

KNOCK 'EM DOWNS™

WORLD'S FAIR

NINTENDO DS™



for use with



Didget™

blood glucose monitoring system

INSTRUCTION BOOKLET



MAKE SURE YOU READ AND UNDERSTAND THE PROPER OPERATION OF THE DIDGET METER BEFORE STARTING THE GAME. PLEASE CONSULT THE DIDGET USER GUIDE.

Thanks for purchasing Bayer's DIDGET blood glucose meter!

As you will soon find out, the DIDGET is a revolutionary development in healthcare management. The DIDGET system encourages healthy blood glucose testing behaviors by rewarding you with Reward Points that can be used both in the DIDGET video game and in the Web Community (www.bayerdidget.com).

Please visit the DIDGET website for any questions you have about the video game. If you have any other questions or concerns about the DIDGET meter, please see your DIDGET User Guide, or contact us using the information below.

And welcome to your future.

Bayer HealthCare LLC
Mishawaka, IN 46544 USA
www.bayerdiabetes.com/us
1-800-348-8100



You can play with your meter connected or not connected to the Nintendo DS™. After transferring your points from your DIDGET meter to your Nintendo DS and buying tickets with your points, you can remove the meter to play.

Turn off the Nintendo DS before removing your meter. If you play with your meter not inserted/connected, you cannot send high scores to the DIDGET meter.

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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has 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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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.

⚠️ 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.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game 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.

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™/NINTENDO DS™ LITE VIDEO GAME SYSTEM.



Licensed by



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Please consult the DIDGET meter User Guide for proper blood sugar testing instructions.

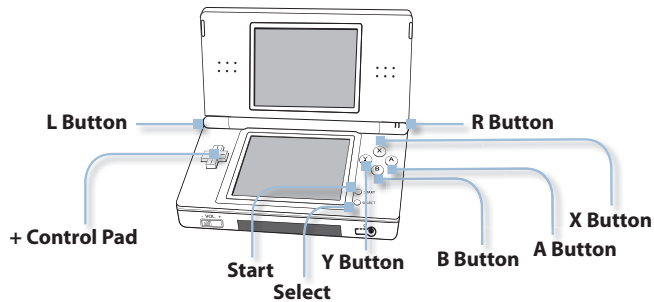
1. Make sure your Nintendo DS is off.
2. Insert the Knock 'Em Downs™ game cartridge into slot 1 until it clicks into place.
3. Remove the slide cover from the DIDGET meter, insert it into slot 2, and turn on the Nintendo DS.
4. Wait for the LED light on your meter to stop blinking.
5. On the DS menu screen, tap the Knock 'Em Downs panel to start the game. Reward points will be automatically transmitted to the game.
6. You may now play the game. Make sure to read the following sections for information on how to access and use the Reward Points you have earned.

Visit the Prize Booth in the game to buy tickets with the points you've earned.

To change the language in your game, refer to your NINTENDO DS/DS Lite Instruction Booklet.



REMEMBER THAT THE DIDGET WILL NOT FUNCTION AS A BLOOD GLUCOSE METER WHILE INSERTED INTO A NINTENDO DS™ SYSTEM.



SAVING THE GAME

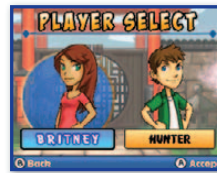
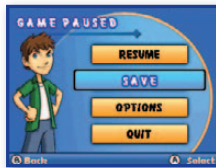
When in the Knock 'Em Downs™ game, press the Start button on your Nintendo DS™ and touch the SAVE icon on your screen.

QUITTING THE GAME

When in a game, press the Start button on your Nintendo DS and touch QUIT.

LOADING A GAME

To LOAD a game, you can select CONTINUE from the Knock 'Em Downs™ start screen.



When you first start your game, you will choose which character you will be in the game. You can choose between Britney and Hunter.



Use the + Control Pad, or the stylus, to choose your name and touch "Done"!



You can buy additional outfits and costumes from the Prize Booth with your tickets.





The Arcade

Once you select a profile, you will start off in the Arcade. The Arcade is where you can access all the features of the game.

\$ PRIZE BOOTH Visit the Prize Booth to see how many Reward Points you have and to buy things to use in the game. There are lots of things to spend Reward Points on so choose wisely.

🎵 JUKEBOX (Options) The Jukebox contains options for your game. If you turn off the music in the Jukebox, the music will be off in the other games as well. You can turn the music on while in a game by pressing the "Start" button on the Nintendo DS and selecting "OPTIONS".

🎮 ARCADE MACHINE The Arcade Machine contains all of the Mini Games that you have unlocked. When unlocked from the Prize Booth, the Mini Games will show up here to play. See the Mini Games section of this manual for more information.

🤖 QUIZBOT Low on Tickets? Watch for the Quizbot to appear in the Arcade. Click on it to test your diabetes knowledge for a chance to earn some extra tickets to use in the game.

*Reward Points are the points you earn for establishing healthy blood glucose testing practices.

You can earn Reward Points by:

- Keeping blood glucose levels within certain ranges
- Testing your blood at regular and consistent intervals
- Establishing good overall daily habits
- See your Meter's user guide for more information on Reward Points.

When you first start playing Knock 'Em Downs™: World's Fair, only the main game and a couple of mini games, will be playable. To unlock the Mini Games and to purchase items, characters, and abilities, you will need to buy them at the Prize Booth with your tickets.



***Your blood glucose results are not transmitted or stored, and will never appear on the Nintendo DS™ system.**

Only your Reward Points are transmitted from your meter to the Nintendo DS™ system to view or use with the games.



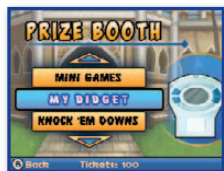


\$ THE PRIZE BOOTH

The Prize Booth is where you go to buy tickets with your Reward Points.

At the Prize Booth you can:

- Buy Tickets with Reward Points
- Purchase new Costumes to wear in the game
- Purchase new Knocks to help you in the game
- Purchase powers and abilities for your Knocks
- Purchase Virtual photographs
- Unlock Mini Games



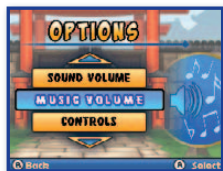
To convert Reward Points into Tickets, go to the My Didget menu item.



Buying Tickets with Reward Points

1. While in the Arcade, go to the "Prize Booth". Press 'A' to select. Then select "My Didget" from the next screen and "Buy Tickets" from the My Didget screen. Use up and down arrows to navigate.
2. The top screen shows your Reward Points stats. "Total Points" tells you how many points can be transferred to TICKETS. You will use TICKETS to buy items from the Prize Booth. Remember, you can also use your Reward Points on the DIDGET Web Community.
3. Use the + Control Pad or the stylus to enter the amount of Points you want to transfer to TICKETS. Then press DONE.





🎵 JUKEBOX (Options)

This menu allows you to change some features. You can change your music or sound volume, or get help.

- **Music Volume** allows you to change the volume of music in a game.
- **Sound Volume** adjusts the sound effect levels in a game.
- **Help** will give you tips for playing a game.
- **Controls** shows you what functions each button performs. Press the 'X' button to toggle between left and right handed operation. Press the 'A' button to accept.



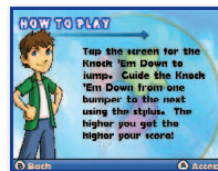
Your blood glucose results are not transmitted or stored, and will never appear on the Nintendo DS™ system.

Only your Reward Points are transmitted from your meter to the Nintendo DS™ system to view or use with the games.



🎮 ARCADE MACHINE (Mini Games)

The Mini Games that you purchase with Tickets will be available at the Arcade Machine in the Arcade.



Each Mini Game has its own rules and directions. When you select a Mini Game to play, the directions will be displayed on your Nintendo DS™.



Each Mini Game has Easy, Medium, and Hard levels. Send your high scores to your DIDGET meter using My Didget in the Prize Booth. Then connect to the Web Community to see how you rank against other users of DIDGET meters.



Knock 'Em Downs: World's Fair

Trouble is brewing at Justice Jack's World's Fair. It seems that Commander Captain Calvin III, Sr. is not taking his banishment from all things Circus, Carnival, and Fair lying down. Clowns are running wild, monkeys and bears are wreaking havoc, and Justice Jack is nowhere to be found--could Carnie Cal be at the bottom of it all?

Enter the World's Fair and solve puzzles and quests across the 7 lands, collecting the renegade KNOCKS and foiling Carnie Cal's plot before it's too late!

Unlocking the Lands:

To unlock all the lands, you will have to complete quests. When a land is opened for you to explore, the name of the land will appear instead of question marks.



Hunter or Britney can be chosen as your character.

They are enjoying a relaxing summer. When trouble appears, any hope of a peaceful summer fades away. . .



Carnie Cal

After one slip-up too many, Carnie Cal (who insists on being called by his official name and title--Commander Captain Calvin III, Sr.) was banished from the fair and has vowed to get back in at any cost!



The Marvelous Majestic Mulroney

Maj is the kindly old man who helps you get through the summer. Maj seems to know everything about everyone, but rarely speaks ill of anyone.



Gypsy

In contrast to Maj, Gypsy knows little about anyone and speaks ill of everyone. His only real skill is in procuring items of questionable origin and worth.



Ringleader

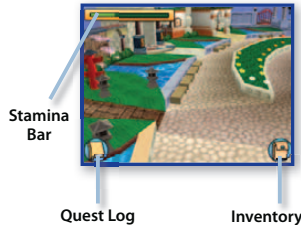
Ringleader is a bit like the older brother of the Knock 'Em Downs clan. He is always looking out for the other KNOCKS.

While in the Knock 'Em Downs: World's Fair, you move the character through the world with the + Control pad or the Touch Screen. You can interact with Non Player Characters (NPC) and objects in the world by tapping or pressing the 'A' button. You can press the 'L' button or 'R' button to run!



A map appears on the top screen displaying the characters location in the world represented by a dot. NPC's with Quests are represented by a ?. Characters that will take you to the Prize Booth are represented by a \$. Important locations on the map are outlined with a circle.

A stamina (energy) bar is located on the Touch Screen. You must maintain energy levels by eating food. Food can be purchased from the Prize Booth. Should the energy enter into the red, you will become tired and move at a slow pace until given food.



To unlock all the lands, you must complete quests. When a land is opened for you to explore, the name of the land will appear instead of question marks.

Several quests are located in each area of the Fair. By talking to quest giving characters, players will be asked to play a Mini Game or locate items hidden in the area.



To view the current quest, you can tap on the book on the Touch Screen or press the 'X' button. This will bring up the Quest Log on the top screen. The name of the quest, a description and the number of items collected out of the total is displayed.

To return to the Map, you can tap on the

World symbol located on the Touch Screen or press the 'X' button.

You can purchase more food and items from the Prize Booth or Park Worker.

Make sure to save often!
See page 8.



While exploring the different Worlds, random Battles take place. You use collected Knocks to defeat the enemies. When all are defeated, you are given rewards in the form of tickets, items, and experience. As the Knocks gain more experience, their levels will increase giving them higher attack strengths and more health points.



Your current Knocks are shown on the top screen during a battle. This displays health, level, and experience.

During battle, you must wait for your turn to perform an attack or special move.

You can purchase Knock Items and Knock Abilities from the Prize Booth to use in battles.



www.bayerdidget.com



Using the + Control Pad or Touch Screen, select the option you wish to perform. A halo will appear below an enemy and their health points (HP) will be displayed above the selected character's head.

Select an enemy to attack by tapping on them on the Touch Screen or moving between them using the + control pad. Once an enemy is selected, an arrow will appear on the Touch Screen. Move the stylus in the direction of the arrow to launch the attack.

To use an item, select the item option. This will bring up a list of available items to choose from. Select the desired item and the character you wish to use it on by tapping on the desired Knock. Once selected, slide the stylus in the direction of the arrow to use the item.

A Player's turn is indicated by a halo underneath the individual Knock and the appearance of the battle menu.

To access the Inventory menu, tap on the backpack located on the Touch Screen or press the 'Y' button.



Knocks (Knock 'Em Downs™):

Displays all Knocks in the game. Current collected Knocks images are displayed in color. Those who have yet to be collected are grayed out with a question mark. Knocks that can be purchased are displayed grayed out with a lock on them. To select a Knock, use the + Control pad to move through the list or tap on the Knocks picture on the Touch Screen.



Knock Items:

First pick the Knock, then choose from the list of items to increase your Knock's health points.



Photo Album:

Displays all purchased photographs. Select an image to view a larger display of it on the top screen.



Refreshments:

Shows the refreshments you have bought. The top screen tells how many you have. Press "A" to eat or drink the refreshment.



Costumes:

Shows all purchased costumes, gives a brief description and allows you to change into the selected costume.



Battle Party :

The party option allows you to switch out the Knocks used in battle. The character's level, experience, and health points are shown.



Items can be used in the inventory menu and during battles.

BATTLE ITEMS INCLUDE:

Item	Health Points Restored	Cost
Foam	35%	25
Sawdust	50%	50
Yellow Sand	100%	100
Orange Sand	Increases maximum health points by 10%	250
Revive Low	Revives Knocked out Knock for 35%	75
Revive High	Revives Knocked out Knock for 100%	150

FOOD ITEMS:

Food/ Drink	Energy Restored	Cost
Pretzel	50%	50
Yogurt	25%	10
Hot Dog	100%	100
Juice Box	35%	25
Milk	75%	75
Water	15%	5

www.bayerdidget.com

The Reward Points that you accumulate with the DIDGET meter can also be used in the DIDGET Web Community. Ask your parents about visiting the Web Community.

The DIDGET Web Community is a cool place to hang out and meet new friends. Once registered, you will be able to customize your own site, just the way you like it. You will be able to use Reward Points to buy cool things for your site too.

But that's not all, you can also use Reward Points to get other cool things. You'll just have to check it out for yourself.

To use your DIDGET meter with the Web Community, a parent will have to register and download the DIDGET Application. Please visit www.bayerdidget.com for more information, and follow the instructions to connect.

Follow all the instructions for installation.



More than just a website, the DIDGET website is your gateway to the DIDGET Web Community. With so much to explore, you just need to check it out!

www.bayerdidget.com



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For questions/comments call:

800-348-8100

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