NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

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MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)
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 - Radio Frequency Interference**

The Nintendo DS use and radiowaves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 10 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use this wireless feature if you cannot confirm that the device is not adversely affected.
- 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 cause fatigue or discomfort.

- To reduce the likelihood of a seizure when playing video games:
  - Involuntary movements
  - Loss of awareness
  - Convulsions
  - Eye or muscle twitching
  - Involuntary eye or muscle movements
  - Altered vision
  - Disorientation

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- If your child have any of the following symptoms:
  - Skin rash
  - Inflammation or irritation
  - Sore hands, wrists, arms or eyes
  - Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
  - If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

- Warning - Repetitive Motion Injuries and Eyestrain
- 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.

- Follow instructions to avoid problems such as burns, electric shock, skin irritation or eye irritation.
- When using the wireless feature, you do not need to grip tightly or press firmly against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Skin rash
  - Inflammation or irritation
  - Sore hands, wrists, arms or eyes
  - Do not peel or damage the battery label.

**WARNING - Battery Leakage**

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.

- Avoid battery leakage.
- Do not expose battery to excessive physical shock, vibration, or liquid.
- Avoid contact with eyes, nose or mouth.
- 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.

**WARNING - Seizures**

Some people (about 1 in 2000) have seizures triggered by light flashes or patterns.

- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

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This game card will work only with the Nintendo DS™ video game system.

Contents

1. Controls

2. Getting Started

3. Saving

4. The Game Screens

5. Single Player

6. Multiplayer

7. Chat

8. Games

9. Local Wireless Play

10. DS Wireless Play / DS Download Play

11. Nintendo Wi-Fi Connection

KEEP IN MIND...

• In this instruction booklet, all single screen shots denote the Touch Screen.
• Closing your DS and putting it into Sleep Mode will save battery power. Sleep Mode ends automatically when you open your DS again. However, this feature doesn’t work when playing via Nintendo WFC.

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

For more information about our forums, visit www.nintendo.com/community. If you don’t have access to the web site, recorded tips for many titles are available on Nintendo’s Power Line at (425) 885-7629. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

© 2006 NINTENDO. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO. TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. LC, LC Font and the LC logo mark are trademarks of Sharp Corporation.

This game allows wireless multiplayer games downloaded from the same game card.

This game allows wireless multiplayer games downloaded from a separate game card.

Wireless DS Multi-Card Play

This game allows wireless multiplayer games downloaded from one game card.

Wireless DS Single-Card Download Play

This game is compatible with the Rumble Pak accessory.

Rumble Pak Compatible
To return to the title screen, press the L Button, R Button, START, and SELECT. However, you can’t do this if you’re playing a game via Nintendo WFC.

CONTROLS

Clubhouse Games can be played using the Touch Screen alone. The buttons are used to scroll through rules.

- **L & R Buttons**: Change the order of the cards.
- **SELECT**: Display the rules.
- **START**: Pause or quit a single-player game. When playing friends via Nintendo WFC, only the host can pause the game. During worldwide Nintendo WFC games, pausing is disabled.
- **Touch Screen**: Basic Controls
  - Touch: Select an entry.
  - Slide: Move a card or piece.
  - +Control Pad / X Button/B Button: Scroll through rule text and games.

GETTING STARTED

Make sure your Nintendo DS is off, insert the Clubhouse Games Game Card into the DS Game Card slot, and turn the power on.

1. The start-up screen to the right will appear. Tap the Touch Screen to move to the DS Menu Screen.

2. On the DS Menu Screen, tap the Clubhouse Games panel to start the game. If you have your Nintendo DS start-up mode set to Auto, you won’t have to go through these steps. See your Nintendo DS instruction booklet for more details.

3. Touch Start when the title screen appears. When playing for the first time, the Player Setup screen will appear. All subsequent times, the main menu will appear.
Choose your icon.

The first time that you play, the Welcome screen will appear. Follow the steps to the right to choose your icon. Your player name will default to the one registered on your DS. You can also change your name and icon by tapping Settings in the main menu.

1. Tap Next on the Welcome screen.
2. Choose the type of icon you want to use.
3. Choose your icon.
4. Tap OK.
5. Tap Next.

Save your data by going to the main menu at the end of each game. The results and rule settings are saved. If you want to clear all of your save data, press the L, R, A, B, X, and Y Buttons at the same time at the title screen. Data that you erased can’t be recovered, so please be careful.

MAIN MENU
Tap a button on the Touch Screen to select it.

- Single Player
  Play single-player games against the computer players (CPU).

- Multiplayer
  Battle other players via DS Wireless Play or over Nintendo Wi-Fi Connection, and send gifts to people without copies of Clubhouse Games through DS Download Play.

Settings
Change the music or your player information here. After you change your settings and tap OK, your data is saved.

<table>
<thead>
<tr>
<th>Sound</th>
<th>Change the Surround setting and the background music.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icon</td>
<td>Change your player icon.</td>
</tr>
<tr>
<td>Name</td>
<td>Change your player name. If you tap DS Name, your name will default to the name registered on your DS.</td>
</tr>
</tbody>
</table>
**Options**

Change various game settings here by tapping On or Off. The settings you can change depend on the game that you're playing. These settings are saved when your game ends.

- **Auto Sort**: Your cards sort automatically during a card game.
- **Hint**: Turn on hints such as having playable cards flash.
- **Tips**: Turn on instructions that tell you what to do next.
- **Chat Display**: Turn on the chat display. (P21)
- **PictoChat Search**: Turn this on, and the chat icon in the upper right will flash when someone nearby is using PictoChat. You can't save your PictoChat Search settings.
- **Open Room**: Turn this on to keep your room open for new players while you're playing a Nintendo WFC Friends match. You can't save your Open Room settings.
- **Quit/Pause**: Pause your game by tapping START. Tap Quit to end it.

**Rules**

Check the game rules by tapping Rules. Scroll through the text by sliding the stylus up and down. To display all the sections in the Rules, touch Go To.
This is the menu for single-player games. You can choose from three modes: Free Play, Stamp mode, and Mission mode.

**FREE PLAY**
Play any of the games you've unlocked with the rules of your choice.

- **Game Selection**
  - Tap through the different game types and then tap the game of your choice.
  - Touch and hold Records to display the number of times you've played and won.

- **Game Confirmation**
  - After you choose a game, you move to the Game Confirmation screen. Tap Settings to change the rules, and the number and difficulty of CPUs. Tap Start when you're ready to play.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
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<tbody>
<tr>
<td>Players</td>
<td>Change the difficulty and number of CPUs you play against.</td>
</tr>
<tr>
<td>Rules</td>
<td>Change a variety of rules.</td>
</tr>
<tr>
<td>Design</td>
<td>Change the way the game looks on the screen.</td>
</tr>
</tbody>
</table>

After you change a setting, tap OK. Your settings will automatically save. The settings you can change vary depending on the game.
Starting a Game

Depending on the game, the order of play might be determined randomly before the start of the game. The order will display on the top screen.

Results

When the game ends and your ranking appears, tap the Touch Screen. Everyone’s results for that game will appear on the top screen, and the overall results for all players will be displayed on the Touch Screen.

After the Game’s End

| Play Again | Play the game again with the same settings. |
| Play a Different Game | Go to the Game Selection screen. |

STAMP MODE

In this mode, you play games in a specific order and collect stamps. You get three stamps when you come in first place, and two if you come in second place. For third place or lower, you receive one stamp. Once you earn three stamps, you move on to the next game.

Starting Stamp Mode

When you play the first time, touch Start New Game. If you have save data, tap Continue. If you tap Start New Game, your save data will be erased and you’ll start over.

Starting a Game

Tap the game name to display the Stamp Confirmation screen. Then tap Start to begin. Tap Settings to display the current settings. You can’t change the rules in Stamp mode.
Once you unlock an icon, you can use it as your player icon. Each group of missions corresponds to a type of icon.

Mission Confirmation
To start the game, tap Start on the Mission Confirmation screen. With some games, you can tap Settings to check the current settings, but you can’t change the rules in Mission mode.

Win Games and Designs!
Any grayed-out games or icons are locked. Unlock them by clearing games under certain conditions. You can see what the conditions for each are by touching and holding the game name with your stylus.

- **Icons**
  
  Once you unlock an icon, you can use it as your player icon.

- **Icon Types**
  
  Each group of missions corresponds to a type of icon.

- **Mission Confirmation**
  
  To start the game, tap Start on the Mission Confirmation screen. With some games, you can tap Settings to check the current settings, but you can’t change the rules in Mission mode.
Multiplayer refers to playing games with other people via DS Wireless Play or Nintendo Wi-Fi Connection (Nintendo WFC). Through DS Download Play, even people who don’t have Game Cards can play.

*Before playing via DS Wireless Play or Nintendo WFC, review how to connect and follow the steps for hosting and joining games.

MULTIPLAYER MENU

Tap Multiplayer from the main menu to display this.

- **Local Wireless** [P17 - 18]
  Play up to seven friends who are nearby.

- **Nintendo WFC**
  Play up to seven friends around the world.

- **Ranks**
  Check the stats of past games.

LOCAL WIRELESS

Play against nearby friends in this mode.

- **Local Wireless Menu**
  First, choose whether to Create a Room or join a room.

- **Creating a Room**
  If you choose Create a Room, you will create your own room and wait for others to join you. Tap OK when everyone has joined you.

- **Finding a Room**
  - **Players with DS Game Cards**
    Tap Find a Room, and when the host’s name appears, tap it to join the room.
  - **Players without DS Game Cards**
    Turn the DS on and when the DS Menu Screen appears, tap DS Download Play. Then tap Clubhouse Games.

- **Icon Setting**
  Choose an icon. From here until the start of the game, player 1 takes the lead.
Game Selection
Tap the game that you want to play. This will take you to the Game Confirmation screen.

Game Confirmation
Tap Settings to open the settings menu. From here, you can change the players or number of CPUs by tapping Players. You can also change the rules by tapping Rules. Tap Start when you’re ready to start your game.

Results Screen
When the game has ended and the results appear, the host can tap the Touch Screen to view the overall rankings. Then the host can tap Next and choose whether to play that game again or another game.

If a Communication Error Occurs…
If a communication error occurs during play, the game ends automatically. When the screen on the right appears, follow the instructions and return to the main menu.

Gift Exchange
Give a game to someone with a DS.

Host Controls
Choose the game you want to give, and when you see your friend’s name on the next screen, touch Send Gift.

Recipient Controls
Touch DS Download Play on the DS Menu Screen and choose Clubhouse Games.

After the gift has been sent, tap OK and return to the main menu.

The game that was given as a gift won’t be erased if the DS goes into Sleep Mode. However, it will disappear if the DS is turned off.
Send and receive messages from others while playing in Multiplayer mode by tapping Chat. Chat functions differently over worldwide Nintendo WFC play than it does over local wireless and Nintendo WFC matches with friends.

Use the stylus to draw or write a message on the Touch Screen.

- **Player’s Icon**
  - Tap a player’s icon to exclude that person from the chat. If you tap All, no more chat messages will be sent.

- **Write or Draw**
  - You can write letters or draw pictures on the board.

- **Erase**
  - Erase the message that you wrote on the screen.

You’ll unlock more colors and stamps as you progress through the game.

Local Wireless and Nintendo WFC Friend Chat

When playing a multiplayer game via local wireless or with a friend via Nintendo WFC, chat is unrestricted. However, if you’re playing a worldwide match over Nintendo WFC, chat is restricted to a set of phrases.

**Chat Display**

If you turn Chat Display on in Options, then chat messages will appear constantly on the top screen. When it’s off, you’ll hear a bell ring and the Chat button will move when you have a message. The message will display when you tap Chat.

**About PictoChat Search**

If PictoChat Search is turned on in Options, the PictoChat icon will flash when someone nearby is PictoChatting. Please note that PictoChat is different from the Chat feature in Clubhouse Games. If you want to join in PictoChat, restart your DS and choose PictoChat from the DS menu to join a room. For details on how to use PictoChat, please read the DS hardware instruction booklet.
**BASIC CARD GAMES**

These are card games with straightforward rules. They include:

- **Old Maid**: Take turns taking cards from other players. Just don’t get stuck with the Queen.
- **Spit**: Stack your cards sequentially on the shared cards. The player who goes out first wins!
- **I Doubt It**: Lie with skill to get rid of your cards first.
- **Sevens**: Place cards down in order around the 7s in the center to get rid of your cards first.
- **Memory**: Turn the face-down cards over and try to make pairs.
- **Pig**: Swap cards to create four of a kind. Once someone has four of a kind, all players race to grab a coin!

**When you finish before your opponents**

When you finish before your opponents, you watch the rest of the game. If you touch your opponents’ icons, you can see what is in their hands.

**INTERMEDIATE CARD GAMES**

These card games are a little more complicated, and are designed for the slightly more experienced player.

- **Blackjack**: Bet your chips and compete against the dealer for the strongest hand.
- **Hearts**: Force your opponents to take hearts or the queen of spades.
- **President**: Get rid of your cards first by playing cards of greater value than your opponents.
- **Rummy**: Make sets with your hand in order to go out first.
- **Seven Bridge**: Get rid of your cards first by creating sets. Sevens are special in this game.
- **Last Card**: Play a card of the same suit as the player before you.
- **Last Card Plus**: Play a card of the same suit or value as the player before you.

**ADVANCED CARD GAMES**

These card games require more skill and are designed for the more sophisticated card player.

- **Five Card Draw**: Create a hand with the cards that you have been dealt and battle against other players for the strongest hand.
- **Texas Hold 'Em**: Create the best hand using the cards you have been dealt and the community cards. The player with the strongest hand wins the pot.
- **Nap**: Players bid on how many tricks they'll take and try to meet that bid.
- **Spades**: Players split up into teams of two in this trick-taking game.
- **Contract Bridge**: Players split into offensive and defensive teams in this trick-taking game.
- **Hearts**: Force your opponents to take hearts or the queen of spades.
- **President**: Get rid of your cards first by playing cards of greater value than your opponents.
- **Rummy**: Make sets with your hand in order to go out first.
- **Seven Bridge**: Get rid of your cards first by creating sets. Sevens are special in this game.
- **Last Card**: Play a card of the same suit as the player before you.
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VARIETY GAMES

From Dominoes to Word Balloon, there are a variety of games here.

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<thead>
<tr>
<th>Game</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soda Shake</td>
<td>Take turns shaking the bottle, but don’t be the one to make it pop!</td>
</tr>
<tr>
<td>Dominoes</td>
<td>Take turns placing tiles and get rid of them before anyone else.</td>
</tr>
<tr>
<td>Koi-Koi</td>
<td>This is the traditional Japanese card game, Hanafuda, using Koi-Koi rules.</td>
</tr>
<tr>
<td>Word Balloon</td>
<td>Pick letters to guess the identity of the hidden word before popping all of your balloons.</td>
</tr>
</tbody>
</table>

ACTION GAMES

Slide balls, blocks, or darts to win these games.

<table>
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<td>Bowling</td>
<td>Roll the ball and battle to knock down the most pins.</td>
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<td>Darts</td>
<td>Throw your darts and battle for the most points.</td>
</tr>
<tr>
<td>Billiards</td>
<td>Be the first to sink the 9 ball.</td>
</tr>
<tr>
<td>Balance</td>
<td>Drop boxes onto an unstable platform, but don’t be the one to knock them off!</td>
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<tr>
<td>Takeover</td>
<td>Knock your pieces onto the platform and battle for the most points.</td>
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ADVANCED BOARD GAMES

These board games are a little more challenging and will take more practice to master.

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<tr>
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<tbody>
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<td>Backgammon</td>
<td>Roll the dice and move your pieces to get all 15 of them to your goal first.</td>
</tr>
<tr>
<td>Chess</td>
<td>Move your 16 pieces across the board to take your opponent’s king.</td>
</tr>
<tr>
<td>Shogi</td>
<td>Move your 20 pieces across the board to take your opponent’s king.</td>
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<tr>
<td>Field Tactics</td>
<td>Attack your opponent’s pieces to take his base.</td>
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<tr>
<td>Ludo</td>
<td>Roll the dice and get all four of your pieces to the goal first.</td>
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BASIC BOARD GAMES

These are simple board games that are a snap to learn.

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<tr>
<td>Chinese Checkers</td>
<td>Move your six pieces to your goal first.</td>
</tr>
<tr>
<td>Checkers</td>
<td>Take your opponent’s pieces by jumping over them.</td>
</tr>
<tr>
<td>Dots and Boxes</td>
<td>Take turns connecting the dots. The player to complete the most squares wins.</td>
</tr>
<tr>
<td>Hasami Shogi</td>
<td>Slide your tiles along the grid to sandwich and take your opponent’s pieces.</td>
</tr>
<tr>
<td>Turncoat</td>
<td>Capture your opponent’s pieces by sandwiching them between yours. The player with the most pieces wins.</td>
</tr>
<tr>
<td>Connect Five</td>
<td>Get five pieces in a row first.</td>
</tr>
<tr>
<td>Grid Attack</td>
<td>Attack your opponent’s space by space to defeat all of his pieces before he gets yours.</td>
</tr>
</tbody>
</table>

SINGLE PLAYER GAMES

Play these games when you want to challenge yourself.

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<tr>
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<th>Description</th>
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<tr>
<td>Solitaire</td>
<td>Move all the cards to the foundation piles to win.</td>
</tr>
<tr>
<td>Mahjong Solitaire</td>
<td>Match open tiles to clear them all.</td>
</tr>
<tr>
<td>Escape</td>
<td>Move the pieces to free the largest tile.</td>
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<td>Bowling</td>
<td>Roll the ball and battle to knock down the most pins.</td>
</tr>
<tr>
<td>Darts</td>
<td>Throw your darts and battle for the most points.</td>
</tr>
<tr>
<td>Billiards</td>
<td>Be the first to sink the 9 ball.</td>
</tr>
<tr>
<td>Balance</td>
<td>Drop boxes onto an unstable platform, but don’t be the one to knock them off!</td>
</tr>
<tr>
<td>Takeover</td>
<td>Knock your pieces onto the platform and battle for the most points.</td>
</tr>
</tbody>
</table>
Here is an explanation of how local wireless play works.

### DS Wireless Play

**What you need**

- Nintendo DS: 2-8
- Clubhouse Games Game Card: 2-8

**Controls**

1. Check to make sure that each DS is turned off. Insert one Clubhouse Games Game Card into each DS Game Card slot.
2. Turn the power on. The DS Menu Screen will appear.
3. Tap Clubhouse Games.
4. Please refer to page 16 for instructions on how to proceed further.

**Sleep Mode in Multiplayer**

If all players close their DSs, you can pause the game. When you want to restart the game, open the DSs and choose Resume Connect.

### DS Download Play

**What you need**

- Nintendo DS: 2-8
- Clubhouse Games Game Card: 1

**Host Controls**

1. Check that the DS is turned off and insert the Game Card into the DS Game Card slot.
2. Turn the power on, and the DS Menu Screen will appear.
3. Tap Clubhouse Games.
4. Please refer to page 17 for instructions on how to proceed further.

**Guest Controls**

1. Turn the power on, and the DS Menu Screen will appear.
2. Tap DS Download Play.
3. Tap Clubhouse Games. The download confirmation screen will appear.
4. If it is correct, tap Yes to download the data from the host.
5. Please refer to page 17 or 19 for instructions on how to proceed further.

Anyone can pause the game or go to the results screen after the game has ended.
Nintendo Wi-Fi Connection allows multiple Clubhouse Games owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must set up Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC-compatible games at selected Internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, or setting up your Nintendo DS, or for a list of available Internet hotspots, visit www.nintendo.com (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

Troubleshooting

If you can’t connect to Nintendo WFC, an error message and error code will appear. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.

From the Multiplayer menu, tap Nintendo WFC to reach the Nintendo WFC menu. When you connect to Nintendo WFC, the hardware and Game Card are treated as a set, so always use the same DS and Clubhouse Games Game Card when playing via Nintendo WFC. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.

Wi-Fi Battle: Connect to Nintendo WFC and choose either a worldwide or friend battle.
Friend Settings: Check your friend code or add someone to your friend roster.
Wi-Fi Settings: Adjust the settings used to connect to Nintendo WFC.
Caution

If you turn the power off during a battle or do something to disconnect from Nintendo WFC, your rank goes down. Please be careful.

**WORLDWIDE BATTLE**

If you choose Worldwide, you can play against people around the world via Nintendo WFC.

**CHOOSING A GAME**

After you choose to play a worldwide battle, pick a game to play from the Worldwide Game Selection screen. From this screen, you can also see your records from previous worldwide battles.

**FINDING AN OPPONENT**

After you choose a game, the Worldwide Confirmation screen will appear. You can check your records here. Then tap Look for Opponents. When your opponents are found, ???????? will appear in your room. Two-player games start as soon as an opponent is found. Games with a flexible number of players won’t start until a certain amount of time has passed or the room fills up.

**RESULTS SCREEN**

After the game ends, the results will appear. From here, you can choose whether to play the game again or quit and play another game. If you quit, you can choose between checking your rank and returning to the Game Selection screen.
**FRIEND BATTLE**

In this mode, you can battle people on your friend roster as long as they’re connected to Nintendo WFC. To do this, choose whether to join or create a room. If you have no one on your friend roster, you can’t play a friend battle.

**SEARCH FOR AN OPPONENT**

Choose to create a room or join a room, then choose the game you want to play.

- **Create a Room**

  Host a game and search for friends to challenge. After everyone is inside the room, tap OK and choose the game you want to play.

- **Find a Room**

  Join a game being hosted by a friend. Once a room has been found, the host’s nickname will appear. Tap it to join the room.

**RESULTS SCREEN**

After the game ends, the results screen will appear. From here, the host can choose whether to play again or play a different game.
**FRIEND SETTINGS**

From the Friend Settings menu, you can view your friend roster, add new friends, and check your own friend code.

Your friend code is a 12-digit number that’s automatically issued to you after you connect to Nintendo WFC for the first time. Exchange this code with your friends and add them to your friend roster.

**FRIEND ROSTER**

Tap Register a Friend to view and modify your friend roster. Tap a name to edit or delete it.

**ADDING A FRIEND**

Follow these steps to add people to your friend roster. You can have 64 people on your friend roster at a time.

Opponents you’ve played via local wireless are automatically added to your friend roster.

**Register a Friend Code**

Enter a friend code to register that friend. After entering the friend code, enter the friend’s name.

**Connect to Nintendo WFC**

After adding a friend code to your roster, connect to Nintendo WFC to confirm that the friend code is valid.

**CHECK CODE**

Tap this to check your own friend code.
Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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