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 those playing 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 play games with their children to ensure they play games appropriate for their age.
- Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Attention deficit
  - Depersonalization
  - Epileptic seizures
  - Loss of awareness
  - Auditory hallucinations
  - Libidinal hallucinations
  - Disorientation

**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 headaches, backaches, and eye strain.
- If you experience pain or discomfort, stop and rest your eyes.
- Take 10 to 15 minute breaks every hour.
- Play in a well-lit room.
- Take care of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

**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 or your child becomes tired or ill 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 modify the battery.
  - Do not dispose of battery pack in a fire.
  - Do not short the terminals of the battery, or cause a short between the terminals with a metal object.
  - Do not peel or damage the battery label.

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Important Legal Information
MEMORY EXPANSION PAK

The Nintendo DS Browser must be used with a Memory Expansion Pak. The Memory Expansion Pak is a peripheral device for expanding the memory of games supporting the Memory Expansion Pak.

Note: The Memory Expansion Pak only functions with games that specifically support it.

Note: If you start a game that supports the Memory Expansion Pak without loading the Memory Expansion Pak, the functions of the game may be restricted and/or may not function properly.

There are two types of Memory Expansion Paks, one for the Nintendo DS Lite, and one for the original Nintendo DS System.

Note: If you load a Nintendo DS Memory Expansion Pak into the Nintendo DS Lite, it will protrude from the system. This is normal, do not try to force it in further.

IMPORTANT PRIVACY INFORMATION

- Be careful not to give out personal information about yourself such as your last name, phone number, birth date, age, e-mail, home address or school when on the Internet.
- If you decide to provide personal information to any party other than Nintendo, it is subject to the privacy policy of that company, not Nintendo’s privacy practices. Be cautious before providing any personal information over the Internet.

IMPORTANT USER INFORMATION

- If the software is to be used by a child, the settings should always be configured by the child’s parent or guardian.
- Please be aware that Nintendo accepts absolutely no liability for any loss arising from your using the Nintendo DS Browser to connect to the Internet, or from your inability to connect, and that Nintendo has no control over email, bulletin boards, blogs, and other general content.
- Internet websites may contain information that viewers may find offensive, or that is inaccurate, dangerous, or illegal. If a child will be viewing websites, we strongly encourage the child’s parent or guardian to supervise their use of the Internet. For information on content filtering options, please refer to the Astaro Content Filtering booklet.
- If you discard or give away your Nintendo DS system or your Nintendo DS Browser software, we suggest you delete search history and other information generated from your use of the Internet.
- Using the Nintendo DS Browser may cause your system’s battery to become depleted more quickly than usual.
- The distance between the Nintendo DS system and the access point should be no more than 30 feet. Adjust the distance so that the signal strength icon shows at least two bars.
- Hold your Nintendo DS system so that it points toward the access point, and make sure that there are no people, objects, or other obstacles between the Nintendo DS system and the access point.
- If your network connection is excessively slow, or is being shared with another computer or device using the same network connection, the software may stall or you may not be able to communicate effectively.
- When the Wi-Fi communication function is ON, the power indicator LED will blink rapidly.

IMPORT ANT PRIV ACRI TION

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WHAT IS THE NINTENDO DS BROWSER?

The Nintendo DS Browser is software that enables you to view Internet websites easily.

FEATURES OF THE NINTENDO DS BROWSER

The Nintendo DS Browser delivers good visibility and easy operation using the two screens of the Nintendo DS system.

TWO SCREEN MODES

There are two enhanced visibility screen modes using the upper and lower screens.

EASY OPERATION USING THE STYLUS

The Nintendo DS Browser can be operated easily just by using the stylus to tap the lower screen (i.e., the Touch Screen). By tapping the icons on the toolbar, you can also use the handy functions (see page 15).

DEVICES AND CONNECTION ENVIRONMENT REQUIRED

To use the Nintendo DS Browser at home and outdoors, you will need the following devices and connection environment. To connect to the Internet, you will also need to configure the Wi-Fi settings (see page 40).

USING THE BROWSER AT HOME

To use the Nintendo DS Browser at home, you will need the following:

- A broadband Internet connection
- A wireless LAN access point or a Nintendo Wi-Fi USB Connector and a computer

Note: For details on obtaining a Nintendo Wi-Fi USB Connector, see www.nintendowifi.com.

USING THE BROWSER OUTDOORS

The Nintendo DS Browser can be used with the access points listed below:

- Nintendo Wi-Fi Connection hotspots
- Other hotspots sponsored by Nintendo (which may charge a fee)

Note: For a list of Nintendo Wi-Fi connection hotspots, go to www.nintendowifi.com.

- The Nintendo DS Browser can connect to the Internet using compatible wireless home networking equipment.
- If you already have an environment in which you use a Nintendo WFC-compatible game, you will be able to use the Nintendo DS Browser without further setup.
- For details on devices supporting Nintendo WFC, see www.nintendowifi.com.
**BASIC CONTROLS**

All operations can be carried out with the Touch Screen. From now on, the term Nintendo DS system will be used to refer to both the Nintendo DS and the Nintendo DS Lite.

**CONTROLS**

<table>
<thead>
<tr>
<th>TOUCH SCREEN</th>
<th>Operate by tapping or sliding</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ CONTROL PAD</td>
<td>Move cursor</td>
</tr>
<tr>
<td>☒ BUTTON</td>
<td>Confirm</td>
</tr>
<tr>
<td>☒ BUTTON</td>
<td>Cancel/reload</td>
</tr>
<tr>
<td>✗ BUTTON</td>
<td>Swap upper and lower screens</td>
</tr>
<tr>
<td>✗ BUTTON</td>
<td>Move to top (bottom) of page</td>
</tr>
<tr>
<td>✗ BUTTON</td>
<td>Move cursor to toolbar (Operate toolbar using Control Pad and Button)</td>
</tr>
<tr>
<td>L/R + ☒ CONTROL PAD</td>
<td>Scroll (up/down/left/right) on upper screen</td>
</tr>
<tr>
<td>L/R + ✗ BUTTON</td>
<td>Copy lower screen to upper screen (see p. 10)</td>
</tr>
<tr>
<td>SELECT</td>
<td>Display Bookmark Screen (same as Bookmark Screen; see p. 32)</td>
</tr>
<tr>
<td>START</td>
<td>Display URL Input Screen (same as URL Input Screen; see p. 24)</td>
</tr>
</tbody>
</table>

*Note: The Touch Screen and the ✗ Button do different things depending on the Screen Mode (see page 10).*
PREPARE YOUR NINTENDO DS SYSTEM
First check that the system is switched OFF, then insert the Nintendo DS Browser DS Card into the DS Game Card slot until you hear it click. Next, insert the Nintendo DS Memory Expansion Pak into the Game Pak slot (see pg. 4).

PROCEED TO THE NINTENDO DS MENU SCREEN
When you switch your Nintendo DS system ON, the Health and Safety Screen will be displayed. When you have read it, tap the Touch Screen and proceed to the Nintendo DS Menu Screen.

LAUNCH THE BROWSER
Launch the browser by tapping NINTENDO DS BROWSER on the Nintendo DS Menu Screen. If the Nintendo DS system’s launch mode is set to AUTO MODE, this operation is not necessary. For details, refer to the Instruction Booklet for your Nintendo DS system.

If you close the DS while using the software, it will go into Sleep Mode to conserve batteries. Sleep Mode is canceled when you open the system.

Note: In Sleep Mode, communications are cut off.
USING THE BROWSER FOR THE FIRST TIME

The first time you launch the browser, you will be taken automatically to the Setup Screen. Here you can change the setup at any time using (Settings) (see page 36).

SETTINGS

1. KEYBOARD LANGUAGE SETTING

This sets the language for the Software Keyboard displayed when you input text.

2. TIME ZONE SETTING

This sets the time zone for your location.

3. LAUNCH-RESTRICTING PASSWORD SETTING

This is the password used to launch the Nintendo DS Browser. Once the password is set, you will not be able to launch the browser unless you input the correct password. This is useful if, for example, you want to prevent the browser from accidentally being accessed by children. If you do not want to set a password, leave the boxes blank and tap .

4. NINTENDO WI-FI CONNECTION SETTINGS (SEE PAGE 40)

These are the Nintendo Wi-Fi Connection settings to be configured for connecting to the Internet. If your Nintendo DS system is already set up for a connection point used for a Nintendo WFC compatible game, you do not need to do any more configuration for the Nintendo DS Browser.

Cautions about Passwords

• Take care not to forget your password.
• Do not tell your password to anyone else.
THE BROWSER SCREEN

The Browser Screen displays items like those shown below.

BROWSER SCREEN

TITLE BAR
This shows the reception strength signal (see page 57) and the title of the page currently displayed. When communications are in progress or an operation is being carried out, the icon on the far right will move.

LOWER SCREEN
On the lower screen, you can either tap a link to jump to another page or input text in the text box.

TEXT BOX
When you tap this, the Text Input Screen appears.

TOOLBAR
By tapping the icons, you can use various functions.

TOOLBAR

By tapping the icons on the toolbar, you can use the functions listed below. If you hold the stylus against the icon, an explanation of that function will be displayed on the lower screen.

- BACK: Return to the previous page.
- FORWARD: Proceed to the next page.
- STOP: Stop loading the page.
- RELOAD: Reload the page currently displayed and update its content.
- HISTORY: Display a list of the pages viewed so far, so you can select a page and jump to it (see page 22).
- URL: Input the URL of the desired page (see page 24).
- BOOKMARK: Register pages you visit often (see page 32).
- SEARCH: Search in the website or in a page (see page 34).
- SETTINGS: Check or change the settings for Nintendo DS Browser (see page 36).
- HELP: Display pages explaining Nintendo DS Browser operations and linking to Nintendo contact information.
- SWITCH DISPLAY MODE: Switch the Screen Mode (see page 16).
- IMAGE DISPLAY: Enable or disable the display of the images on the Web page.
- ZOOM: Change the size of the text or image displayed (see page 19).
- SWAP SCREENS: Swap the pages on the lower and upper screens in the Overview Mode (see page 19).
- MOVE WITHIN PAGE: Move to top or bottom of page displayed in the SSR Mode (see page 20).
There are two screen display modes: Overview Mode and SSR Mode. You can switch between them at any time by tapping or .

**THE SCREEN MODES**

**OVERVIEW MODE**

In this mode, a page displayed at reduced size (the Shrink page) and a page displayed at normal size (the Magnify page) are shown separately on the upper and lower screens. The page is displayed as designed so you can view the whole page or divide it up into blocks and look for the part you want within a block.

**SSR MODE**

In this mode, the upper and lower screens are combined to make a single screen in which the page is displayed. This is useful when reading long pages.

SEE PAGE 18

SEE PAGE 20
By tapping (Swap Screens) or pressing the Button, you can swap the upper and lower screens.

When you tap (Zoom), the Zoom Setting Screen is displayed. Select whether to display the text and images on the page at a magnification of 50% (small), 80% (slightly reduced), 100% (normal), 120% (slightly enlarged), or 150% (large).

Handy Hint
Make the Shrink page the lower screen, and move the Scope to the part you want to look at.

Use or the Button to swap the upper and lower screens.
Tap the link on the Magnify page.

OVERVIEW MODE
Here the part of the Shrink page framed by the Scope is displayed at an enlarged size. This is useful when you want to click links on the page or view images.

THE SHRINK PAGE
Here the whole page is displayed, and you move the Scope to select the part you want to display on the Magnify page. This is useful for looking for the particular part of the page you want to view, and for viewing lots of images at once.

THE SCOPE
You can move the Scope by sliding the stylus, activate the DIRECT EVENT MODE by pressing the and Buttons, and move the Scope with the Control Pad. The Direct Event Mode enables you to click on links displayed in the Shrink page.

SPECIAL OPERATIONS
TOUCH SCREEN
Move Scope (when lower screen shows Shrink page)
Scroll / Confirm (when lower screen shows Magnify page)

/ BUTTON
Swap upper and lower screens (see page 19)
**SSR MODE**

**THE SSR MODE**
SSR stands for Small Screen Rendering, and is a rendering mode developed specifically for small screen devices – such as the Nintendo DS system. In **SSR Mode**, the page layout is changed so that no horizontal scrolling is needed. In addition, irrelevant parts of the page such as background images are removed. In **SSR Mode**, panning can be performed with the stylus by placing it anywhere on the page and moving it in the desired direction.

Note: In this mode, the design of the Web page is adjusted to suit the size of the Nintendo DS system screen, so images may sometimes fail to display properly.

**SCROLLING USING BUTTONS**
By pressing the L or R Button and pressing the Control Pad, you can scroll along the screen.

**MOVING WITHIN THE PAGE**
By pressing the X Button, you can move to the top or the bottom of the page displayed. Each time you press the X Button, you will be moved from the top to the bottom or vice-versa.

**SPECIAL OPERATIONS**

<table>
<thead>
<tr>
<th>TOUCH SCREEN</th>
<th>SCROLL ALONG SCREEN / CONFIRM</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CONTROL PAD</strong></td>
<td>MOVE TO TOP (BOTTOM) OF PAGE</td>
</tr>
</tbody>
</table>
DISPLAYING PAGES AND JUMPING TO PAGES

You can display and jump to pages you want to view using the methods explained below.

TO DISPLAY A PAGE

1. ENTER THE URL
   If you know the URL (address) of the page, enter it directly.

2. USE BOOKMARK
   If you use Bookmark to register the URL of a page you visit often, you will be able to bring the page up right away.

3. USE WEB SEARCH
   Using Web Search, you can use a keyword to find the page you want to visit.

4. USE HISTORY
   By tapping (History), you can bring up a list of pages visited since the browser was launched and jump to the desired page.

TO JUMP TO ANOTHER PAGE

1. JUMP FROM A LINK
   Within the page, there will be links for jumping to other pages. These links are usually marked using text in a different color or in bold font, or by a button image or something similar. By tapping a link, you can jump to another page. By pressing the (Button to display the cursor on the page and then pressing the (Control Pad, you can successively align the cursor with links or with the text box.

2. JUMP TO A PREVIOUS OR SUBSEQUENT PAGE
   If you have jumped from one page to another, tapping (Back) will return you to the page displayed previously. If you then tap (Forward), you will be moved on to the next page.
By entering the URL (address) of the desired page on the URL Input Screen, you can jump to that page.

**WHAT IS A URL?**

A URL is the address of a Web page on the Internet. The term “address” is sometimes used instead.

**ENTER THE URL**

- Colon
- Slash
- Period (dot)
- Hyphen
- Underscore
- & (Ampersand)
- Tilde
- ¥ (Yen sign)
- @ (At)
- ; (Semicolon)
- ? (Question mark)
- = (Equals sign)

**URL SHORTCUT**

When you tap (URL), the URL Input Screen is displayed. This is where you input URLs, using Handwriting Recognition or the Software Keyboard. For more information on Handwriting Recognition, see pages 26-29. For more information on the Software Keyboard, see pages 30-31.

**CLEAR**

This deletes the character string you are currently entering.

**INPUT HISTORY**

This displays the URLs input since the browser was launched. If you tap one of the URLs displayed, that URL will be input.

**SEND**

Tap this to jump to the page for the URL you have input.
There are two ways to input text: Handwriting Recognition and the Software Keyboard.

**THE HANDWRITING RECOGNITION SCREEN**

- **EDITING AREA**: This is where the character you have input is displayed.
- **URL SHORTCUT**: When you tap this, the character string displayed is input. This is a handy place to register character strings used frequently in URLs.
- **INPUT AREA**: This is where you write the character with the stylus.
- **CHARACTER TYPE SELECTION KEYS**: Use these keys to switch the type of character you want to input. All input characters are recognized as alphanumeric characters.

FUNCTIONS

- **CLEAR**: Clear all characters from the editing area.
- **CLOSE**: Terminate the character-input operation.
- **SEND**: Send the characters in the editing area to the text box.
- **SWITCH INPUT MODE**: Switch the character-input method from Handwriting Recognition to Software Keyboard, or vice-versa.
- **BACKSPACE**: Delete the character to the left of the cursor.
- **NEWLINE**: Insert a new line at the cursor position in the editing area. If the text box is a single line, this will terminate the character-input operation.
- **SPACE**: Input a blank space.
USING HANDWRITING RECOGNITION

Using the Character Type Selection keys, switch the type of character to be input, then write the character in either the right or left side of the input area.

TIPS FOR HANDWRITING RECOGNITION

To ensure that your handwritten characters are recognized easily, make sure to write slowly and neatly, and write the character as large as you can.

The character most closely resembling the character you have written will be displayed in both the input and editing areas. If you have more to write, write the next character in the adjacent area.

If the character displayed is not the one you want to input, tap the \( \square \) in the lower right corner of the input area, then select the correct character from the list of candidates. If the desired character is not among the candidates, tap backspace and write the character again.

When you have finished entering characters, tap send. Tapping close will terminate the character-entering operation.
TEXT INPUT METHODS: SOFTWARE KEYBOARD

On the Software Keyboard, text is input by tapping a keyboard displayed on the lower screen.

THE SOFTWARE KEYBOARD SCREEN

USING THE SOFTWARE KEYBOARD

Using the character type selection keys, select the type of character you want to input. When you select a character from the keyboard and tap it, the character will be displayed in the input area. When you have input all the characters, tap send (see page 27). When you tap close (see page 27), the character-input operation will be terminated.
Your bookmarks are a kind of address book in which you keep notes of your favorite URLs. You can organize your bookmarks in separate folders.

**BOOKMARK SCREEN**

When you tap (Bookmark), the Bookmarks Screen will be displayed. By selecting and tapping the desired page from those registered in your bookmarks, you can move to that page. If you register a link to your favorite page in the START PAGE FOLDER in Bookmarks, you can display the link on the Start Page (see page 34).

**REGISTRATION BOOKMARKS**

If you tap (Bookmark) when the browser is displaying a page you want to bookmark, you can register that page by sliding the information about the page currently displayed to your bookmarks, or to a particular folder. By tapping the ADD button to the right of the page information, you can register the current page in your bookmarks. When you have finished registering the page, tap to save your bookmarks.

**EDITING BOOKMARKS**

By tapping EDIT MODE on the Bookmarks Screen, you can edit your bookmarks. By sliding the names of pages you have registered, you can rearrange their order. If you register a bookmark in the Start Page folder, a link will be displayed on the Start Page.

**FUNCTIONS**

- **EDIT**: Use this to change details of your bookmarks and folders.
- **ADD FOLDER**: Use this to create a new folder.
- **DELETE**: Use this to delete a bookmark or folder.

If you check this box, the page will be displayed in accordance with the toolbar settings (see page 14).
SEARCHING

Using (Search), you can search by keyword for the Web page you want, or search for a particular word within the page displayed.

DOING A WEB SEARCH

NOTES ON WEB SEARCHES

- Not all the pages displayed in your search results will necessarily have content relevant to your keyword. Be aware that some websites might have offensive content.
- Nintendo accepts no responsibility for the content of websites displayed in your search results.

TO ACCESS SEARCH

Tap (Search).
Tap SEARCH THE WEB.
Input a keyword and then tap send (see page 27).
Tap the link on the Search Results page.

SEARCHING WITHIN A PAGE

THE SEARCH BAR

In Search Mode, the Search Bar will be displayed on the lower screen.

FUNCTIONS

1. SEARCH Tap this to display the Keyword Input Screen.
2. BACK Tap this to move to the previous keyword.
3. FORWARD Tap this to move to the next keyword.
4. STOP Tap this to terminate the search.

NOTES ON WEB SEARCHES

- Nintendo accepts no responsibility for the content of websites displayed in your search results.
- Not all the pages displayed in your search results will necessarily have content relevant to your keyword. Be aware that some websites might have offensive content.

THE SEARCH BAR

In Search Mode, the Search Bar will be displayed on the lower screen.

FUNCTIONS

1. SEARCH Tap this to display the Keyword Input Screen.
2. BACK Tap this to move to the previous keyword.
3. FORWARD Tap this to move to the next keyword.
4. STOP Tap this to terminate the search.
When you tap \( \text{Settings} \), the Settings Screen will be displayed. You can then tap the desired setting from a list of categories of settings.

**WEB SETTINGS**

**LOAD IMAGES**
This enables or disables the display of images on the page. The pages will be displayed faster if you choose to disable this option. You can also change this setting by tapping \( \text{Settings} \) on the toolbar.

**OVERVIEW MODE**
This sets Overview Mode as your normal display mode.

**FIT TO WIDTH**
This automatically adjusts the display size of the Shrink page in the Overview Mode so that it fits the Nintendo DS system screen.

**ENCODING SETTINGS**
This sets the encoding method. Usually we recommend leaving it set to AUTOMATIC SELECTION. You should only change it if the text is not being displayed correctly.

**LOAD IMAGES**
This sets the use of a proxy server.

**PROXY**
This is where you input the URL or IP address of the proxy server to be used.

**PORT**
This is where you input the port number for communications with the proxy server to be used.

**USE FOR HTTPS**
Check this box if you want to use a proxy server for HTTPS communications.

**USE AUTOMATIC AUTHENTICATION**
Check this box if you want to use automatic authentication for proxy servers requiring authentication.

**USERNAME**
This is where you input the user ID for an automatic-connection proxy server.

**PASSWORD**
This is where you input the password for an automatic-connection proxy server.

**SEARCH ENGINE SETTING**
This specifies the website to be used when doing Web searches. If you want to use a website other than the one originally set, input the URL of the desired search engine in the User-Specified Engine box.

**ZOOM**
This changes the size of the text and images on the page displayed on the Browser Screen. To change the size, tap \( \text{Zoom} \) on the toolbar (see page 19). The Zoom setting will be saved if you change it on the Setup Screen. However, if you change it on the toolbar, it will not be saved.
Notes on Passwords
This is used to set the time zone for your location. Use the + and – icons to set the time. If a summer-time system is used in the time zone you have set, check the DAYLIGHT SAVING TIME box.

In case of incorrect Network Connection settings, see the Error Code Explanation Table on pages 50-51.

CONNECTION
This sets up your network connection (see page 40).

DISCONNECT
Use this to disconnect from the network.

TIME ZONE SETTING
This is used to set the time zone for your location. Use the + and – icons to set the time. If a summer-time system is used in the time zone you have set, check the DAYLIGHT SAVING TIME box.

ADDRESS ENTRY
This is used to set the URL shortcuts to be displayed on the URL Input Screen. You can add new shortcuts or frequently used keywords here.

- Try not to forget your password.
- Do not let anyone else know your password.

LOCK BROWSER
This is used to set a password that must be entered to launch the Nintendo DS Browser.

HANDWRITING AS DEFAULT
If you check this box, Handwriting Recognition will be set as the default input method.

SHOW DIALOG ON LOW MEMORY
If you check this box, a Warning Screen will be displayed when there is not enough memory to save the data for the page. If the system runs out of memory, sometimes the page may not display correctly. If this happens, switch the power OFF and then ON again.

SHOW TIPS
If you check this box, helpful hints on operations will be displayed on the upper screen.

PLAY EVENT SOUNDS
If you check this box, sounds will be played.

HELP DIALOGS
If you check this box, explanations of operations will be displayed on input screens and so forth.

KEYBOARD LANGUAGE
This sets the language used for the Keyboard.

CONNECTION SETTINGS

NETWORK CONNECTION SETTINGS

FUNCTIONS

SHOW TIPS

PLAY EVENT SOUNDS

HELP DIALOGS

SHOW DIALOG ON LOW MEMORY

HANDWRITING AS DEFAULT

LOCK BROWSER

TIME ZONE SETTING

ADDRESS ENTRY

NO NOTES ON PASSWORDS

HANDWRITING AS DEFAULT

LOCK BROWSER

TIME ZONE SETTING

ADDRESS ENTRY
To use the browser, you will need to configure the Nintendo Wi-Fi Connection settings. These settings can be configured easily on the Nintendo Wi-Fi Connection Setup Screen.

**Choose a Setup Method**

When you launch the browser for the first time, or if you select NETWORK CONNECTION SETUP from the settings and then select CONNECTION, the Nintendo Wi-Fi Connection Setup Screen will be displayed. As shown below, select a setup method, then proceed through the setup on the Nintendo Wi-Fi Connection Setup Screen.

1. **To use the browser at home**
   - Do you have a broadband Internet connection? **YES**
     - Check the Internet connection environment required (see page 13).
   - Do you have a wireless LAN access point? **NO**
     - Is your wireless access point compatible with AOSS™? **NO**
   - If you go to a Nintendo Wi-Fi Connection hotspot, you will be able to use the browser without any special setup.

2. **To use the browser outdoors**
   - Do you have a wireless LAN access point? **YES**
     - Search for your wireless access point and configure the settings.
   - Do you have a computer running Windows® XP, connected to the Internet? **NO**
     - Use the Nintendo Wi-Fi USB Connector (sold separately) to configure the settings easily.
   - Perform the easy setup using AOSS.

Note: The browser can also be used on some other hotspots not sponsored by Nintendo (for a fee). Check the Internet connection environment required (see page 07).
When you have completed the setup, tap the @ (BACK) to exit from the configuration operation.
NINTENDO Wi-Fi CONNECTION

When you have completed the setup, tap (BACK) to exit from the configuration operation.

Note: If your access point supports AOSS (by Buffalo Inc.), you can configure the settings easily using the functions of the system in question. For details, refer to the instruction booklet for your access point.

Broadband Internet connection

Note: If you have configured the settings using AOSS but failed several times to establish a connection, wait about three minutes before trying again.

OPERATIONS CARRIED OUT ON THE ACCESS POINT

1. Tap the NINTENDO WI-FI CONNECTION SETTINGS Panel.
2. Tap an UNCONFIGURED connection.
3. Tap AOSS!
4. Tap these, depending on your access point.
5. After saving the settings, tap here to start the connection test!

Note: If you have configured the settings using AOSS but failed several times to establish a connection, wait about three minutes before trying again.

Operations carried out on the Access Point

Configuration Method 3: Using AOSS

Setting Complete
**NINTENDO Wi-Fi CONNECTION**

**CONFIGURATION METHOD A:**
CONFIGURING THE SETTINGS BY SEARCHING FOR AN ACCESS POINT

1. **NINTENDO Wi-Fi CONNECTION SETUP SCREEN**
   - Tap the NINTENDO Wi-Fi CONNECTION SETTINGS Panel.

2. **NINTENDO Wi-Fi CONNECTION SETTINGS SCREEN**
   - Tap an UNCONFIGURED connection.

3. **CONNECTION SETTINGS SCREEN**
   - Tap the SEARCH FOR AN ACCESS POINT Panel.

4. **ACCESS POINT LIST SCREEN**
   - If you tap an access point that has a next to it, the WEP Key Input Screen will be displayed. You should then input the same WEP Key that has been registered on the access point. Choose an access point and tap it. The search results will be a list of nearby access points. Choose one and tap it.

5. **CONNECTION TEST SCREEN**
   - Tap the MANUAL SETUP Panel.
   - Choose an access point and tap it. The search results will be a list of nearby access points. Choose one and tap it.
   - If the connection test fails, see page 50.

**Note:**
- You do not need to input the WEP key (see page 53).
- An encryption method not supported by the Nintendo DS system has been set (see page 53).
- If no access points are found, configure the settings using method C.

**CONFIGURATION METHOD B:**
CONFIGURING THE SETTINGS MANUALLY OR CHANGING THE SETTINGS

1. **NINTENDO Wi-Fi CONNECTION SETUP SCREEN**
   - Tap the NINTENDO Wi-Fi CONNECTION SETTINGS Panel.

2. **NINTENDO Wi-Fi CONNECTION SETTINGS SCREEN**
   - Tap the SEARCH FOR AN ACCESS POINT Panel.

3. **CONNECTION SETTINGS SCREEN**
   - Tap an UNCONFIGURED connection.

4. **ACCESS POINT LIST SCREEN**
   - Tap an item to edit. Edit the item!

5. **CONNECTION TEST SCREEN**
   - Touch the SAVE SETTINGS box to start the connection test.
The OPTIONS Panel on the Nintendo Wi-Fi Connection Setup Screen enables you to view system information, delete your Nintendo WFC user information, or move your user information to another Nintendo DS system.

**Using Options**

**System Information**
- If you want to check the MAC Address and Nintendo WFC ID of your Nintendo DS system, tap this.

**Erase Nintendo WFC Configuration**
- To delete your user information, tap this.

**Transfer Nintendo WFC Configuration**
- If you want to transfer your user information to another Nintendo DS system, tap this.

**Note:** Once the Nintendo DS system is no longer connected to Nintendo WFC, it no longer contains any user information other than the connection point settings, so your information cannot be deleted or transferred from it. In this case, the deletion of the connection point settings is carried out from the Connection Settings Screen.

**Choosing One and Tap It!**
- Before discarding or giving away your Nintendo DS system, erase your user information.
- If you are going to switch to another Nintendo DS system, transfer your user information to the Nintendo DS system you are going to use.
- When you delete or transfer your user information, your friend roster and connection settings will be removed from your Nintendo DS.

**Transferring User Information to Another Nintendo DS**

Your user information is transferred using DS Wireless Communications (Single-Card Play). Note: Bear in mind that when user information is transferred, the information on the destination Nintendo DS system is overwritten by the information from the source Nintendo DS system.

**Equipment Required**
- **Transfer Source:** Nintendo DS system and Nintendo DS Browser DS Card
- **Transfer Destination:** Nintendo DS system (no DS Card required)

**Transfer Source**
1. Tap TRANSFER NINTENDO WFC CONFIGURATION on the Options Screen.
2. A transfer caution message will be displayed. If there is no problem, tap OK.
3. During the transfer, a confirmation request will be displayed. Confirm, then tap OK.

**Transfer Destination**
4. When you turn the Nintendo DS system power switch ON, the Nintendo DS Menu Screen is displayed.
5. When you tap DS DOWNLOAD PLAY, the Game List Screen is displayed.
6. When you tap NINTENDO WFC CONFIGURATION TRANSFER, the Download Confirmation Screen is displayed.
7. Check the game, then tap YES.
8. Check the user name for the destination Nintendo DS system, and if it is correct, tap YES.

When the transfer terminates, a confirmation request message is displayed. If you tap YES, the Nintendo DS system will be switched off.

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### WEP KEY INFORMATION

- On the **Connection Point Settings Screen**, the WEP key will be displayed as a string of asterisks (*).
  - Normally, up to four WEP keys can be registered for an access point. In the Nintendo DS system’s connection point settings, the WEP key should be input in the first of the four slots, and the access point settings should also be configured for the use of the same WEP key.
  - The WEP key can be input using either ASCII characters or hexadecimal code consisting of the numbers 0 to 9 and the letters “a” to “f.”
  - The number of characters to be used for the WEP key is as follows:
    - ASCII: either 5, or 13, or 16 characters
    - Hexadecimal: either 10, or 26, or 32 characters
  - The only encryption system supported by the Nintendo DS system uses the WEP key. If the access point uses some other encryption system, the encryption system used on the access point will need to be changed.
  - For information on configuring the access point settings, refer to the instruction booklet provided with your access point.

### Q & A

<table>
<thead>
<tr>
<th>QUESTION</th>
<th>ANSWER</th>
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<tbody>
<tr>
<td>I still can't connect to the Internet. What should I do?</td>
<td>Visit <a href="http://www.nintendowifi.com">www.nintendowifi.com</a> for additional information and instructions.</td>
</tr>
<tr>
<td>Can I use the wireless access point at school or the office?</td>
<td>It depends on the connection environment. Contact your network manager for more information.</td>
</tr>
<tr>
<td>Some websites won't display on the browser.</td>
<td>Websites using Flash, pdfs and so forth cannot be displayed.</td>
</tr>
<tr>
<td>Movies and sound won't play on the browser.</td>
<td>Movies and sound are not supported.</td>
</tr>
<tr>
<td>Websites seem slow to display on the browser.</td>
<td>Depending on their specifications, certain image-heavy websites may not be able to display comfortably on the browser. Deactivating the Image Display will speed things up.</td>
</tr>
<tr>
<td>Can I use e-mail on the browser?</td>
<td>You can use ordinary Web mail services.</td>
</tr>
<tr>
<td>Can I use the browser to write to bulletin boards and update my blog?</td>
<td>Yes.</td>
</tr>
<tr>
<td>Can I save images and Web pages?</td>
<td>No. when the Nintendo DS system is switched OFF, the images and Web pages are lost.</td>
</tr>
<tr>
<td>What should I bear in mind while viewing websites?</td>
<td>Refer to “Consumer Information” on pages 5.</td>
</tr>
<tr>
<td>Can I set restrictions on the use of the browser by young children?</td>
<td>Please refer to the Astaro Content Filtering booklet.</td>
</tr>
</tbody>
</table>
## TERMINOLOGY

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SSID</strong></td>
<td>The name assigned to an access point. Also known as the ESSID or network name.</td>
</tr>
<tr>
<td><strong>WEP key</strong></td>
<td>The WEP key is a numerical value used to encrypt the communications data between the Nintendo DS system and the access point. The same value must be set on the access point and the Nintendo DS system. It is also known as an encryption key or a network password.</td>
</tr>
<tr>
<td><strong>IP address</strong></td>
<td>The number used to specify the destination and transmission source of communications data on the network.</td>
</tr>
<tr>
<td><strong>Subnet mask</strong></td>
<td>The numerical value indicating which part of the IP address is the number identifying the network it belongs to.</td>
</tr>
<tr>
<td><strong>Gateway</strong></td>
<td>The exit / entrance to the network in question. Its IP address is specified in the connection point settings.</td>
</tr>
<tr>
<td><strong>Primary DNS / Secondary DNS</strong></td>
<td>The server that matches the names of computers on the network to their IP addresses. The IP address of this server is specified in the connection point settings.</td>
</tr>
<tr>
<td><strong>DHCP server</strong></td>
<td>The server that specifies the IP address and other information required for communications on the network.</td>
</tr>
<tr>
<td><strong>MAC Address</strong></td>
<td>The unique number assigned to each device on the network. Your Nintendo DS system also has a MAC Address.</td>
</tr>
<tr>
<td><strong>URL</strong></td>
<td>A string of text expressing the location of a website on the Internet. Also known as an address.</td>
</tr>
<tr>
<td><strong>Proxy server</strong></td>
<td>A server from which your Nintendo DS system acquires information instead of acquiring it directly from the Internet.</td>
</tr>
<tr>
<td><strong>Time zone</strong></td>
<td>Indicates how many hours' difference there are between GMT (Greenwich Mean Time) and the local time in your own region.</td>
</tr>
<tr>
<td><strong>Encoding</strong></td>
<td>A system for converting information so that errors will not be generated when communications are carried out. Encoding methods differ depending on the language to be represented. If the encoding has not been set correctly, the text on the page will not be displayed properly.</td>
</tr>
<tr>
<td><strong>Search engine</strong></td>
<td>An Internet server used when carrying out a search. There are various search engines.</td>
</tr>
</tbody>
</table>
The Nintendo DS System (“DS”) comes equipped with the ability for wireless game play through the use of the Nintendo Wi-Fi Connection service and access to the Internet through the use of the Nintendo DS Browser, which must be purchased separately (collectively the “Service”). Such Service is provided by Nintendo of America Inc., together with its subsidiaries, affiliates, agents, licensees and licensees (collectively, “Nintendo,” and sometimes referenced herein as “we” or “our”). Nintendo provides the Service to you subject to the terms of use set forth in this Agreement (“Agreement”).

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As part of the Service, Nintendo may provide you with access to and use of a friend roster where you may store user IDs provided to you by others (“Friend Roster”). We cannot and do not represent the security of the contents of such Friend Roster from unauthorized third parties. Transfer or disposal of your DS, or failure to safeguard your DS from loss or misuse, may lead to unauthorized access to and use of your Friend Roster. In addition, unauthorized persons may gain access to one or more Friend Rosters that contain your information without your knowledge. Nintendo will not monitor use of or access to individual Friend Rosters and it is your responsibility to monitor your interactions with other users of the Service.

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