INTRODUCTION

The Nintendo Wi-Fi Connection (Nintendo WFC) allows you to play games over the internet, either at home or at an internet hotspot, using a Nintendo DS and a Nintendo WFC compatible Nintendo DS game.

Look for this icon on Nintendo DS game packaging for games that include the Nintendo WFC feature.

To play games at an internet hotspot, please visit support.nintendo.com for the latest list of hotspots that may be compatible with Nintendo WFC.

To play games over the internet at home, you will need:
- An active broadband internet account.
- A wireless access point, such as a wireless router or the Nintendo Wi-Fi USB Connector.

See page 17 for more information on how to play games at internet hotspots.

See next page for more information on how to play games at internet hotspots.

GAMEPLAY AT INTERNET HOTSPOTS

Free public Wi-Fi access may be available in your area. Please visit support.nintendo.com for the latest list of hotspots that may be compatible with Nintendo WFC.

NOTE: At a public hotspot, it may be necessary to configure your DS similar to at-home play. Please contact the provider or retail location for additional setup details.

Visit support.nintendo.com to locate the nearest Nintendo WFC compatible hotspot, and once there, follow these instructions:

STEP 1
Insert your Nintendo WFC compatible game into your Nintendo DS and turn on the power.

STEP 2
On the Nintendo DS Menu Screen, select the game title in the DS Game Selection panel.

STEP 3
From the game menu options, select the choice for Nintendo WFC game play modes. The name of this choice may vary from game to game.

STEP 4
From the Nintendo WFC menu, select the choice to connect to the Nintendo WFC service. The name of this choice may vary from game to game.

Review the instruction booklet for the game you are playing for specific information on Wi-Fi game options.

IMPORTANT PRIVACY INFORMATION

• To protect your privacy, do not give out personal information such as last name, phone number, birthdate, age, e-mail or home address when communicating with others.

• Your Nintendo Wi-Fi Connection ID is tied to your friend roster and stored on your Nintendo DS system. Be sure to properly safeguard your Nintendo DS system and delete your user information from the Nintendo WFC setup if you will no longer be using your system or game to prevent a subsequent user from having access to your friend roster.

• If you decide to provide personal information to any third party (such as a game publisher) it is subject to the privacy policy of that company, not Nintendo’s privacy practices. Be cautious before providing any personal information to any third party.

Reorder your MAC Address and Nintendo Wi-Fi Connection ID number here (see page 17):

MAC Address

Nintendo Wi-Fi Connection ID

For additional information or assistance on the Nintendo Wi-Fi Connection, go to support.nintendo.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA and Canada only).
GAMEPLAY AT HOME – Wireless Router

To play Nintendo Wi-Fi Connection (Nintendo WFC) compatible games on your Nintendo DS at home over the internet, you must have a wireless access point, like a wireless router, and an active broadband internet connection, like DSL or a cable modem. If you have this setup, go to STEP 1 below.

STEP 1
- Insert your Nintendo WFC compatible game into your Nintendo DS and turn on the power.
- On the Nintendo DS Menu Screen, select the game title in the DS Game Selection panel.
- From the game menu options, select the choice for Nintendo WFC game play modes. The name and menu location of this choice may vary from game to game. Review the instruction booklet for the game you are playing for specific information.
- From the Nintendo WFC menu, select the choice for Nintendo WFC Settings or Setup.

STEP 2
- On the Nintendo Wi-Fi Connection Setup screen, tap the Nintendo Wi-Fi Connection Settings panel.

STEP 3
- Tap the Connection 1 panel. You can save up to three different connection settings if you have access to more than one wireless connection.

STEP 4
- The Nintendo DS will search for your wireless access point. If there is more than one access point within range, it will be listed also. If your access point is not listed, see Troubleshooting, pages 21–24, for assistance.

STEP 5
- From the Nintendo WFC menu in the game and select the option for playing games over the internet. Return to the Nintendo WFC DS menu in the game and select the “OK” to test the connection.

STEP 6
- Tap “OK” to test the connection.
- A blue unlocked icon means you can select that connection and test it without any additional steps.
- A gray locked icon means you have to enter a WEP Key. (See Troubleshooting, pages 21–24, for assistance on finding Wep Keys.)

STEP 7
- The “AOSS” panel
- A red locked icon means you can select that connection but will have to enter a WEP Key. (See Troubleshooting, pages 21–24, for assistance on finding Wep Keys.)

GAMEPLAY AT HOME – AOSS

AirStation One-Touch Secure System™ (“AOSS™”)”

NOTE: Before going to STEP 7, check your wireless access point for a button labeled “AOSS”. If your access point has this button, go to page 8 for information on setting up your DS using AOSS.

STEP 7
- On the Connection Settings screen, tap the AOSS panel.

STEP 8
- Press the “AOSS” button on your router and hold it down until the AOSS light on the router begins to flick or blink (then let go). The DS will be configured to connect to the router. It may take a minute or more for this process to complete.

STEP 9
- After the settings have been saved, you will be able to test the connection. If the connection tests “OK,” you will be given a “Connection successful” message.
- You are now ready to play games over the internet. Return to the Nintendo WFC menu in the game and select the option for playing games over the internet.
- If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems. (Also, see Troubleshooting, pages 21–24.)
GAMEPLAY AT HOME - Manual Setup

Manual Setup

Most users are able to connect successfully using the GAMEPLAY AT HOME - Wireless Router setup steps found on page 4. Manual setup should only be attempted if those steps fail.

For help on Manual Setup and information on many common wireless access points, visit our website at support.nintendo.com.

Manual setup is recommended for users with experience in setting up and configuring wireless access points and internet connection settings. You should be familiar with the following terms, as some of this information may be necessary to complete Manual Setup.

SSID – Service Set Identifier, the name of your access point or wireless router. Review the documentation for your router to find the default SSID name. This name can be changed by the user.

WEP – Wired Equivalent Privacy, a standardized encryption process to help protect information sent over a wireless network.

WEP Key – A password used to encrypt the wireless transfer of data between a wireless device (the Nintendo DSi) and your wireless access point. Both the access point and the DS must have the same WEP Key. (See Troubleshooting, pages 21-23, for assistance on finding WEP Keys.)

IP Address – Internet Protocol Address, a unique number used to identify the devices sending and receiving data over a wireless network.

Submit Host – The part of the IP Address that specifies the wireless network.

IMPORTANT: Before plugging the Nintendo Wi-Fi USB Connector into your PC, you MUST first install the software on the CD ROM included with the USB Connector.

When you are finished editing settings, tap the ‘OK’ button to save your changes.

For Manual Setup, follow the GAMEPLAY AT HOME - Wireless Router procedure STEP 1 through STEP 6 (pages 4-5), then follow the instructions below.

STEP 7 On the Connection 1 Settings screen, tap the Manual Setup panel.

STEP 8 On the Manual Setup screen, tap the Edit panel for each setting that you will enter information for.

STEP 9 Using the Keyboard panel, enter the desired information. You can either use the stylus, or the Nintendo DS + Control Pad and A/B Buttons to enter information.

STEP 10 When you are finished editing settings, tap the Test Connection panel on the Manual Setup screen (see page 12). If the test is successful, you will be given a “Connection successful” message. You are now ready to play games over the internet. Return to the Nintendo WFC menu in the game and select the option to play games over internet. If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems. (Also, see Troubleshooting, pages 21-24.)

Note: You must be using the Windows® XP or Windows Vista™ operating system on your PC, with a broadband internet connection, to use the Nintendo Wi-Fi USB Connector. (Check support.nintendo.com for the latest PC driver versions.)

IMPORTANT: Before plugging the Nintendo Wi-Fi USB Connector or USB connector into your PC, you MUST first install the software on the CD ROM included with the USB Connector.

After installing the USB connector on your PC, you need to use the Nintendo Wi-Fi Registration Tool to allow your Nintendo DSi to communicate with the USB connector. Follow the instructions included with the connector, or see the instructions on the next page.

IMPORTANT: Your PC must be ON when registering your DSi, or when connecting up to the USB Connector for Nintendo WFC gameplay.

Follow the GAMEPLAY AT HOME - Manual Setup steps found on pages 4-5, then follow the instructions below.

STEP 6 On the Nintendo Wi-Fi Connection Setup screen, tap the Connect to your Nintendo Wi-Fi USB Connector panel. If you have installed the USB connector on your PC, select “OK” to proceed.

STEP 7 You will be prompted to use the Nintendo Wi-Fi Registration Tool on your PC to grant your DSi system permission to access the USB Connector. Click on the registration tool icon in the task bar at the bottom of your PC screen to start the registration tool.

Nintendo® Wi-Fi USB Connector

If you do not have a wireless access point, you can purchase (subject to availability) the Nintendo Wi-Fi USB Connector. The Nintendo Wi-Fi USB Connector is a Nintendo WFC dedicated wireless access point, only for use with a Nintendo DSi or Wii system, that can be installed in a USB port on your PC.

Note: You must be using the Windows® XP or Windows Vista™ operating system on your PC, with a broadband internet connection, to use the Nintendo Wi-Fi USB Connector. (Check support.nintendo.com for the latest PC driver versions.)

IMPORTANT: Before plugging the Nintendo Wi-Fi USB Connector or USB connector into your PC, you MUST first install the software on the CD ROM included with the USB Connector.

After installing the USB connector on your PC, you will need to use the Nintendo Wi-Fi Registration Tool to allow your Nintendo DSi to communicate with the USB connector. Follow the instructions included with the connector, or see the instructions on the next page.

IMPORTANT: Your PC must be ON when registering your DSi, or when connecting up to the USB Connector for Nintendo WFC gameplay.

Gateway – The wireless network’s broadcasting device. When manually setting up a wireless connection, you enter this device’s IP Address.

DNS – Domain Name System, a system for converting networked computer names to IP Addresses. When manually setting up a wireless connection, this entry specifies the IP Address of the server that handles DNS functions.

MAC Address – Media Access Control Address, a unique identifier assigned to a networking device.

DHCP Server – The server that automatically assigns IP Addresses.

For Manual Setup, follow the GAMEPLAY AT HOME - Wireless Router procedure STEP 1 through STEP 6 (pages 4-5), then follow the instructions below.

STEP 1 On the Connection 1 Settings screen, tap the Manual Setup panel.

STEP 2 On the Manual Setup screen, tap the Edit panel for each setting that you will enter information for.

STEP 3 Using the Keyboard panel, enter the desired information. You can either use the stylus, or the Nintendo DS + Control Pad and A/B Buttons to enter information.

STEP 4 Tap the Test Connection panel on the Manual Setup screen (see page 12). If the connection tests OK, you will be given a “Connection successful” message. You are now ready to play games over the internet. Return to the Nintendo WFC menu in the game and select the option to play games over internet. If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems. (Also, see Troubleshooting, pages 21-24.)

Note: You must be using the Windows® XP or Windows Vista™ operating system on your PC, with a broadband internet connection, to use the Nintendo Wi-Fi USB Connector. (Check support.nintendo.com for the latest PC driver versions.)

IMPORTANT: Before plugging the Nintendo Wi-Fi USB Connector or USB connector into your PC, you MUST first install the software on the CD ROM included with the USB Connector.

After installing the USB connector on your PC, you need to use the Nintendo Wi-Fi Registration Tool to allow your Nintendo DSi to communicate with the USB connector. Follow the instructions included with the connector, or see the instructions on the next page.

IMPORTANT: Your PC must be ON when registering your DSi, or when connecting up to the USB Connector for Nintendo WFC gameplay.
STEP 8 Click on the Nintendo DS username and select from the menu to allow or deny access to Nintendo DS systems on the same network. If there is more than one Nintendo DS in your wireless network, repeat this procedure for each system you want to be able to connect to the Nintendo WFC. After granting permission, the Nintendo DS will ask if you want to run a connection test. Select "OK" to begin. After the test is completed, the Nintendo DS will display a "Connection successful" message. Your Nintendo DS is now ready to play games over the internet. Return to the Nintendo WFC menu on the DS and select the option for playing games over the internet. Review the instruction booklet for specific information. If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems. (Also, see Troubleshooting, pages 21-24.)

IMPORTANT: For more information on the Nintendo Wi-Fi USB Connector and the latest versions of the PC drivers, go to support.nintendo.com.

STEP 5 On the Nintendo Wi-Fi Connection Setup screen, tap the Options panel.

STEP 6 On the Options screen, there are three choices:

1. System Information
2. Erase Nintendo WFC Configuration
3. Transfer Nintendo WFC Configuration

See following pages for a description of these options.

NOTE: Some of these options are not available until you have made a connection to the Nintendo WFC for the first time.

1. System Information
The MAC Address is a unique identification number assigned to a networking device. Each Nintendo DS has its own MAC Address. The Nintendo Wi-Fi Connection ID is an identification number assigned to each user when you first connect up to the Nintendo WFC. This ID number is required to play games on the Nintendo WFC. This information is stored in the internal memory of your Nintendo DS. This connection ID system protects others from using any of your connection settings or friend roster information.

CAUTION: If you erase your Nintendo WFC Configuration, all wireless connection settings and friend roster information for ALL games will be permanently lost. This option should be used if you will no longer be using your Nintendo DS and want to erase the information so others are unable to use it.

2. Erase Nintendo WFC Configuration
This option allows you to erase your Nintendo WFC ID number, connection settings, and friend roster information.

CAUTION: If you erase your Nintendo WFC Configuration, all wireless connection settings and friend roster information for ALL games will be permanently lost. This option should be used if you will no longer be using your Nintendo DS and want to erase the information so others are unable to use it.

3. Transfer Nintendo WFC Configuration
This option allows you to transfer your system information to another Nintendo DS. This will permanently delete it from your current DS. This option is useful if you want to use your wireless connection settings and friend roster on another DS system.

• Select DS Download Play from the Nintendo DS Menu Screen on the system you want to send the system information to. (See page 10 in the Nintendo DS instruction booklet.)
• Select the Transfer Nintendo WFC Configuration panel from the options screen on the DS system you are sending the information from. Follow the on-screen instructions after you have set the receiving Nintendo DS system on DS Download Play.

TROUBLESHOOTING
In many cases where there is a failure to connect to a wireless access point or the Nintendo WFC, an error code will be displayed on the DS screens. For an explanation of error codes and assistance with Nintendo WFC troubleshooting, visit our website at support.nintendo.com.

As a first step in troubleshooting, check the following items, and then review the troubleshooting steps on pages 22-24.

• Please review Wireless Communication Guidelines (page 25) to be sure you are maintaining a strong signal when trying to make a connection.
• Make sure your internet connection is working properly.
• Make sure your wireless access point is working properly.

In some cases, if your Nintendo WFC Configuration is configured correctly but you are unable to make a connection, the authentication server may be busy or unavailable. Try connecting again later after calling for service.

The Nintendo Wi-Fi Connection may experience unannounced temporary service outages to ensure proper server maintenance. Service may be terminated at some point in the future. For details on server status, visit support.nintendo.com.

IMPORTANT: Please record your MAC Address and Nintendo Wi-Fi Connection ID on the back cover of this manual for future reference.
TROUBLESHOOTING

You may need to check your router's settings to troubleshoot the following symptoms: If you are not sure how to change the settings, please consult your router manual, your router manufacturer, or the internet service provider that installed your router. You may also visit support.nintendo.com for more information on router settings.

Enter WEP Key: WEP Key screen (Access Point/Link icon, red, P. 7).

- Move closer to the access point or re-orient yourself so there is nothing between you and the access point. Review wireless communication guidelines on page 24.
- Make sure you have the latest Firmware Update for your router. Check with the router manufacturer or the internet service provider that gave you the router.

Security Settings: Security Setting is incompatible or not valid.

- Move closer to the access point or re-orient yourself so there is nothing between you and the access point. Review wireless communication guidelines on page 24.
- Make sure you have the latest Firmware Update for your router. Check with the router manufacturer or the internet service provider that gave you the router.

TERMS OF USE AGREEMENT (cont.)

The Nintendo DS is only compatible with the WEP Key entered in the first (#1) area. Make sure you are entering the actual WEP Key and not a Pass Phrase. If the WEP Key is a hidden (i.e. ********), then you may need to manually enter a WEP key. Use a 10 digit number that is easy for you to remember.

WIFI is the only security that the Nintendo DS is compatible with. You will need to change the security on your router to WIFI or you might consider purchasing a Nintendo WPA-USB Connector (see page 16). This will allow you to access the internet without impacting the security settings of your home router.

Connection test unsuccessful or unable to connect to Nintendo WFC. (Cont.)

- Avoid having people or other obstructions between the DS systems and other wireless devices. Move closer to the access point or re-orient yourself so there is nothing between you and the access point. Review wireless communication guidelines on page 24.
- Make sure you have the latest Firmware Update for your router. Check with the router manufacturer or the internet service provider that gave you the router.

Make sure you are using software designed to interrupt, destroy or limit the functionality of any computer software or hardware or telecommunications equipment.

- Make sure you are using software designed to interrupt, destroy or limit the functionality of any computer software or hardware or telecommunications equipment.

Unauthorized advertising or promotional materials (e.g. "spam"); or (d) any material that contains software viruses or similar code or prohibits you from adjusting the channel settings of your router.

Nintendo reserves the right, at its sole discretion, to (a) change, modify, add, or delete portions of this Agreement and to discontinue or modify the Service.

- Make sure you are using software designed to interrupt, destroy or limit the functionality of any computer software or hardware or telecommunications equipment.

For assistance with Nintendo WFC troubleshooting, visit support.nintendo.com (in Canada, and Latin America) or call 1-888-961-1677 (USA and Canada only).

Wireless Communication Guidelines

WIRELESS COMMUNICATION GUIDELINES

Wireless Signal Strength

During wireless communication setup or gameplay, an icon will appear on the upper or lower Nintendo DS screens showing the strength of the wireless signal. This icon has four modes depending on the signal strength:

- WEAKER
- 1
- 2
- 3
- STRONGER

For optimal communication, keep the signal strength at 2 or 3 by moving closer to the wireless access point if necessary.

Follow these guidelines to maintain a strong signal:

- Keep the maximum distance between systems and the access point at 30 feet (10 meters) or less.
- The DS systems should face the access point as directly as possible.
- Avoid having people or other obstructions between the DS systems and the access point.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location if possible or turn off the interfering device.

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Infringements

All use, distribution and performance of the Software and the Internet Service through or in connection with the Nintendo DS, or any part thereof, or the Nintendo WFC software is subject to the Nintendo WFC Terms of Use Agreement.

Connection test unsuccessful or unable to connect to Nintendo WFC. (Cont.)

- Make sure you are using software designed to interrupt, destroy or limit the functionality of any computer software or hardware or telecommunications equipment.

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Access to Third Party Content

Through your access to the Service, you may obtain, or third parties may provide, access to other World Wide Web resources where you may be able to obtain additional content data or software. Because Nintendo has no control over such third-party sites and services, no liability shall arise for the accuracy, content, or availability of any material contained thereon. We do not make any representation or warranty as to the accuracy of such information (including, without limitation, reliability, truthfulness, or otherwise). Personal information you provide to such third parties shall be subject to the policies and terms of such parties, and you hereby irrevocably waive any claims against us with respect to such sites and third party content.

Friend Roster

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 rosters 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 shall not make any effort on your behalf to retrieve your information after you remove your DS. You are solely responsible for protecting your information from unauthorized access or use.

Privacy

Nintendo cares about the privacy of its users. By using the Service you agree to our Privacy Policy which is available at www.nintendo.com/privacy.

Disclaimer of Responsibility for User Content and Submissions

We have the right, but are not obligated, to strictly enforce this Agreement through self-help, active investigation, litigation and prosecution. We do not warrant, verify or guarantee, and it is not our responsibility to verify, the quality, accuracy or integrity of any User Content or Submissions that you may access. However, we reserve the right, at our sole discretion, to monitor, review, edit or remove any User Content or Submission that is transmitted by you, and to take any action we believe in our sole discretion to be necessary to protect users of the Service from fraudulent, abusive, or unlawful use of the Service. Any use of the Service in violation of the foregoing is in violation of these terms and may result in, among other things, the termination or suspension of your rights to use the Service. If any of the terms of this Agreement shall be deemed invalid, void or for any reason unenforceable, that term shall be deemed severable and shall not affect the validity and enforceability of any remaining terms. Nintendo may terminate this Agreement, or terminate or suspend your access to the Service at any time, with or without cause, with or without notice.

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