDS OVER DS DOWNLOAD PLAY.

Training

LEARN THE BASICS FROM THE MAIN MAN, COMMANDER KAHN HIMSELF. DO YOURSELF A FAVOR AND LEARN FROM THE MASTER. TAP "SKIP" TO JUMP SCENES AND MOVE FORWARD.



I GOT YOUR RHYTHM TRAINING RIGHT HERE!

### Saving

THIS GAME HAS AN AUTO-SAVE FEATURE. YOUR SCORES AND RANKINGS WILL BE SAVED IN SINGLE-PLAYER MODE WHENEVER THE RESULTS SCREEN IS DISPLAYED. TO VIEW THESE RECORDS, OPEN "HI-SCORE" FROM THE OPTIONS MENU.



## OPTIONS

THIS IS THE PLACE TO BE IF YOU WANT TO CHANGE YOUR GAME SETTINGS, CHECK OUT YOUR GAME RECORDS, OR SEND YOUR FRIEND A DEMO OVER DS DOWNLOAD PLAY. YOU CAN EVEN SEND REPLAYS TO OTHER AGENTS WITH GAME CARDS.

Rank	SEE YOUR CURRENT RANK.
Hi-Score	CHECK OUT YOUR BEST SCORES FOR EACH MISSION AND DIFFICULTY LEVEL.
Game Sharing	SEND THE ENTIRE TRAINING MODE OR GAME DEMO TO YOUR FRIENDS. TO DO THIS, THE HOST SYSTEM NEEDS TO CHOOSE "GAME SHARING" THEN "TRAINING" FROM THE OPTIONS MENU, AND THE CLIENT SYSTEMS ALL NEED TO SELECT DS DOWNLOAD PLAY ON THE DS MENU SCREEN. THEN SELECT ELITE BEAT AGENTS FROM THE DOWNLOAD MENU (P. 22).
Host	AFTER YOU HAVE SENT THE TRAINING MODE, YOU WILL RETURN TO THE MAIN MENU. YOU'LL ALSO RETURN TO THE MAIN MENU IF YOU END GAME DISTRIBUTION. THE GAME'S TITLE SCREEN WILL APPEAR ON THE CLIENT SYSTEMS' SCREENS ONCE THE DOWNLOAD PROCESS IS COMPLETE.
Setup	CHANGE THE LOCATION OF THE COMBO DISPLAY (P. 12) OR SWITCH YOUR RUMBLE FEATURE ON OR OFF.

### Deleting Saved Data

WHEN YOU SEE THE SCREEN TO THE RIGHT, PRESS AND HOLD **A + B + X + Y + L + R** AT THE SAME TIME TO DELETE SAVED DATA.

DELETED DATA IS GONE FOREVER, SO BE CAREFUL! DON'T DELETE IMPORTANT GAME DATA!



# GO!

## HOW TO ROCK - RULES

### ELITE GAME SCREEN

**Score**  
YOUR CURRENT POINT TOTAL.

**Elite-o-Meter**  
THIS METER TAKES A HIT WHENEVER YOU MISS A BEAT. IT WILL ALSO SLOWLY DROP OVER TIME. DON'T LET IT GO EMPTY, OR IT'S GAME OVER!

**Combo Display**  
THE MORE HIT MARKERS YOU TAP IN A ROW, THE BIGGER YOUR COMBO WILL BE!



**Story**  
THE STORY ACTION WILL CHANGE DEPENDING ON HOW WELL YOU'RE ROCKING THE SONG.

**Hit Marker**  
TAP THE HIT MARKERS IN TIME TO THE MUSIC TO INCREASE THE ELITE-O-METER.

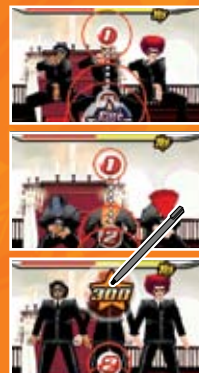
**Timer Circle**  
WHEN THE TIMER CIRCLE OVERLAPS THE EDGES OF THE HIT MARKER, TAP IT!

**Beat Bonus (p. 14)**

THE ELITE-O-METER EMPTIES OVER TIME, SO TAP THE HIT MARKERS IN TIME TO THE MUSIC TO FILL IT BACK UP. IF THE ELITE-O-METER IS FILLED ENOUGH WHEN THE MUSIC ENDS, YOU'LL COMPLETE YOUR MISSION!

### ELITE TAPPING

THERE ARE THREE DIFFERENT TYPES OF MARKERS THAT ALL NEED TO BE TAPPED IN DIFFERENT WAYS. SEE P. 14 FOR MORE INFORMATION ON MARKERS AND HOW TO TAP THEM.



Hit Markers and Timer Circles appear on the bottom screen.

Timer Circles will grow smaller until they overlap Hit Markers.

When Timer Circles hit the edges of Hit Markers, tap the markers.

### TAP TIMER

THE POINTS YOU EARN FOR TAPPING HIT MARKERS CHANGES DEPENDING ON YOUR TIMING. THE MORE POINTS YOU SCORE, THE MORE YOUR ELITE-O-METER WILL FILL, SO DO YOUR BEST TO SCORE 300 POINTS ON EVERY TAP.



### Game Over

THE GAME IS OVER IF THE ELITE-O-METER DROPS TO ZERO. ON THE SCREEN THAT APPEARS, SHOWN HERE TO THE RIGHT, CHOOSE "YES" TO REGROUP AND TRY THE MISSION AGAIN, OR "NO" TO QUIT AND RETURN TO THE ELITE MAP SCREEN (P. 16).



# GO!

## HOW TO ROCK - MARKER TYPES

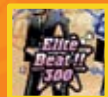
### ELITE HIT MARKERS

THESE ARE CIRCLES WITH NUMBERS IN THEM. TAP THEM WHEN THE TIMING CIRCLES SHRINK DOWN TO THE SAME SIZE.



### BEAT BONUSES

TAP A BUNCH OF SIMILARLY COLORED HIT MARKERS IN A ROW WITH PERFECT TIMING TO SCORE A BEAT BONUS AND FILL UP THE ELITE-O-METER.



THERE ARE TWO TYPES OF BEAT BONUSES—BEAT AND ELITE BEAT. BONUSES FILL THE ELITE-O-METER MORE THAN STANDARD HITS, SO SCORE AS MANY AS POSSIBLE.

BONUS: HIGH

BONUS: LOW

### ELITE PHRASE MARKERS

PHRASE MARKERS ARE TWO MARKERS CONNECTED BY A PATH AND A ROLLING BALL. SLIDE YOUR STYLUS ALONG THE TOUCH SCREEN TO FOLLOW THE BALL'S PATH. IF YOU SEE a curved arrow, KEEP FOLLOWING THE BALL AS IT RETURNS BACK ALONG THE PATH. DON'T TAKE THE STYLUS OFF OF THE SCREEN!



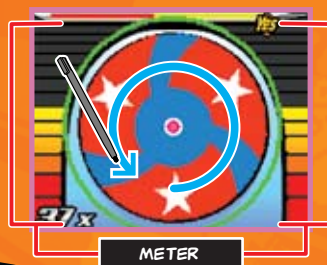
Touch the first marker and the ball will appear.

Keep pace with the ball by sliding the stylus along the screen.

Lift the stylus when the ball reaches the second marker.

### ELITE SPIN MARKER

THIS IS A GIANT SPINNING WHEEL THAT YOU ROTATE EITHER CLOCKWISE OR COUNTERCLOCKWISE. SPIN THE WHEEL UNTIL THE METER IN THE BACKGROUND IS FULL TO CLEAR THE EVENT. KEEP SPINNING THE WHEEL ONCE THE METER IS FULL TO RECEIVE BONUS POINTS.



SPIN FOR THE WIN!

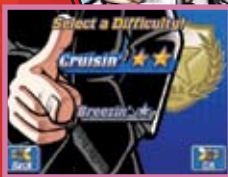
# GO!

## SINGLE-PLAYER ROCKING

ROCK THE HOUSE!

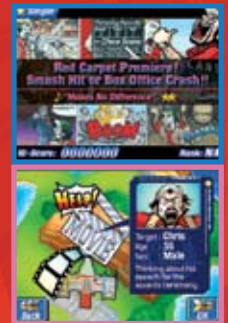
### ELITE DIFFICULTY SELECTION

WHEN YOU BEGIN PLAYING, THERE ARE TWO DIFFICULTY LEVELS TO CHOOSE FROM—CRUISIN' AND BREEZIN'. FIRST-TIME PLAYERS MAY WANT TO START WITH BREEZIN'.



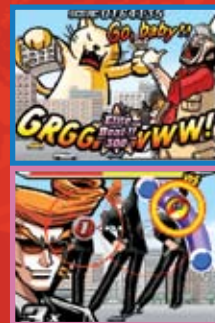
### ELITE MAP SCREEN

SCAN THE WORLD FOR PEOPLE IN NEED OF ELITE BEAT ASSISTANCE BY SLIDING THE STYLUS TO SPIN THE GLOBE. WHEN YOU FIND SOMEONE YELLING "HELP!", TAP THE LOCATION TO PULL UP STAGE AND CHARACTER INFO. TAP OK TO ENTER THE STAGE. CHECK THE TOP SCREEN TO SEE HOW MANY STAGES YOU'VE CLEARED ON THE CURRENTLY SELECTED DIFFICULTY LEVEL.



### ELITE ACTION SCREEN

ONCE YOU PICK A PERSON IN NEED, YOU'LL SEE A QUICK SEQUENCE SHOWING THE CHARACTER'S DILEMMA, THEN MOVE AUTOMATICALLY TO THE ACTION. EACH EPISODE IS BROKEN INTO SECTIONS, AND THE RESULTS OF EACH SECTION ARE SHOWN ON THE TOP SCREEN. THE "O" MEANS SUCCESS AND THE "X" MEANS FAILURE.



### ELITE RESULTS SCREEN AND RANKINGS



CLEAR A SONG TO GET TO THE RESULTS SCREEN. THE RESULTS SCREEN SHOWS HOW MANY OF EACH TYPE OF HIT YOU SCORED, YOUR MAX COMBO, AND YOUR RANKING FOR THAT SONG. YOUR RANK MAY RISE DEPENDING ON YOUR TOTAL SCORE. TAP "REPLAY" AT THE BOTTOM OF THE RESULTS SCREEN TO WATCH A REPLAY OF YOUR PERFORMANCE.

**About** ★: "O" IN EVERY BRANCH SECTION.

### Pause Menu

PRESS START WHILE YOU PLAY TO STOP THE ACTION AND BRING UP THE PAUSE MENU. TAP "CONTINUE" TO GET BACK TO THE GAME, "RETRY" TO START THE CURRENT MISSION OVER FROM THE BEGINNING, OR "ABORT" TO QUIT AND RETURN TO THE MAP SCREEN.

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# GO!

## MULTIPLAYER ROCKING

## CO-OP AND VERSUS PLAY

### CO-OP PLAY

IN CO-OP PLAY (AVAILABLE ONLY IN MULTICARD PLAY), A SONG WILL BE BROKEN UP INTO INDIVIDUAL PARTS. YOU'LL TAP THE COLORED HIT MARKERS ① WHEN THEY DISPLAY, AND WAIT WHILE YOUR PARTNER AGENTS' GREY HIT MARKERS ② ARE ON-SCREEN. THE ELITE-O-METER MONITORS ALL THE AGENTS, SO IT'S IMPORTANT TO WORK TOGETHER AND KEEP YOUR MISSES TO A MINIMUM.

### VERSUS PLAY

IN VERSUS PLAY, YOU EITHER PLAY AGAINST YOUR OWN SAVE DATA (GHOSTS) OR SPLIT INTO TWO TEAMS. WHEN A VS. PLAYER GAME BEGINS, THE ELITE-O-METER WILL BE EMPTY, BUT IT FILLS UP WITH EACH SUCCESSFUL TAP OF A MARKER. THE TEAM WHOSE ELITE-O-METER IS THE FULLEST WHEN THE SONG ENDS WINS, REGARDLESS OF POINT TOTALS. YOU'LL ALSO SCORE A ★ WHEN YOU GET A BEAT BONUS. GET TWO BEAT BONUSES (OR THREE WHEN PLAYING WITH TWO-AGENT TEAMS) TO LAUNCH AN AUTOMATIC ATTACK ON YOUR FOES. WHEN PLAYING WITH TWO-AGENT TEAMS, THE ELITE-O-METER REFLECTS THE AVERAGE OF BOTH AGENTS.

ABOUT ★: ELITE BEAT = GAIN 1 STAR, BEAT = GAIN 1/2 STAR, NOTHING = NO CHANGE

### ELITE GUEST AGENT (JOIN THE ROCKING)

SELECT JOIN FROM THE MENU TO SEARCH FOR A NEARBY HOST AGENT. IF A HOST AGENT IS FOUND, YOU WILL JOIN THAT GAME. IF YOU'RE PLAYING CO-OP, CHOOSE A PART TO PLAY. IF YOU'RE PLAYING VERSUS, SELECT A TEAM TO JOIN. IF YOU'RE PLAYING WITH ONLY TWO AGENTS, SIMPLY CHOOSE A DIFFERENT PART OR TEAM FROM THE OTHER AGENT.

FOR INFORMATION ON WIRELESS PLAY, SEE P. 21.

CUT IT UP WITH YOUR PEEPS!

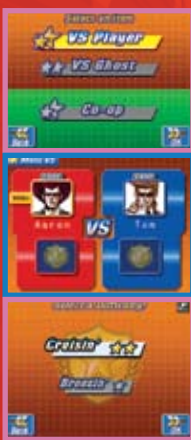


### ELITE HOST AGENT (GET READY TO ROCK)

SELECT "MULTIPLAYER" FROM THE MENU, THEN FOLLOW THE STEPS BELOW.

#### 1. CHOOSING A GAME MODE

TO START, YOU'LL NEED TO CHOOSE A GAME MODE. SELECT EITHER CO-OP VS. PLAYER OR VS. GHOST (P. 19).



#### 2. WAIT SCREEN

THIS SCREEN WILL APPEAR WHILE YOU'RE WAITING FOR OTHER AGENTS TO JOIN. WHEN AGENTS JOIN, THEIR NAMES WILL BE DISPLAYED ON THE SCREEN. ONCE THERE IS AN AGENT FOR EACH PART, OR THERE IS MORE THAN ONE AGENT PER TEAM, TAP "START" TO CONTINUE.

#### 3. DIFFICULTY AND SONG SELECTION

CHOOSE A SONG AND A DIFFICULTY LEVEL TO BEGIN PLAYING.

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OPEN AS MANY ORIGINAL VERSUS-PLAY STAGES AS YOU CAN FOR WHITE-HOT ROCKING ACTION!

THE MORE STAGES THE HOST AGENT HAS CLEARED, THE MORE STAGES THAT'LL BE AVAILABLE FOR PLAY!

UNIVERSAL IDOL

BATTLE OF THE ACES

AXEMASTER OLYMPICS



RENAISSANCE KITCHEN

TRIPLE-DRIBBLE BASKETBALL



ONLY MAPS CLEARED ON THE SAME DIFFICULTY SETTING IN SINGLE PLAYER BY THE HOST SYSTEM ARE AVAILABLE IN MULTIPLAYER GAMES.

TO PLAY "HARD ROCK" DIFFICULTY IN VS. MODE, ALL PLAYERS MUST SELECT THE ELITE BEAT DIVAS OR COMMANDER KAHN

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### Establishing the DS Wireless Link (DS Wireless Play)

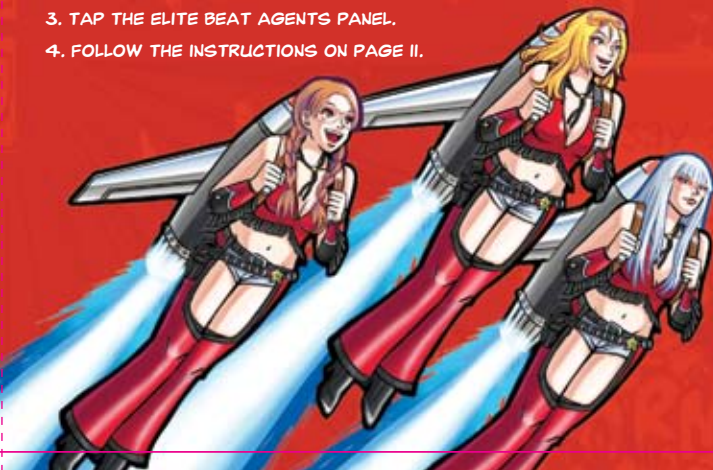
THIS SECTION EXPLAINS HOW TO ESTABLISH YOUR DS WIRELESS LINK FOR DS WIRELESS PLAY.

WHAT YOU WILL NEED TO PLAY ELITE BEAT AGENTS:

- NINTENDO DS OR NINTENDO DS LITE GAME SYSTEMS - ONE FOR EACH PLAYER
- ELITE BEAT AGENTS GAME CARDS - ONE FOR EACH PLAYER

#### Steps

1. MAKE SURE ALL DS SYSTEMS ARE TURNED OFF, THEN INSERT AN ELITE BEAT AGENTS GAME CARD INTO EACH SYSTEM.
2. TURN ON THE POWER OF ALL SYSTEMS. THE DS MENU SCREEN WILL APPEAR.
3. TAP THE ELITE BEAT AGENTS PANEL.
4. FOLLOW THE INSTRUCTIONS ON PAGE 11.



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### Establishing the DS Wireless Link (DS Download Play)

THIS SECTION EXPLAINS HOW TO ESTABLISH THE LINK FOR DS DOWNLOAD PLAY.

WHAT YOU WILL NEED TO PLAY ELITE BEAT AGENTS:

- NINTENDO DS OR NINTENDO DS LITE GAME SYSTEMS - ONE FOR EACH PLAYER
- ELITE BEAT AGENT GAME CARDS - ONE

#### Steps for the Host

1. MAKE SURE ALL DS SYSTEMS ARE TURNED OFF, THEN INSERT THE ELITE BEAT AGENTS GAME CARD INTO THE SYSTEM.
2. TURN ON THE POWER OF ALL GAME SYSTEMS. THE DS MENU SCREEN WILL APPEAR.
3. TAP THE ELITE BEAT AGENTS PANEL.
4. FOLLOW THE INSTRUCTIONS ON PAGE 11.



GAME-SELECTION SCREEN

#### Steps for Guests

1. TURN ON THE POWER OF ALL GAME SYSTEMS. THE DS MENU SCREEN WILL APPEAR.
2. TAP THE DS DOWNLOAD PLAY PANEL. THE GAME-SELECTION SCREEN WILL APPEAR.
3. TAP THE ELITE BEAT AGENTS PANEL. THE GAME-CONFIRMATION SCREEN WILL APPEAR.
4. WHEN THE CORRECT SOFTWARE APPEARS, SELECT YES. PLAYER ONE WILL START THE DOWNLOAD PROCESS.
5. FOLLOW THE INSTRUCTIONS ON PAGE 18.



GAME-CONFIRMATION SCREEN

### Important Wireless Communication Guidelines

- THE DS WIRELESS ICON INDICATES COMPATIBILITY WITH DS WIRELESS PLAY. THIS ICON APPEARS ON THE DS MENU SCREEN, IN-GAME MENUS, AND OTHER PLACES. SELECTING ANY MENU ITEMS THAT HAVE THIS ICON WILL TURN ON THE WIRELESS COMMUNICATION SYSTEM, SO BE AWARE OF AND COMPLY WITH RULES AND REGULATIONS REGARDING THE USE OF WIRELESS DEVICES IN LOCATIONS SUCH AS HOSPITALS, AIRPORTS, AND AIRCRAFT, ETC.
- DURING WIRELESS GAME PLAY, AN ICON APPEARS ON-SCREEN SHOWING THE STRENGTH OF THE WIRELESS SIGNAL. THE ICON DISPLAYS FOUR LEVELS OF SIGNAL STRENGTH. THE STRONGER THE SIGNAL, THE SMOOTHER GAME PLAY WILL BE.



Number of bars				
Signal Strength	Weak	←	→	Strong

The power light blinks when the wireless function is working.

FOR OPTIMUM WIRELESS COMMUNICATIONS, PLEASE FOLLOW THESE GUIDELINES.

- BEGIN WITH THE DISTANCE BETWEEN SYSTEMS AT ABOUT 30 FEET OR LESS AND MOVE CLOSER OR FARTHER APART AS DESIRED, KEEPING THE SIGNAL STRENGTH AT TWO OR MORE BARS FOR BEST RESULTS.
- THE SYSTEMS SHOULD FACE EACH OTHER AS DIRECTLY AS POSSIBLE WITHOUT HAVING PEOPLE OR OTHER OBSTRUCTIONS BETWEEN THEM.
- AVOID INTERFERENCE FROM OTHER DEVICES. IF COMMUNICATION SEEMS TO BE AFFECTED BY OTHER DEVICES (WIRELESS LAN, MICROWAVE OVENS, CORDLESS DEVICES, COMPUTERS), MOVE TO ANOTHER LOCATION OR TURN OFF THE INTERFERING DEVICES.

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### ADDITIONAL ILLUSTRATION

MEDIA, VISION DESIGN ROOM  
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STUDIO PEACOCK CORPORATION  
HIGHWAYSTAR CO., LTD  
PAP STUDIO TRIA INC.

### ADDITIONAL DIGITAL PAINT

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STUDIO PEACOCK CORPORATION  
HIGHWAYSTAR CO., LTD  
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### ANIMATION AUTHORIZING

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### ADDITIONAL ANIMATION AUTHORIZING

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DIGITAL ZERO INC

### CHARACTER AUTHORIZING

MASASHI MIYATA  
TOMOHIITO MATSUO

### 3D ANIMATION

WILFRIED AYEI  
AKINORI OZAWA

### 3D MODELING

YUTA WATANABE

### INTERFACE DESIGN

KENTARO FUJIMOTO  
AKINORI OZAWA

### SOUND DESIGN

SATOSHI TANI

### TRACK DIRECTION

TAIYO ASARI

### TRACK COORDINATION

AND PRODUCTION

MILPHY

### ADDITIONAL TRACK PRODUCTION

TOSHIKI KATO  
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### MIXING / MASTERING

TSUYOSHI YAMANAKA  
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### LA VOCAAL COORDINATION

TAK UCHIDA



### VOICE ACTING

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HELEN MORRISON  
JUSTIN BERTI  
BIANCA ALLEN  
JONATHAN SHERR  
MARCUS J. PITTMAN  
CHARLES GLOVER  
STEVEN HAYNES  
MIWA GARDNER  
IAIN GIBB  
WILL KRAHN  
BROOKE STEPHENSON  
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KATIE ADLER

### VOICE ACTOR COORDINATION

FREE WAVE CO., LTD.

### LOCALIZATION ASSISTANCE

OLI CHANCE

### DEVELOPMENT SUPPORT

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TIM BECHTEL  
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### NOA PRODUCT TESTING

### SPECIAL THANKS

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TASUKU MACHIDA

### EXECUTIVE PRODUCER

SATORU IWATA

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