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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 - Repetitive Motion Injuries and Eyestrain

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION – Motion Sickness

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.
### Menu Controls

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move the cursor to highlight an option</td>
<td>Wii Remote</td>
</tr>
<tr>
<td>Select the highlighted option</td>
<td>A Button</td>
</tr>
</tbody>
</table>

### Game Controls

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move character</td>
<td>Control Stick</td>
</tr>
<tr>
<td>Jump</td>
<td>A Button (Double-tap for double jump; Press twice and hold to glide)</td>
</tr>
<tr>
<td>Fire/Use gadget</td>
<td>B Button</td>
</tr>
<tr>
<td>Press objects/Alternate weapon</td>
<td>C Button</td>
</tr>
<tr>
<td>Alternate weapon (team attack)</td>
<td>Z Button</td>
</tr>
<tr>
<td>Heal/Emergency Move</td>
<td>Wii Remote (Shake it!)</td>
</tr>
<tr>
<td>Cycle gadgets</td>
<td>+Control Pad [Up]/[Down]</td>
</tr>
<tr>
<td>Switch Character</td>
<td>1 Button</td>
</tr>
<tr>
<td>Pause</td>
<td>– Button</td>
</tr>
<tr>
<td>Second Player Drop-in Game</td>
<td>+ Button</td>
</tr>
</tbody>
</table>

**CAUTION: WRIST STRAP USE**

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.
Disney Phineas and Ferb: Across the 2nd Dimension is an action
adventure game based on the Disney Channel Original Movie
inspired by the TV series. Phineas and Ferb have escaped from
the 2nd Dimension and they must find their way back to Danville.
Travel with the boys on an exciting journey through never-before-
seen dimensions, and engage in fierce combat against Doctor D
and his evil robots using power-packed gadgets.

Team up with Phineas and Ferb and friends to help save the
Tri-State Area!

Main Game Screen

**NEW GAME**
Enter Story Mode to help the Phineas and Ferb, Agent P and their
friends find their way back to Danville.

**LOAD GAME**
After you’ve travelled through a level in Story Mode, you can
continue your game or revisit a particular level to search for
mods for your gadgets, tokens and other stuff you may
have missed.

**CONTINUE**
You can quickly continue playing from your last save game.

**SAVE GAME**
At the beginning of your game, you will be prompted
to create a saved game. The game will then
automatically save your progress during gameplay.

**CHARACTER SWAPPING**
At the beginning of each level, you can choose two characters to
adventure with. Switch between characters to take advantage of each
one’s special abilities and custom gadgets. To swap, tap the
**1 Button**.

Phineas and Ferb are available from the start. You’ll meet plenty
more possible companions as you travel through the dimensions.

**DROP IN PLAYERS**
Press the **+ Button** on a second **Wii Remote** to “drop in”
and control another character. Drop out by pressing the
**– Button** and selecting Logout in the Pause Menu.

**GADGET CONSTRUCTION**
When the boys get an idea for a new gadget, a
blueprint appears, with silhouettes of necessary
parts. Parts you find are added to the blueprint.
When you have them all, move to the gadget
construction zone where the blueprint appears
and press the **C Button** to build the gadget.
**Gadget Improvements**
There are two kinds of gadget improvements – Upgrade Chips and Mods. Chips boost any gadget they are attached to by improving Rate of Fire or Recharge or Damage or Capacity.

Mods are for specific gadgets. Some Mods boost a gadget’s power or usefulness and some boost a gadget’s wow factor with cool sounds and unique effects.

Chips and Mods are hidden throughout the dimensions. You can also buy them with Tickets from the Ticket Redemption menu at the end of every level. The Workbench located in each level is also where Ferb attaches Chips and Mods to gadgets.

**COLLECTIBLES**

**Components**
Components come in red, green, blue, yellow, and purple. Red Components are the least valuable and purple are the most valuable. Spend them at Workbenches to purchase Chips or Mods to upgrade gadgets.

**Tokens and Tickets**
There are five Golden Tokens hidden in each level. Spend them to play minigames available at the end of every level (or save them for later). Earn Tickets by doing well in the minigames, just like at the Danville arcade. You can trade your tickets for gadget Mods and other cool stuff.

**Figurines**
You’ll have to search high and low for these because they are especially rare. Collected Figures are stored in the Extras menu in the Pause Menu. Figures can also be won from the Crane mini-game that appears after the end of each level. Some can also be purchased from the Ticket Redemption menu.