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NINTENDO DS™

NTR-ACHP-UKV

Freshly-Picked

# TINGLE'S ROSY RUPEELAND™



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 FRESHLY-PICKED TINGLE'S ROSY RUPEELAND™ 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, 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 book for future reference.

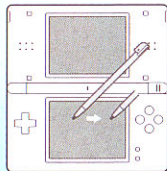
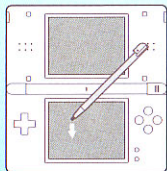
This Game Card will work only with the Nintendo DS system.





## Basic Touch Screen Operations

The two basic operations performed with the stylus are as follows.



### Touching

The practice of lightly pressing down with the stylus on the Touch Screen is referred to as 'touching'.

### Sliding

The practice of lightly touching the Touch Screen with the stylus and then sliding the tip of the stylus across the surface is referred to as 'sliding'.

### Notes About the Touch Screen

- Operate the Touch Screen using the stylus (NTR-004 / USG-004) supplied with your system and any other items indicated during game play.
- Do not use a stylus if it is damaged or deformed.
- Do not rub or press on the Touch Screen with excessive pressure.
- Do not use your fingernails to operate the Touch Screen.
- Do not scrape the upper screen with the stylus or any other object.
- Do not drop sand, dirt, crumbs or similar foreign objects on the Touch Screen.
- When covering with a commercially available protective sheet, read the instructions that come with the protective sheet carefully, applying the sheet correctly to ensure that no dirt or bubbles become trapped between the sheet and the screen.

# Freshly-Picked TINGLE'S ROSY RUPEELAND™

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## The Story

*Life's going nowhere and there seems to be no end to the daily grind...*

*Then one day, out of nowhere, our 35-year old bachelor hero hears a voice.*

*"...get to the Western Pool!" Guided by the voice, our hero is transformed into Tingle by the mystical powers of the old man who calls himself Uncle Rupee. He tells Tingle about a paradise on earth, called Rupeeland.*

*The long, arduous road to Rupeeland stretches in front of Tingle.*

*The adventure is about to begin...*

### Uncle Rupee

The mysterious old man who tempts our hero to Rupeeland. Awfully scruffy for someone who knows so much about rupees...



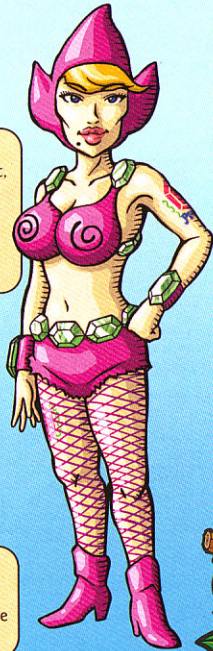
### Tingle

Our hero, a 35-year old bachelor, lives in a solitary house complete with attic. Bored with his mundane existence, he is reborn as Tingle, thanks to the mysterious powers of Uncle Rupee.



### Pinkle

Tingle's fairy assistant, Pinkle, provides our hero with gentle yet meticulous support. Prone to occasional grumbling.



### Barkle

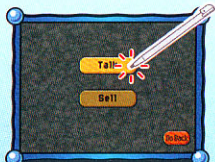
This pooch is fond of bones. He has stayed on at Tingle's place since turning up unexpectedly.



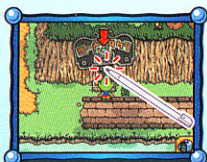


## Game Operations

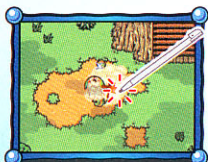
In **FRESHLY-PICKED TINGLE'S ROSY RUPEELAND™**, most operations – **with the exception of character movements** – are carried out on the Touch Screen.



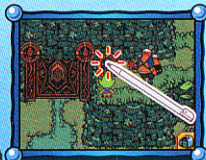
Touch the buttons on the screen to make or confirm a selection.



Touch the arrows and other points of interest in order to find out more.



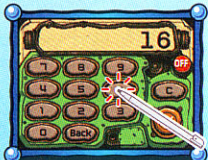
Touch the cloud of smoke to aid Tingle in his battles.



Touch the devices and mechanisms.



Advance the story by touching the screen.



Enter numbers by touching the screen.

**Note:** Screenshots in this manual with a **red frame** indicate the upper screen while screenshots with a **blue frame** indicate the Touch Screen.

- If you close the Nintendo DS™ system during game play, the system will go into energy saving **Sleep Mode**, conserving the battery pack. If the Nintendo DS system is opened up again, **Sleep Mode** is cancelled and gameplay is resumed.
- If you are playing the game on a Nintendo DS (NTR-001) and not a Nintendo DS Lite (USG-001), please refer to the Nintendo DS Instruction Booklet.

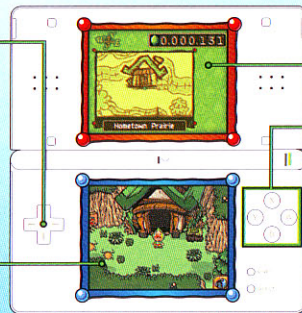
**+ Control Pad**

- Character movement
- Item (and partial item) selection

**Note:** the A, B, X and Y Buttons and the + Control Pad can be used for the same operations.

**Touch Screen**

- General operations (excluding character movements)



**Upper screen**

**A Button • B Button  
X Button • Y Button**

- Character movement
- Item (and partial item) selection



## Starting the Game

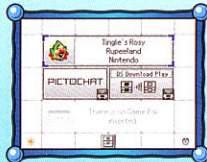
With the system switched off, insert the FRESHLY-PICKED TINGLE'S ROSY RUPEELAND Nintendo DS Game Card firmly into the Nintendo DS Game Card slot until it clicks into place.

1. When you turn the system on, the **Health and Safety Screen** on the right will appear. After reading the message, touch the Touch Screen.



2. Either touch the TINGLE'S ROSY RUPEELAND panel on the **Nintendo DS Menu Screen**, or press the A Button, and the game will start with the **Title Screen** displayed.

**NOTE:** When the Nintendo DS system is set to AUTO MODE, the operations described above are not required. Please refer to your Nintendo DS Instruction Booklet for more information.



The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the instruction booklet of your Nintendo DS system.

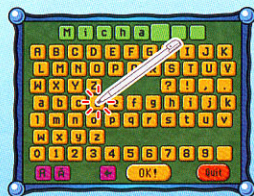
## The Title Screen

If you touch the **Title Screen** on the Touch Screen, three save files will be displayed. Touch the file that you want to play. If the file to be played has data saved from a previously played game, the **File Menu** (p. 12) will be displayed. If you are playing the game from the beginning, select a file marked NEW GAME.



## Starting a New Game

When you touch and select a NEW GAME file, the screen will change so that you can enter the name of the hero. Touch the letters to enter them, and use to erase them one letter at a time. Once you have entered the name, touch OK!. The save file is created and the **File Menu** is displayed.





## The File Menu

If you touch a file to be played that has data saved from a previously played game, a menu with three buttons will be displayed. Touch **PLAY** to resume the game, **COPY** to copy the game data to another file, and **DELETE** to delete the save file. **Please note that play data cannot be retrieved once deleted.**



## Saving Data

Game data is saved on the terminal at Tingle's house (p. 32 to 33). After saving the data, select **CONTINUE** to resume your adventure; select **END** to stop the adventure and return to the **Title Screen**.



## Let the Adventure Begin!

The purpose of Tingle's adventure is to get to Rupeeland. In order to do this, rupees (Rupeeland's currency) must be earned and thrown into the pool, which will turn into a tower and gradually grow higher.

## Understanding the Screen

Manoeuvre Tingle in the Touch Screen while checking the map and other data in the upper screen. Touch the rucksack icon to go to the **Rucksack Screen** (p. 29).

### Map

If you are carrying a map for the area, it will be displayed.

### The name of the place where you are at present

### Items that you just obtained

### Number of rupees in your possession

Once you have 0 rupees, Tingle is defeated and the game is over.

### Bodyguard health (p. 22)

The number of hearts indicates bodyguard health.

### Rucksack icon

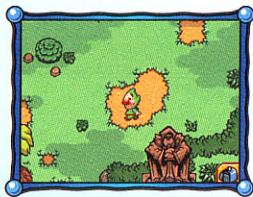
The Rucksack display will change when particular tools are used.





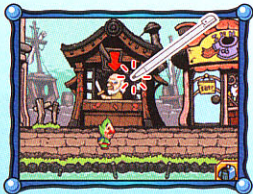
## Walking

Walking is accomplished using the **+** Control Pad and the **A**, **B**, **X** and **Y** Buttons. The **A** Button is to move to the right, while **B** is for down, **X** is for up and **Y** is for left.




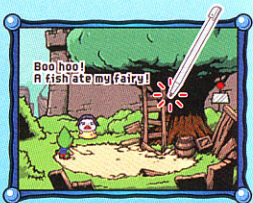
## Investigating / Chatting

When investigating places or objects, or to start up a conversation with someone, first approach and then touch the place, object, or person in question. A red arrow will appear when you approach certain places, objects and people.



## Reading Messages

If  appears when Tingle is talking to someone, touch the Touch Screen to read the rest of the message.



## Negotiating

Whether for selling items, receiving payment, or paying for information, rupees are exchanged throughout the adventure.

When entering the amount you are seeking in payment, keep in mind the largest amount that you think your counterpart is willing to pay. If someone is selling you information, try to negotiate the minimum price necessary to get it. The level of detail your counterpart gives you will be in proportion to the amount you pay.



Your counterpart's attitude depends on what you pay or how much you ask for.



## Things to be Aware of When Negotiating

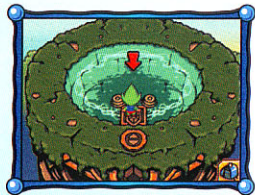
Depending on who the other party is, you may only get one chance to negotiate, so think carefully about the amount of rupees you select. Once paid, they will not normally be returned.





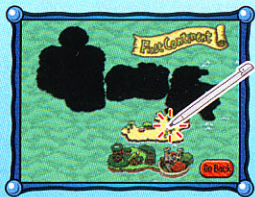
## The Tower Pool

Throw a certain number of rupees into the pool, and it grows into a tower. The tower grows taller each time the total sum of the rupees thrown in reaches a certain amount. Be careful, however. **The tower also shrinks if no rupees are added for a long time.**



## As the Tower Grows...

As the tower grows, Tingle can use the spring board to jump to other lands and continents. Climb on the spring board, which is located at the back of the pool on top of the tower, then select and touch the place that you want to go to. The higher the tower is, the further you can travel. Each destination has its own landing spots (p. 29).



## The Town

There is a town near Tingle's house. The town has a variety of inhabitants who are always looking to sell information and buy items.

## The Townspeople

No matter what it is you want to do in the town, you will need rupees to do it. Negotiate (p. 15) skillfully to keep your expenses to a minimum. As the story develops, new inhabitants emerge, so come back and visit regularly.

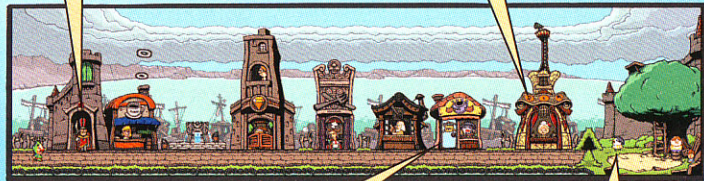


### The Guard

Protects the town from undesirables with the aid of his lance of righteousness.

### Map-Seller

The Map-Seller asks for help from Tingle in an attempt to revive sales at her shop.



### Chiko's Mum

She may look like a seamstress, but the townspeople have her down as a psychic medium.

### Chiko

This little girl is always in the company of her fairy best friend.





## The Field

Drive the story forward as you battle monsters and look for items of value in the heart of the adventure, the **Field Screen**!

### Battling Monsters

1. If Tingle or a bodyguard (p. 22) bump into a monster, a battle begins.

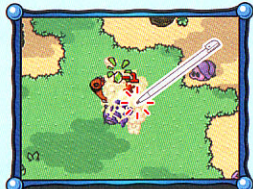


2. During a battle, the characters clash automatically within a cloud of smoke. **Tingle gradually loses rupees and the bodyguard his health.** However, fewer rupees are lost when Tingle and the bodyguard are together in the same cloud of smoke. Battle on as best as you can, making regular use of your items (p. 30).



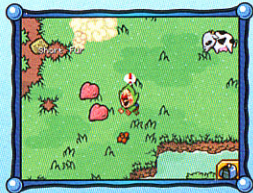
3. You can hasten the end of the fighting by repeatedly touching the cloud of smoke to assist Tingle during the battle. Good things sometimes happen when you support Tingle and the bodyguard while they are in the same cloud of smoke...

Win the battle, and prizes and rupees will appear. **Once you lose all the rupees you were carrying, the game is over.**



### Multiple Attacks

If a large number of monsters join in the battle all at once, considerable carnage is inevitable. Win the battle, though, and Tingle will be handsomely rewarded with items and rupees! Start a battle where a group of monsters are gathered and draw others into the fight.



### Special Battles

There are various monsters that cannot be beaten through conventional means, such as the beast that cannot be harmed if it is not engulfed in a cloud of smoke after being stunned. Defeating these beasts is a question of trial-and-error!





## The Map

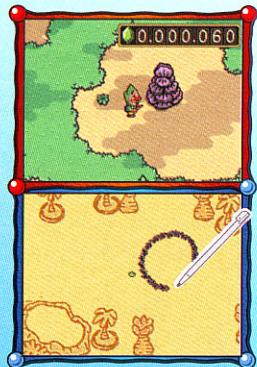
You can buy a map of the field from a Look-What-I-Found Kid. The map is then displayed in the upper screen. The map is divided up into the different lands and is initially incomplete. Search for the missing parts until you have the territory completely mapped.

When you have completed or added new parts to the map, show it to the lady in the Map Shop. You will be rewarded on the basis of how much mapping you have done and you will be able to sell your map.

## Using Mapping to Complete the Map

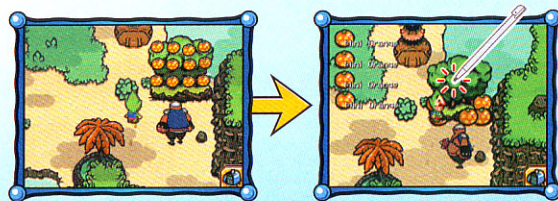
When you find landmarks like rocks and statues that have not been recorded on the map, touch MAPPING (p. 31) in the **Rucksack Screen**. The map is displayed on the Touch Screen and your location will be indicated by a blinking green icon. Circle the places on the map where there should be landmarks. When the MAPPING COMPLETE! message is displayed, that map is complete and all the landmarks have been mapped.

## Look-What-I-Found Kid



## Collecting Items

Items may be obtained not only by defeating the monsters but also by various other methods, such as picking fruit from the plants in the field, operating devices and mechanisms, or digging holes. Please note that, once picked, some fruits will grow back over time.



## Digging Holes with the Shovel

Once the story progresses to the point where you receive a shovel, you will find that you can dig holes. Select the shovel icon from the **Tools / Items Menu** (p. 30) area of the **Rucksack Screen**, and then touch USE to pick up the shovel. Touch Tingle while he is in an area where you can see the soil, and start digging. Touch the shovel icon to stop digging.



Shovel icon



## The Bodyguards

The Bodyguards are employed by Tingle and paid in rupees for their services. Only one bodyguard may enter into a contract with Tingle at any given time; they fight on his behalf and assist him with the help of their special powers.

### Bodyguard Salons

Located in every corner of the world, these agencies serve as intermediaries for bodyguards and provide a wealth of information about them. When making a contract with a bodyguard, you will talk to the bodyguard directly and pay a commission at the start. If negotiations break down, any rupees paid to the bodyguard will be returned (although the commission is non-returnable).

Ring the bell at the counter and call for help. You are free to ask the clerk questions and replace bodyguards lined at counter with others.






### Types of Bodyguard

Bodyguards are divided into three different types based on size (S, M and L), each of which has different characteristics. You can review the physical strength, health and defensive abilities of each bodyguard in detail in the **Info Menu** (p. 31) of the **Rucksack Screen**.

### Characteristics of S, M and L Types

(Note: the bodyguards pictured here are for example purposes only.)

 S	Limited physical strength and health, but cheap to contract. Can fit in small crevices and other such places inside dungeons.
 M	Average physical strength and health with average contract charges. Can pick certain locks in dungeons.
 L	Powerful physical strength and long durability with high contract charges. Can destroy certain rocks in dungeons.

### Drifter Bodyguards



Within the ranks of bodyguards are freelancers. Not available at the Bodyguard Salons, these bodyguards appear in various locations. As long as they are convinced by Tingle's abilities, you can try negotiating to sign them up.

Note: the drifter bodyguard depicted by the silhouette is for example purposes only.



## Making a Contract

Bodyguards are hired by paying them in rupees. Although you are free to pay any price you see fit, you should try to get the best deal you can. Be aware that each bodyguard has his or her own personality. Only choose a bodyguard after careful consideration.



## Giving Instructions to the Bodyguards

Once a contract is agreed with a bodyguard, he will remain by Tingle's side. Touch the screen as indicated to give the bodyguard instructions.

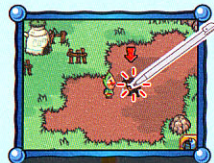


## How to interpret bodyguard-related icons

	When called upon		When a monster has been found
	When instructions are not followed		When the bodyguard has become separated from Tingle
	When instructions are being followed		When the bodyguard has very little health left

## If a Bodyguard Collapses

When bodyguards lose their health (p. 13), they collapse. You can renegotiate a contract with a fallen bodyguard by talking to them on the spot. If you cannot reach an agreement with them, the bodyguard will remain there. Consider this decision carefully, however, because this bodyguard will return to the Bodyguard Salon as soon as you hire another bodyguard or visit another dungeon.



When the bodyguard collapses, approach and then touch him or her.

## To Restore Health to Bodyguards

As long as a bodyguard has yet to collapse, his health can be restored using restorative items from Tingle. These can be made in the Kitchen (p. 34). In the case of fallen bodyguards, health is only restored when their contract is renegotiated.



You can continue the contract by paying rupees.

## When the Bodyguard Becomes Separated from Tingle



When Tingle goes to his house (p. 31), he will become separated from his bodyguard. However, when Tingle returns, they can be reunited at the landing spot of the island where they got separated, as long as Tingle does not enter into a contract with another bodyguard or enter a dungeon.



## The Dungeons

Want to earn rupees? Then you would do well to check out the dungeons located all over the world. Make your way through the various different mechanisms and devices, defeat the monsters and search for the boss.

### Entering a Dungeon

You can enter a dungeon by paying a specific sum in rupees at the entrance. Please note that the **RETURN HOME** panel (p. 31) will not be available to you inside.



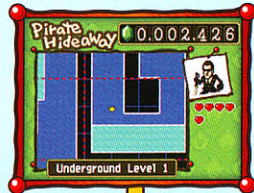
### Use the Hand Statue to Warp out of the Dungeon

To warp out of the dungeon, throw a Hand Potion at the statue and you'll soon be whisked away. To make a Hand Potion, you will need to get hold of the recipe (p. 34).



### Dungeon Maps

In any dungeon, the area around your present location will be displayed on the upper screen. To get a wider view of the area, select **MAP** (p. 31) from the **Rucksack Screen** and check your situation on the Touch Screen.

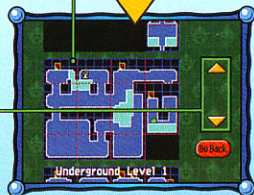


#### Icons

	Present location
	Present location (when another floor is displayed)
	Stairway
	Hand Statue

A number of other icons may also appear.

#### To toggle to another floor



### Take Your Bodyguard With You

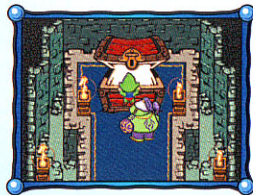
There are monsters aplenty in the dungeons, making them dangerous places for Tingle to be alone. Always take your bodyguard with you. Depending on their abilities (p. 23), the bodyguard can also be useful in finding treasures hidden there!





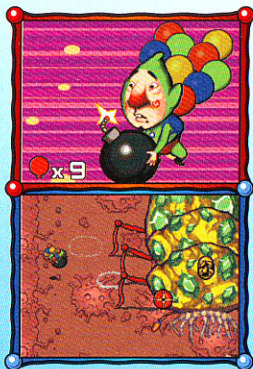
## Dungeon Bosses

The large treasure chests found deep in the dungeon contain bosses. Defeat them, and you will earn plenty of rupees!



## Taking On Bosses

Unlike other battles, fighting bosses involves using different methods for each boss. Pinkle will fill you in on how to fight them, so listen carefully and be ready to take up the gauntlet! Losing will use up rupees but you can ask for a rematch any number of times, as long as you have rupees left.



## The Rucksack

If you touch during your adventure, the rucksack will open, allowing you to do things such as using items, checking information, and returning to Tingle's house.

## Reading the Screen

Touch the menu items to display the different screens; touch or buttons to return to the previous screen. You can toggle between the maps using the Control Pad.

**Menu (p. 30 to 31)**

**Name of current continent and location**

**The Super Rupees**

**Map**

If you are in possession of a map of the area, you can view the map, along with various icons. The following are examples of the icons you might see.

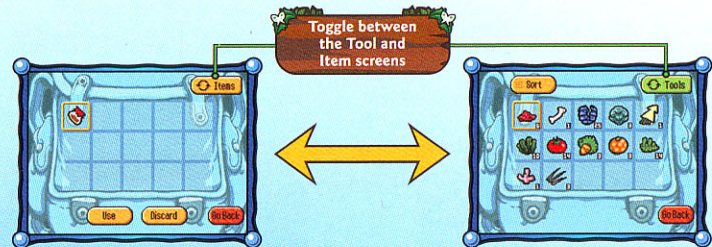
	Present location
	Landing spots from the tower
	Things that you have added to the map
	Bodyguard Salon
	Bridge

Valuable items that are different from regular rupees and come in several types. They are displayed as soon as you get hold of them.



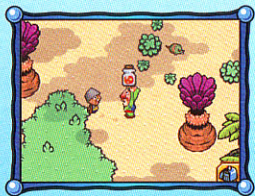
## Tools and Items

Use and discard items in the **Tool Screen**, and check the ingredients and other trade items in your possession in the **Item Screen**. Any explanation regarding the item will appear on the upper screen. Please note that, while you can discard the items contained in jars, the empty jar will remain.



## Using Tools

Touch a tool and then select **USE** and Tingle will take possession of this tool. If you select a full jar from the **Tool Screen**, touch Tingle and he will drop the jar in front of him, ready for use. You can also touch Tingle while he is walking to get him to throw the jar further. If Tingle is carrying an empty jar, he can use it to do things such as draw water and catch butterflies (touch the rucksack icon to put away an empty jar (p. 13)). Items cannot be used inside Tingle's house.



## Info

Check a variety of information during your adventure.

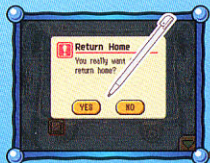
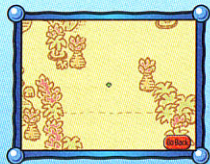
<b>DIALOGUES</b>	Shows the stories that you have heard. In <b>TIME</b> , the stories are displayed in reverse chronological order. In <b>CHARACTER</b> , the stories are displayed by character.
<b>BODYGUARDS</b>	Displays information about bodyguards you have contracted. <b>HEALTH</b> (energy), <b>STRENGTH</b> (attack strength), and <b>DEFENCE</b> (defensive ability) can be judged on the basis of 20 different levels of ability.
<b>RECIPES</b>	Displays the recipes (p. 34) in Tingle's possession.

## Mapping / Maps

When Tingle has a map in his possession, he can map items and locations onto it. The dungeon map is shown regardless of whether Tingle found a map for the field or not.

## Returning to Tingle's House

To go back to Tingle's house, you can use the balloon. Touch the rucksack icon on the Touch Screen and then the **RETURN HOME** panel. Confirm the selection by touching **YES** to go back home. You cannot use this option when you are in the prairie where Tingle's house is located, in a dungeon, or in the town.



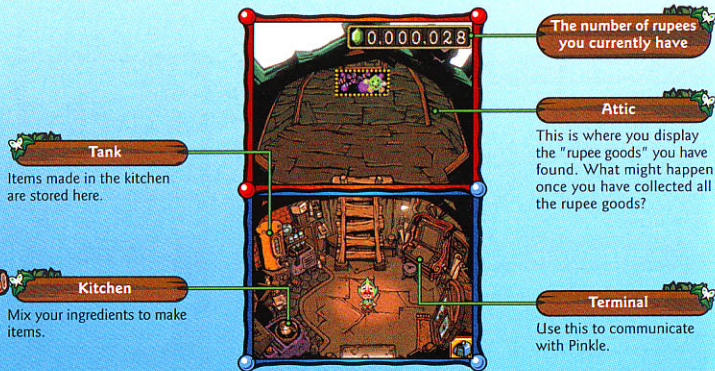


## Tingle's House

Located on a plain, Tingle's house is the base camp for your adventure. Here you can make recipes and have data saved by Pinkle.

### Things You Can Do in the House

Different screens appear when you approach and touch the tank, kitchen or terminal. Climb the stairs to the attic to check up on the Rupee Goods you have collected.



### Using the Terminal

Use the terminal to contact Pinkle. It allows you to communicate with Pinkle, save information and check the height of the tower (p. 16).

### Communicating with Pinkle

Pinkle will give you clues relating to your adventure and talk to you about various different things.

### Saving

Save your progress. After saving your data, touch CONTINUE to resume the adventure or END to discontinue the adventure and return to the **Title Screen**.

### The Tower

Check the current height of the tower. Touch ◀ or ▶ to view a record of the tower's growth.







## Making Items in the Kitchen

Items are made in the pot. First choose the way you want to make them.

### FOLLOW RECIPE

Make items based on a recipe that you have acquired. This approach allows you to make a lot of items at one time.

### COOK FREELY

Combine ingredients freely to make items. Get it wrong and you will be left with Scrap Broth.



### Choosing a Recipe

If you choose FOLLOW RECIPE, you must first select the recipe (i.e. the thing to be made). Check the ingredients required for the selected item on the upper screen. Touch NEXT to go to the **Ingredients Selection Screen**.

The number of your creations saved in the tank



### Selecting Ingredients

Touch all the ingredients that you want to use followed by OK! to begin cooking. If you have opted for FOLLOW RECIPE, you can also choose the number of items you want to make.

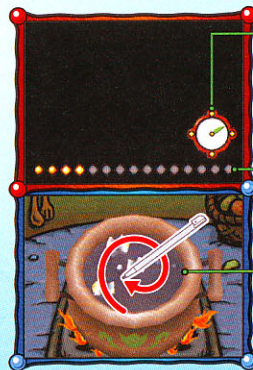
Ingredients to be put in the pot

The amount of ingredients to be put in / max. number of ingredients that fit in the pot



## Cooking Up the Ingredients

Mix the ingredients together in the pot, making sure that you dissolve everything within the time limit. When the cooking gauge lights up all the way to the right, your creation is ready. Next, touch FILL to bottle what you have made.



Timer

The time limit is equal to one revolution of the hand of the clock.

Cooking Gauge

Pot

The number of ingredients that go in depends on the size of the pot.



## Bottling Your Creations with the Tank

Finished items are stored in the tank. If you have an empty jar, you can bottle your creation and carry it around with you. Even when the contents of the jar have been used up, the empty jar will remain, allowing you to refill it as often as you like.







## Tips from Pinkle on how to Earn Rupees



Pinkle here. How's it going? I suppose Tingle is stocking up nicely on rupees? Well, today is your lucky day! I'm going to show you some tricks to help you earn lots of rupees! Master them and you will soon see your rupee count skyrocket!

### Be Proactive in Helping Others



There are lots of people in the world that need help. Seek them out and give them a hand. Of course, you'll be duly rewarded for your good deeds!



### Don't be too stingy



While it's true that you won't accumulate many rupees unless you keep your expenses under control, being too stingy is also risky. It would be futile to keep paying out rupees time and time again because you've got your negotiations wrong. Sometimes you have to loosen up the purse strings!

### Sell Value-Added Goods



During your adventures, you are sure to pick up a lot of interesting things, but don't be satisfied with selling them as they are. Use them to make items and your earnings will soon multiply!



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Notes

## The PEGI age rating system:

Age rating categories:



Content descriptors:



BAD LANGUAGE



DISCRIMINATION



DRUGS



GAMBLING



FEAR



SEXUAL CONTENT



VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

<http://www.pegi.info>



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For a period of 24 months from the date of original purchase by a consumer within the European Economic Area Nintendo of Europe GmbH warrants to the purchaser that this product is free from defects in material and workmanship at the time of such purchase and, further, Nintendo will, without charge to the purchaser, at its complete discretion either repair or replace the defective product.

- This warranty does not apply if the defect is caused by the purchaser's and/or any third party's negligence, unreasonable use, modification, inappropriate repair, use of the product otherwise than in conformity with Nintendo's instruction manual or as a result of accidental damage.
- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.
- This warranty does not affect any statutory rights which the purchaser of consumer goods may have.

In case of a defect covered by this warranty please contact:-

**Nintendo Service Centre**

**Codestorm House, Walton Road, Farlington, Hampshire, PO6 1TR**

**Tel: +44 (0) 870 60 60 247**

(calls are charged at National Rates for UK customers and International Rates for Irish customers – please obtain permission from the person responsible for the bill before calling)

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

**Nintendo Service Centre**

**Tel: +44 (0) 870 60 60 247**

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Call our games hotline for assistance on all Nintendo published/distributed software, hardware and accessories. Our dedicated games counsellors can answer all your gameplay questions offering hints, tips and strategies to ensure that you get the most from your Nintendo products.

To call the hotline, dial\*

**+44 (0) 870 60 60 247**

(\* Calls from a landline within the UK are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone.

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Lines are open Monday to Friday 08:30 to 19:00\*\*.

(\*\* Charges and opening hours are correct at time of printing – May 2007 – but are subject to change without prior notice.)