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**The Pokémon Company**

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Nintendo of America Inc.  
P.O. Box 957, Redmond,  
WA 98073-0957 U.S.A.  
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**NINTENDO DS™**



**POKÉMON  
PLATINUM  
VERSION™**

**INSTRUCTION BOOKLET  
MANUEL D'INSTRUCTIONS**

**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 while watching 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 watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ 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 have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- 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 make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard 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.
- 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 deform the battery.
- 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.

### **Important Legal Information**

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REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

### NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



The Pokémon Company

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This is the Platinum version of Pokémon, an extension of the Diamond and Pearl versions with new story elements and expanded play features, including different types of Pokémon. Pokémon Platinum Version can communicate with the Diamond and Pearl versions and Pokémon Battle Revolution using Nintendo DS Wireless Communications. It can also be linked to the Ruby, Sapphire, FireRed, LeafGreen, and Emerald versions using the Dual Slot function of the Nintendo DS. It is not possible to communicate with the Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is also NOT compatible with Pokémon Stadium or Pokémon Stadium 2 for the Nintendo 64, nor Pokémon Colosseum, Pokémon XD, or Pokémon Box for the Nintendo GameCube.

- \* It is also not compatible with Pokémon Battle e-Cards or the WiiWare title My Pokémon Ranch.
- \* The Dual Slot function is available only with Nintendo DS and Nintendo DS Lite.

## YOUR ADVENTURE BEGINS

In this world live creatures called Pokémon. Humans and Pokémon have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists—such as Professor Rowan of Sandgem Town—have dedicated their lives to Pokémon research.

One day you and your friend decide to travel to nearby Sandgem Town. You plan on asking the famous Professor Rowan to give you each a Pokémon. However, outside your hometown, the grass grows wild, and so do the Pokémon living in that grass. You both know that it's dangerous to walk in the grass without Pokémon of your own to protect you, but your friend says he's got a plan to keep you both safe...

\* In Pokémon Platinum Version, you can choose from either a boy or girl character. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

\* Pokémon Platinum Version uses the clock feature of the Nintendo DS system. Please do not change the Nintendo DS system you are using or change the time setting of your Nintendo DS system. This will affect many aspects of your game, including Berry growth, lucky-number drawings, massages, and the Pal Park.

## OBJECT OF THE GAME

The Sinnoh region is filled with many strange and mysterious wonders. Your adventure will mature you as a Trainer and have you cross paths with many people. Only with the help of friends and the cooperation of your Pokémon will you be able to complete this daring adventure.

### 🕒 Catch Many Different Pokémon!

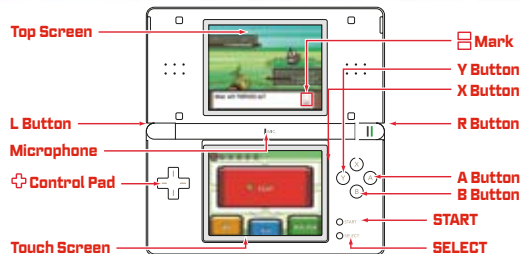
One major goal is to complete your Pokédex by collecting lots of different kinds of Pokémon. When you catch a Pokémon, its data will automatically be recorded in your Pokédex. Visit Professor Rowan every once in a while to have him rate how complete your Pokédex is.

\* In order to catch all the Pokémon in the Sinnoh region and complete your Pokédex, you must trade with the Diamond and Pearl versions, as well as with other Pokémon versions. Work together with your friends to get your Pokédex as complete as possible!

### 🕒 Become the Best Trainer Ever!

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle wild Pokémon, as well as other Trainers. Both types of battle will help you and your Pokémon become stronger. There are also Pokémon Gyms in the Sinnoh region, each of which has a very talented Trainer known as the Gym Leader. Only those who defeat the Gym Leaders will be accepted as true Trainers. It will be a tough fight, but you must be brave and charge into battle!

## BASIC CONTROLS



\* Closing the Nintendo DS while playing will automatically put it into Sleep Mode. Opening the Nintendo DS will resume the game.

- Control Pad** ..... Move around in the field or move the cursor on menu screens.
  - A Button** ..... Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text.
  - B Button** ..... Return to the previous screen or cancel a command.  
\* If you have the Running Shoes, you can run while holding down the B Button.
  - X Button** ..... Open the Menu (see page 7).
  - Y Button** ..... Use a Key Item that you have Registered (see page 15).
  - L or R Button** ..... Cycle through selections when available (cannot be used if you set button mode to L=A).
  - START** ..... Start the game, move the cursor, or quit the slot machine.
  - SELECT** ..... Organize or switch items.
  - Mark** ..... The top square means top screen, and the bottom square means Touch Screen. When this is displayed in red, it means control has moved to the Touch Screen. When displayed in blue, it means to pay attention to the top screen.
- The Touch Screen is used at various times during your adventure. When control has moved to the Touch Screen, touch or slide icons for control according to the situation. In this Instruction Booklet, an orange frame surrounds the top screen and a red frame surrounds the Touch Screen.

## STARTING THE GAME

1. Make sure the Nintendo DS system is turned off. Insert the Pokémon Platinum Game Card into the Game Card slot on the back of the system and push until it clicks into place.
2. After you turn the power on, the Health and Safety Screen is displayed. After fully reading the information, touch the Touch Screen to continue.
3. Touch the Pokémon Platinum panel on the Nintendo DS Menu Screen to start the game.
  - \* If you set the Nintendo DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.
4. Press the A Button or START on the title screen to start the game.

### Starting a New Game

At first, Professor Rowan will explain the game to you. When you are done reading, select "NO INFO NEEDED" and press the A Button.



- \* Only one game may be saved at a time (one main character). If you select "NEW GAME" and already have a saved game, you will not be able to save. You will need to delete your saved data if you would like to restart the game from the beginning (see page 7).

### Choose Your Gender and Name

Select your gender: Use the  $\leftarrow$  Control Pad to highlight one, then press the A Button to decide. Then, enter a name for your character. To enter a name, touch a letter on the Touch Screen, or use the  $\leftarrow$  Control Pad to highlight a letter and press the A Button. If you make a mistake, touch "BACK" or press the B Button to go back one letter. When you've finished entering your name, select "OK" to start your journey!

- \* To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email, or home address when communicating with others or use such personal information in areas that will be seen by others.
- \* Remember, your gender and name cannot be changed later.

### Continue

Continue playing from the last place you saved (see page 8).

- \* "CONTINUE" will be added to the Start Menu after you save the game. Saving the game can be done by selecting "SAVE" on the Menu Screen (see page 8).



### Deleting Your Saved Game

To delete your saved game, go to the title screen, and then simultaneously press Up on the  $\leftarrow$  Control Pad, SELECT, and the B Button. Once your saved data is deleted, it CANNOT be restored. Please be careful when deleting your saved data. (All Pokémon and items will be deleted.)

## THE MENU SCREEN

Press the X Button to bring up the Menu Screen.

- \* Some selections will be added to the Menu Screen by progressing through the adventure.

### Pokédex

Information is recorded here about Pokémon you see and catch. Use the Touch Screen or  $\leftarrow$  Control Pad for control. "SEARCH POKÉMON" will enable you to search for Pokémon by alphabetical or numerical order. In addition to reviewing a Pokémon's data, you can listen to their cries, check out where they live, or see how large they are compared to you.



### Pokémon

View information on the Pokémon in your party, or change their order: Use the  $\leftarrow$  Control Pad to highlight a Pokémon, and press the A Button to check the Summary of a Pokémon or switch the order of a Pokémon in your party. If a Pokémon has learned a hidden move (see page 14), it can be selected for use here.



## Bag

You can store your items here. Items are automatically divided in your bag. Touch the Touch Screen or press Left or Right on the  $\left\{ \right\}$  Control Pad to change screens.

### Arranging Items in the Bag

Open your Bag, move the cursor to an item you want to move, and press SELECT. Next, move the cursor to the place where you want to move the item, and then press SELECT or the A Button.

You cannot move an item to a different pocket.

## Your Name (Trainer Card)

View your own Trainer Card. On the front it displays information such as your ID Number; the amount of money you have, the number of Pokémon you've seen, and how long you've been playing. By pressing the A Button, you can also see the back side. After having traded or fought, it will display how many times you've traded Pokémon and your battle record with friends. You can also view the Gym Leaders you have defeated and Badges you have obtained by touching the Touch Screen.

## Save

You can save your game at any time, except during a battle or Contest. By choosing "CONTINUE" on the Start Menu, you can continue playing from the last place you saved (see page 7).



\* Do not turn the Nintendo DS system off or remove the Nintendo DS Game Card until the game has finished saving.

\* Warning! If you select "NEW GAME" and already have a saved game, you will not be able to save (see page 7).

## Options

Change certain game settings, such as Text Speed and Battle Style. Press Up and Down on the  $\left\{ \right\}$  Control Pad to select a setting, then press Left and Right on the  $\left\{ \right\}$  Control Pad to change it. After any settings are changed, select "CLOSE" on the bottom of the menu and select "YES" using the A Button to save the changes. Select "NO" to cancel changes.

\* If Battle Animations are "OFF," the actions of Pokémon during battle will be displayed only by text on the screen.

## Exit

Press either the X Button or B Button to close the Menu Screen.

## ABOUT BATTLES

There are two kinds of battles. One is when you fight against wild Pokémon, and the other is when you battle other Pokémon Trainers. When a battle starts, the Pokémon on the top left of your Party Pokémon will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points (see page 11). However, if all your Pokémon faint, you will lose the battle, lose some of your money, and be returned to the last Pokémon Center you used.

## Fighting Wild Pokémon and Battling Pokémon Trainers

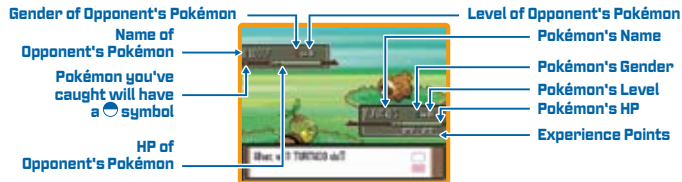
When you pass through places where Pokémon live, such as caves and grassy areas, wild Pokémon may attack. When they do, you can use a Poké Ball (or another type of Ball) to catch them (see page 11).

If you make eye contact with a Trainer, or walk in front of one, the Trainer will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until one of you loses all of your Pokémon. If you are victorious, you will be rewarded with prize money.

\* You cannot capture an opponent's Pokémon.

During a battle against a Trainer, the number of Pokémon you each have will be indicated by a  $\odot$  symbol. To win the battle, defeat all of your opponent's Pokémon.

## The Battle Screen




**HP** ..... Pokémon's health. When its HP reaches 0, the Pokémon faints and can't battle anymore.


**Experience Points** ..... Displays the Experience Points in the current level. When the gauge becomes full, the Pokémon's level goes up (see page 11).



Opponent's Party  
Pokémon (not  
displayed when  
fighting wild  
Pokémon)

- Fight** ..... Display the Pokémon's Moves. Select one to attack. Each Move can be used a particular number of times. When PP reaches 0, the Pokémon can't use that Move anymore.
- Bag** ..... Open your Bag. Gain access to helpful items.
- Run** ..... Attempt to escape from a battle. You cannot run from a battle against a Trainer.
- Pokémon** ..... Switch Pokémon or look at a Pokémon's summary.
-  ..... Watch for shaking Poké Balls as they contain Pokémon that are close to gaining a level.

### Pokémon (Switch Pokémon)

Touch "POKÉMON" or select "POKÉMON" by using the  Control Pad and pressing the A Button. On the next screen, choose the Pokémon you want to switch, then confirm by selecting "SHIFT".

### When Status Is Affected

When your Pokémon gets hit by an opponent's attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Alternatively, you can take it to a Pokémon Center where it will recover completely.

**Poison** ..... Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished.


*\* When affected by Poison, the screen will shake and a sound will be heard.*

**Confuse** ..... If a confused Pokémon uses a Move during battle, there is a chance it could attack itself. The Pokémon will recover when it goes back to its Poké Ball.

**Faint** ..... When its HP reaches 0, the Pokémon faints and can no longer battle.

There are other status problems, such as **Paralyze**, **Sleep**, **Frozen**, **Burn**, and so on.

## CATCHING POKÉMON

You can catch wild Pokémon with Poké Balls (see page 13). While in battle, touch "BAG" or select it by using the  Control Pad and pressing the A Button, then select "POKÉ BALLS." Select a Poké Ball you want to use and throw it at the Pokémon to try to catch it. After you have caught the Pokémon, you can give it a nickname.

*\* If your Pokémon party is full with six Pokémon, the new Pokémon will automatically be transferred to Someone's PC (the Pokémon Storage System).*

### Where to Find Pokémon

Pokémon inhabit caves and areas with tall grass. Certain Pokémon only appear in the morning or in the late evening. Water-type Pokémon might appear when you are crossing a lake or ocean by using the HM Surf. You can also use a Fishing Rod by the water; or while crossing water; to catch some Pokémon. Press the A Button when "!" appears.

### Tips for Catching Pokémon

You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.

## RAISING POKÉMON

### Experience Points

When you win a battle, Experience Points are given to Pokémon that fought in the battle. When the Experience Point gauge fills completely, a Pokémon's level goes up. When a Pokémon gains a level, its stats get higher; and it might learn a new Move.

### Tips on Raising Pokémon

Place the Pokémon whose level you want to raise in the first slot of your Pokémon party. Immediately switch to another Pokémon as soon as you enter a battle. As long as you win the battle, even the Pokémon that didn't fight will receive a portion of the Experience Points. By repeating these steps, you can slowly but steadily increase the level of a weak Pokémon.

### Pokémon Evolution

There are some Pokémon that evolve and change form as they grow. A Pokémon can evolve when its level increases, through the use of certain items, if it is traded (see page 19), and so on.

## A Pokémon Egg

If you leave a couple of your Pokémon at the Day Care you find along your journey, you may return to find an Egg. Eggs will hatch if you keep them in your party long enough.

## BUILDINGS IN TOWN

There are many different buildings and houses in the Sinnoh region. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

## Pokémon Center (PC)

The people here will heal your injured Pokémon for free. You can also use the PC here. A Pokémon Center is the most useful place a Pokémon Trainer can visit!



\* Communication play can be done with your friends on 2F and B1F of a Pokémon Center (see page 18).

## Healing Your Pokémon and PC

Give your Pokémon to the lady behind the counter to completely recover their HP and PP. Your Pokémon will also recover completely if they have fainted, are poisoned, and so on.

By using a PC, you can store or withdraw your Pokémon. Also, you can store Mail, edit the Ball Capsule, or get Professor Rowan to rate your current Pokédex.

\* PCs can be found in other buildings besides a Pokémon Center.

## Poké Mart

Here, you can buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things. Also, the number of Badges you have will affect what you can buy.

## Super Contest

The Pokémon Super Contest is held someplace in the Sinnoh region. This Contest allows Pokémon to compete using their charms. There are five competition categories to choose from: Cool, Beauty, and so on. Your Pokémon will compete through three types of Contest: Visual, Dance, and Acting. You can even compete against friends using DS Wireless Communications (see page 22).

## Battle Frontier

Once you have defeated the Elite Four and the Pokémon Champion, you can visit the Battle Frontier, a place for Pokémon battles. You can also team up and battle with friends using DS Wireless Communications at the Battle Frontier (see page 33).

## VARIOUS ITEMS

There are various kinds of items in the Sinnoh region. Items can be obtained by buying them at stores and finding them during your journey.

### Items

Items that improve Pokémon stats, relate to Pokémon evolution, and so on are listed here.

**Repel** ..... Prevents weak wild Pokémon from attacking for up to 100 steps.

### Medicine

These items heal Pokémon or cure Pokémon status problems.

**Potion** ..... Restores Pokémon HP by 20.

**Antidote** ..... Cures poisoned Pokémon.

### Poké Balls

These are necessary for catching Pokémon. Use the different Poké Balls creatively, depending on the types of Pokémon you encounter, to increase your chance of catching them.

**Poké Ball** ..... Catches wild Pokémon.

### TMs & HMs

Both Technical and Hidden Machines allow your Pokémon to learn new Moves. A Technical Machine (TM) can be used only once, but you can use a Hidden Machine (HM) as often as you like. Different types of Pokémon will be able to learn different Moves.

There are Moves that can be used both in battle and in the field. They can even be used in the field when the Pokémon who has learned the Move has fainted. Note that HM Moves cannot be used in the field until you obtain certain Gym Badges.



## Hidden Moves

**Cut** ..... Instantly cuts down trees that block the road.

**Fly** ..... Instantly returns you to a town you've previously visited.

## Moves

**Flash** ..... Lights up dark caves.

## Berries

Berries can be given to Pokémon to hold or they can be used as ingredients in making Poffins. Picking Berries makes the plant disappear, but you can plant Berries to grow more of them.

**Oran Berry** ..... A Pokémon holding this Berry will use it during a battle to restore some HP.

## Poffins

Poffins are sweets that increase the Condition of your Pokémon. A higher-level Poffin increases Condition more. If its Condition is high, a Pokémon will enjoy greater ratings in a Pokémon Contest (see page 12). You will need the Poffin Case, obtained during your journey, before you can start making Poffins.

First, select the Berry to cook into a Poffin, and then touch the Touch Screen to stir the Pot in the direction of the arrow. At first, stirring too fast will cause the batter to overflow. Later on, stirring too slowly will cause the Poffin to burn. The fewer overflows and burns you have while creating a Poffin, the better it will be! Because each Pokémon has its favorite Poffin, try feeding various kinds of Poffins to your Pokémon.

## Mail

Give Mail to your Pokémon to hold. Trade Pokémon holding Mail with friends to exchange letters.

**Air Mail** ..... Stationery that features a colorful design and letters.

## Battle Items

Items that can be used to give you the advantage in battle.

**X Attack** ..... Raises the Attack stat of a Pokémon in battle.

## Key Items

Important items for your adventure. Some can be obtained during your journey.

**Pal Pad** ..... Check friends you battled or traded with (see page 24).

**Town Map** ..... Map of Sinnoh region.

**Fashion Case** ..... Keep Pokémon Accessories.

**Explorer Kit** ..... Provides access to the Underground (see page 21).

**Vs. Recorder** ..... Record videos of battles you've had.

## Vs. Recorder

Records a video of battles you've had with friends over Nintendo® Wi-Fi Connection, or battles you've had in the Battle Frontier (see page 33). You can show off your Battle Videos to other Trainers by visiting the Battle Video Corner on the third floor of the Global Terminal (see page 31).

*\* You can only save one of your own battles as a Battle Video. Saving another Battle Video will overwrite your previous video, so please use caution. You can save up to three Battle Videos from other Trainers.*

*\* Wireless router and broadband access required for online play.*



## Save a Battle Video of a Battle Against a Friend

After battling a friend, you will see the message, "Press the A Button to save a Battle Video of this battle." Press the A Button to save the Battle Video to your Vs. Recorder.

## Save a Battle Video at the Battle Frontier

After the battle, you will see the screen to the right. Select "RECORD," and then "YES" to save the Battle Video.

## Watch Saved Battle Videos

Select the Vs. Recorder from the KEY ITEMS Pocket. Touch the Touch Screen, then when you see the screen to the right, touch "MY VIDEO" to view your Battle Video, or touch "OTHER VIDEOS" to watch other Trainers' videos you have saved by visiting the Global Terminal (see page 26). Next, touch the ► button to play back the video.



## Delete Records

Delete Battle Videos that you have saved. To do so, select the video you'd like to delete, and touch "YES."

## MIGRATE POKÉMON FROM THE GBA

You can migrate Pokémon caught in the Game Boy™ Advance Pokémon series: Pokémon Ruby, Sapphire, Emerald, FireRed, and LeafGreen versions (referred to collectively below as GBA Pokémon series), to Pokémon Platinum Version. The migrated Pokémon show up in the Pal Park. You will be able to catch them there.

\* To migrate Pokémon, you'll need to have obtained the National Pokédex in Pokémon Platinum Version. You can do this by making sure you see all the Pokémon listed in the Pokémon Platinum Sinnoh Pokédex.

### How to Migrate Your GBA Pokémon

- 1 Make sure that the Nintendo DS system is turned off. Insert the Pokémon Platinum Version Game Card into the Game Card slot on the back of the system and push until it clicks into place. Then insert a GBA Pokémon series Game Pak into the Game Pak slot of the Nintendo DS system and push until it clicks into place.
- 2 Turn the power on and touch the Pokémon Platinum panel on the Nintendo DS Menu Screen to start the game.
- 3 Select "MIGRATE FROM [VERSION NAME]" on the Start Menu.

\* The screen on the right shows when Pokémon Emerald Version is used.
- 4 Touch "YES" when you are asked if you would like to migrate Pokémon from [your name]'s [version name] Game Pak. Touch "YES" when you see the message "Pokémon CANNOT be returned to the Game Boy Advance Game Pak. Make Pokémon migrate to the Pokémon Platinum Game Card?" to complete the migration.
- 5 The Pokémon you can migrate will be displayed. Touch a Pokémon to select and touch again to deselect. You can only migrate six Pokémon a day (24 hours) per Game Pak. The game will automatically proceed once you select six Pokémon to migrate.
- 6 Once you touch "YES," the Pokémon will migrate to Pokémon Platinum Version, as seen on the screen to the right. Touch "NO" to cancel if you decide not to migrate. After you choose "YES," restart the game and visit the Pal Park to see the Pokémon you've migrated.



- \* Pokémon that are holding Mail or have learned a hidden move cannot migrate.
- \* The Pokémon migrated will disappear from their original GBA Pokémon series Game Pak. Please be careful. Once migrated, Pokémon will never be able to go back to their original GBA Pokémon series Game Pak.
- 7 The Pal Park has a competition to see how quickly you can catch six Pokémon. You are given six Park Balls upon entering the competition. Pokémon migrated will appear in the Pal Park. Throw your Park Balls to catch six Pokémon. How well you score depends on how long it takes you to catch all six Pokémon.
- \* New Pokémon cannot be migrated until you finish catching the six Pokémon already in the Pal Park.

### Only Six Pokémon Can Migrate per Day

When you see the message "Pokémon cannot be made to migrate for 24 hours," you cannot migrate Pokémon to the Pal Park for 24 hours, even if you change the Nintendo DS's clock settings or try to play Pokémon Platinum Version in a different Nintendo DS system. When you see the screen shown at the right, select "YES," and wait 24 hours.



## GYM LEADERS AND BADGES

There is a Leader in every Pokémon Gym. If you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these badges allows you to use HM Moves that previously could not be used in the field, even if your Pokémon had learned them. The number of Badges you obtain determines what level of traded Pokémon will follow your orders.

1 ...up to Lv. 10

2 ...up to Lv. 30

4 ...up to Lv. 50

6 ...up to Lv. 70

8 ...any level

Allows you to use Rock Smash, even when outside of battle

Oreburgh City Gym / Roark **COAL BADGE**



Allows you to use Cut, even when outside of battle

Eterna City Gym / Gardenia **FOREST BADGE**



## COMMUNICATION

You can connect to nearby Nintendo DS systems using Nintendo DS Wireless Communications. You can also connect to a person who lives far away by using Nintendo Wi-Fi Connection (Nintendo WFC). Please check the following pages for more information.

\* Please note, while Pokémon Platinum Version can communicate with Diamond and Pearl versions, there are some wireless features that are exclusive to Pokémon Platinum Version.

### DS Wireless Communications (Connect to Nearby Nintendo DS Systems)

On the second floor of a Pokémon Center, you'll find the Union Room counter, Colosseum counter, and Trainer Sign reception (where you can sign the back of your Trainer Card).

#### Pokémon Wireless Club Union Room

The Union Room is a room where people can gather to enjoy battles, trade Pokémon, and chat with each other. You need to check in at the Union Room counter and save your game before entering. Once inside, press the A Button while facing someone to speak to that person. There are various Features you can enjoy in the Union Room, including Chat.

\* If you trade Pokémon, you will be given the option to add the player you trade with to your Pal Pad (see page 24).

#### Greet

Show your Trainer Card to each other. Press the B Button to end.

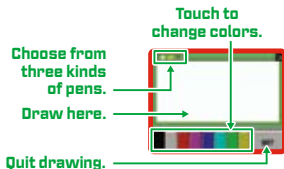
#### Draw

Draw a picture with up to five friends. The people participating will be displayed on the top screen.

#### Battle

For a Single Battle (see page 21), choose two Pokémon that are Lv. 30 or under. After choosing your Pokémon, select "CONFIRM" to start the battle.

\* You need at least two or more Pokémon that are Level 30 or below in your party in order to participate in a Union Room battle.



#### Trade

Trade Pokémon with your friends. Talk to other players to offer to trade Pokémon. Also, you can receive offers from other players to trade Pokémon. When players agree to trade, the screen on the right will be displayed.

Select a Pokémon you want to offer for trade using the Control Pad. Select "TRADE" when you have decided which Pokémon to trade.

Once you and the other player have selected Pokémon to offer for a trade, select "YES" and press the A Button to complete the trade.

\* Pokémon that evolve by being traded will evolve at this time.

Choose "Quit" after trading to return to the Union Room.

\* Pokémon are saved once the trade has been completed.

#### Give a Pokémon an item to hold before trading it!

You can give an item to your Pokémon to hold before trading. By doing this, you are essentially trading items using Pokémon. Remember, certain Pokémon will evolve when they are traded holding certain items.

#### Mix Records (Up to 5 Players)

You can exchange your own various records with up to four friends. Once your records are mixed with those of your friends, the records of those friends have a chance to be broadcast on TV in the game. To mix records, talk to the person you would like to mix your records with. You can also accept offers to mix records with other players. Once each player is ready to mix, the screen on the right will be displayed.

Other players can also take part in record mixing if they are in the Union Room. The player listed at the top of the list needs to press the A Button after all players participating in record mixing have entered. After mixing is completed, all players return to the Union Room.



## Spin Trade (Up to 5 Players)

### \*Pokémon Platinum Version only

Trade Pokémon Eggs with friends. You won't know whose Egg you'll get until the trade has finished. To do a Spin Trade, talk to the person you would like to trade with. You can also accept offers to Spin Trade with other players. Once each player is ready to trade, the screen on the right will be displayed. Other players can also take part in the Spin Trade if they are in the Union Room. The player at the top of the list needs to press the A Button after all players participating in the Spin Trade have entered.

During the Spin Trade, touch the Touch Screen to spin the Eggs around. After the Spin Trade is completed, all players return to the Union Room. The fun is in not knowing what kind of Pokémon Egg you've received until the Pokémon hatches!

## Chat (Everyone in the Union Room)

You can send messages to the people who are in the Union Room. Press the X Button to bring up the Union Room menu and select "CHAT" listed at the top. Create a message by selecting a word for each text box. When ◀▶ is displayed, you can switch the sentence by pressing Left and Right on the ⌘ Control Pad.

Words that can be entered in the text box are categorized by topic groups. Select a text box by using the ⌘ Control Pad and pressing the A Button. Next, choose a topic group. When you choose a group by pressing the A Button, you'll find words related to that group. Touch the Touch Screen to switch the list between the following two modes.

**Group Mode** ..... Search for a word based on the topic groups.

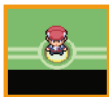
**ABC Mode** ..... Search for a word in alphabetical order. When you send a message, it will be displayed on the Touch Screen of everyone in the Union Room.

## Leaving the Union Room

Step onto the yellow circle to exit the Union Room.



**Bonus Area**  
If your Egg lands on a spotted area, you'll receive a Berry!



## 🌀 Pokémon Communication Club Colosseum (2 or 4 Players)

Two or four players can do battle here. First choose a type of battle, and then select a Cup. Different Cups set rules for which Pokémon can participate in the battle. You can use any Pokémon if you select "NO RESTRICTIONS."

\* You are given the option to register the player you battled in your Pal Pad after battling (see page 24).

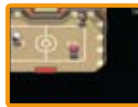
## Two-Player Battle

**Single Battle** ..... Use one Pokémon each for the battle.

**Double Battle** ..... Use two Pokémon each for the battle.

**Mix Battle** ..... Choose three Pokémon. Each Trainer chooses one of the opponent's Pokémon, mixes them with his or her party, and then battles the other Trainer:

- 1 Decide who will "BECOME LEADER" after saving the game. The other player will need to select "JOIN GROUP." After selecting your opponent, press the A Button to confirm.
- 2 A battle will begin after each player steps on the correct spots located on the right and left sides of the room. When you play a Mix Battle, the battle will start after choosing a Pokémon to switch. To quit a battle, select "RUN." You can leave the Colosseum by using the exit at the bottom of the room.



## Four-Player Battle

**Multi Battle** ..... Four players will be split into two teams. Each player uses one Pokémon.

\* You cannot enter the Colosseum without each player having three or more Pokémon in his or her party.

## 🌀 Underground (Up to 8 Players)

You can play in the Underground. This is a broad tunnel complex spread beneath the Sinnoh region. You will need the Explorer Kit, obtained during your journey, in order to gain access to the Underground. Press the X Button to see Menu options.

**Traps** ..... Place a Trap. You can also dig holes into the wall using the Digger Drill. You can rescue someone from a Trap by talking to them.

**Spheres** ..... If you bury Spheres, they will grow.

**Goods** ..... Items used to decorate your Secret Base are stored here.

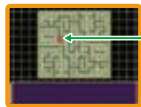
**Treasures** ..... Treasure you have found is stored here.

**Your Name** ..... Check your records for the Underground.

**Go Up** ..... Return to above ground.

### Secret Base

You can create your own Secret Base wherever you like. All you have to do is use the Digger Drill while facing a wall. You can decorate your Secret Base with goods you have collected by using the PC inside the Secret Base.



**Radar**  
The red dot is you. The red square is your Secret Base.

### Digging for Buried Treasure

Throughout the Underground are items buried within the walls. Watch the Radar for yellow dots. These are places where objects can be found. Once close to the yellow Radar dots, touch the Touch Screen to ping the exact location of the Treasure. Stand next to the wall where a dot was seen and press the A Button to start digging. Obtain Spheres and Treasure by using the sledgehammer and pickax before the rock wall collapses.

**Wall's strength**



**Treasure**

**Sledgehammer**  
[strong digging power]

**Pickax**  
[weak digging power]

### Super Contest (2 to 4 Players)

You can participate in the Contest with your friends [see page 12]. First, speak to the receptionist on the far left end of the room. Then, decide which category and which Pokémon you would like to compete with. Decide who will become the leader; and then have everyone else choose "JOIN GROUP." The Contest begins when all the players are ready.



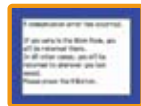
### Making Poffins (Up to 4 Players)

Make Poffins with your friends [see page 14]. Speak to the lady at the Poffin House near the Contest Hall. Then, choose "IN A GROUP" when the screen on the right is displayed. After saving, decide who will become the leader; and then have everyone else choose "JOIN GROUP." The Poffin making begins when all the players are ready.



### Communication Error

In some cases, there is a chance an error, such as on the screen on the right, might occur during communication. In such cases, press the A Button to return to the last place you saved.



### Nintendo Wi-Fi Connection

Using Nintendo Wi-Fi Connection (WFC), Pokémon Platinum Version will enable you to connect with a friend and play over the Internet.

There are four ways to play over Nintendo Wi-Fi Connection.

- **Battle, trade, cook Poffins, visit the Wi-Fi Plaza, or voice chat with friends who you have registered to your Pal Pad. You can also battle with friends at the Battle Frontier [see page 33].**
- **Trade your Pokémon with other Trainers at the Global Terminal, and view records [see page 26].**
- **Play games with other Trainers at the Wi-Fi Plaza and play with Tap Toys [see page 32].**
- **Battle with other Trainers in the Wi-Fi Battle Room in the Battle Tower [see page 33].**

\* When you use Nintendo Wi-Fi Connection, your Trainer name and Pokémon nicknames will be shown to people all over the world. As players are free to choose their own names, we ask that you please refrain from using offensive language.

\* Nintendo Wi-Fi Connection may discontinue service at any time without warning. We ask for your understanding.

## Setting Up Nintendo Wi-Fi Connection

1 You will need to establish a broadband Internet connection to use Nintendo Wi-Fi Connection. From the Start Menu, select "NINTENDO WFC SETTINGS" to access the Nintendo Wi-Fi Connection configuration. Please see the Nintendo Wi-Fi Connection instruction booklet, available at [www.nintendo.com/consumer/manuals](http://www.nintendo.com/consumer/manuals), if you need directions on setting up your Nintendo DS.



\* If you change the configuration of your Nintendo DS system and Pokémon Platinum Version, you need to do the setup again to connect. The registration on the Pal Pad will also be deleted (see page 25).

2 Start and continue your game. Visit either the Pokémon Wi-Fi Club at BIF of a Pokémon Center; the facilities in the Global Terminal, or the Battle Tower to obtain your own Friend Code.

\* Without a Friend Code, you cannot connect to Nintendo Wi-Fi Connection.

## When You Cannot Connect

If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. Please see the Nintendo Wi-Fi Connection instruction booklet, available at [www.nintendo.com/consumer/manuals](http://www.nintendo.com/consumer/manuals).



## Pokémon Center (BIF)

Using Nintendo Wi-Fi Connection, you can battle, trade, or voice chat with friends whose Friend Codes you have registered in your Pal Pad (see page 25).

## Pal Pad

You can register the player who you battled or traded with using DS Wireless Communications (see pages 18 and 21). You can also manually enter the Friend Codes of your friends.



\* You will not exchange Friend Codes after a Union Room battle.

## Check Friend Roster

Check Friend Codes that you have registered. There are also details about your interactions with your friends. You can rewrite or delete the Friend Code names. Up to 32 Friend Codes can be registered in the Pal Pad.

## Register a Friend Code

To register a Friend Code your friend has given you, enter the friend's name first, and then enter his or her 12-digit Friend Code.

\* The Friend Code is designed as a safety precaution, allowing play only with people you personally know well. Posting your Friend Code on a Message Board, or trading it with strangers, can result in receiving modified data or viewing offensive language. Please do not share your Friend Code with people that you do not know.

## Your Friend Code

Check your own Friend Code.

\* To receive your Friend Code, you must connect to Nintendo Wi-Fi Connection.

\* If you erase your saved game and start over from the beginning, your Friend Code will also be erased. Additionally, any Friend data you have registered in your Pal Pad will also be erased.

## Pokémon Wi-Fi Club

Speak with the receptionist at the center desk on the basement floor of any Pokémon Center. Once you have successfully connected to Nintendo WFC, you will see the Pokémon Wi-Fi Club screen. From the Pokémon Wi-Fi Club, you can connect with others to battle, trade, cook Poffins, visit the Battle Frontier; play minigames at the Wi-Fi Plaza, and voice chat. You will see your status on the top screen and your friend's status on the Touch Screen.

\* To turn voice chat ON or OFF, press the X Button.

\* Some games are only available for play between Pokémon Platinum Versions.

Your friend's status will appear as follows:

	..... Battle Invite/In Battle		..... Plaza Game Invite/In Plaza Games
	..... Trade Invite/Trading		..... Voice Chatting/Voice Chat OFF
	..... Cooking Invite/Cooking		..... Standing By
	..... Battle Frontier Invite/In Battle Frontier		..... Have not yet met the play requirements. Please continue your adventure.

If you touch a friend's name on the Touch Screen, his or her play records and Battle Frontier (see page 33) results will be displayed. Touch "CLOSE" or press the A Button or B Button to return.

\* Battle Frontier results will only be displayed after you have visited the Battle Frontier yourself.

### Voice Chat [Chat with Friends Standing By]

When you select a friend who is on standby, "VOICE CHAT" will let you have a conversation with that player by pressing the A Button and speaking into the microphone. Select it to start a voice chat session. Press the A Button or B Button and select "YES" if you would like to end the voice chat session.

\* If the volume is too loud, reduce the volume on the Nintendo DS unit.

### Inviting Friends

When you want to find other people to interact with, go to the PC in the Pokémon Wi-Fi Club and press the A Button. You can select the activity you'd like to invite others to participate in from the menu that appears. When you want to cancel an invitation, press the A Button or B Button and select "YES."

### Apply [To Friends Offering an Invitation to Battle or Trade]

Friends may invite others to battle or trade. This will be shown on the top screen. If you would like to accept the invitation, approach that friend and press the A Button to talk to him or her.

### Exiting the Pokémon Wi-Fi Club

To exit the Pokémon Wi-Fi Club, leave the room.

## Global Terminal

You can view Trainer records and trade Pokémon with Trainers all over the world using Nintendo Wi-Fi Connection and the Global Terminal located in Jubilife City.

\* Uploaded records may be erased without warning.

### 1st Floor

Global Trade Station (page 27)  
Trainer Rankings (page 31)  
Battle Video Rankings (page 31)

### 2nd Floor

Box Data (page 31)  
Dress-Up Data (page 31)

### 3rd Floor

Battle Video (page 31)



## Global Trade Station (GTS)

You can trade Pokémon with Trainers all over the world using Nintendo Wi-Fi Connection. To enter, speak with the receptionist at the GTS Reception Counter, and save your game. When you see the screen shown on the lower right, select "YES."

\* You do not need to register Friend Codes to use the GTS.



### Deposit Pokémon

Deposit Pokémon you would like to offer for trade. The Pokémon will be traded if there is someone who accepts your conditions. Choose this option to start the GTS trading process.

\* Pokémon successfully traded through the GTS will not return.

- 1 Choose a Pokémon you would like to offer for trade from your party or a Box. Use the Control Pad to move the cursor. Use to scroll through Boxes.



\* Only one Pokémon can be deposited at a time. Take back Pokémon if you would like to offer different Pokémon for trade.

- 2 Select a Pokémon you would like to receive for the Pokémon you have deposited. Once deposited, you are done for now. When someone accepts your conditions, your Pokémon will automatically be traded.



\* Only Pokémon that are already recorded in your Pokédex can be entered as conditions for a GTS trade.

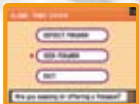
\* Once you have deposited a Pokémon, you do not have to be connected to Nintendo WFC for the trade to go through.

\* There is a chance a Pokémon might disappear if you don't connect to the GTS for a long time. Be sure to check your deposited Pokémon's status once in a while.

\* "SUMMARY" is displayed in the menu when a trade has not been made for your deposited Pokémon. Choose "TAKE BACK" if you want to bring back the Pokémon.

## Seek Pokémon

You can search for Pokémon you want from the Pokémon registered by people. Normally, only three Pokémon are found per search regardless of how many Pokémon are registered by people. However, the number of Pokémon you can look for increases a couple of days after a successful trade, and also after you offer a Pokémon for trade. Enter the conditions of a Pokémon you want to seek.



\* Only Pokémon that are already recorded in your Pokédex can be entered as conditions for a GTS search.

Enter the search criteria and select "SEARCH" to find a Pokémon that meets your conditions. If no Pokémon meet your conditions, "None were found" will be shown. If you find a Pokémon, touch the Trainer to check his or her conditions for trading Pokémon, which is displayed on the top screen.

If you have a Pokémon in your party that can meet the conditions, you can trade it. If you do not want to trade, press the B Button to cancel the trade.

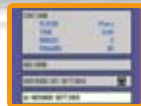
## Wii Message Settings

If you select "Wii MESSAGE SETTINGS" and complete the setup, once your Pokémon have traded over the GTS you will receive a Wii message on your Wii™ console (see page 29).



## Wii Number Settings

- 1 First, add wfc-mail@nintendo.com to your Wii console's Address Book by selecting "Register" ➔ "Other." Once the address has been entered, return to the Wii Menu Screen.
- 2 From the Start Menu on the Nintendo DS, select "Wii MESSAGE SETTINGS" and you will be shown the "Register Wii Number" screen. Use the ⬇ Control Pad to read the instructions.
- 3 Enter your Wii number; and reenter it a second time to proceed to the confirmation screen. Connect to Nintendo WFC to register your Wii number. At the screen to the right, select "YES." A "Registration Code" will be sent to your Wii console. Check your Wii for the Registration Code.

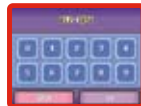


- \* It may take some time for the Wii message to appear on your Wii Message Board.
- \* The Parental Control must be deactivated in order for the Registration Code to be sent to your Wii console.

## Entering the Registration Code

You will receive a Wii message containing a 7-digit Registration Code. Enter the last 4 digits on the "Enter Registration Code" screen. If there are no errors, your Wii number will be registered.

Example: 012-3456 — Enter these digits



## Protecting Your Wii Number

Once your Wii number has been registered, you will be asked to set a 4-digit Wii number password to protect your Wii number. Enter any 4-digit number you like. Do not forget your password.

- \* If you give your Game Card to another person or discard it, make sure to delete your Wii number by going to the "Delete Wii Message Settings" screen.

## Using Wii Messages

Some settings need to be changed on your Wii. In your Wii console's Internet Settings, WiiConnect24™ must be set to ON. For more information, please see the Wii Settings and Data Management section of your Wii Operations Manual.

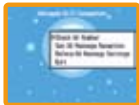


For more information about finding your Wii number, please see the Wii Message Board section of your Wii Operations Manual. When the Registration Code has been registered on your DS, the nickname color will change in your Wii console's Address Book.



### Checking Your Wii Number

You can check the Wii number you've registered by going to the "Check Wii Number" screen. Once you've entered your password, your Wii number will be displayed.



- \* If you've forgotten your password, your Wii number cannot be viewed. If this happens, select "Delete Wii Message Settings" to erase the registered Wii number; and re-register the Wii number from the "Register Wii Number" screen.

### Set Wii Message Reception

Select whether or not you would like to be contacted by Wii message once your trade has gone through the GTS. Selecting "YES" will set your Wii message to "Register." Selecting "NO" will set your Wii message to "Don't Register," so the next time you use the GTS you will not receive a Wii message.

### Delete Wii Message Settings

Selecting "YES" will erase your Wii number and the password.

### Geonet

At Geonet in the Global Terminal, you can view a map of the locations of all the friends you have met around the world. First, register your location on the map. Use the Control Pad to move up and down, and press the A Button to select.

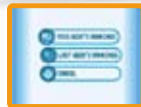


- \* Once you've completed registration, your location cannot be changed.

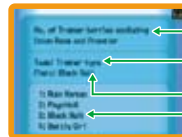
Using Geonet, you can view the location information for all the friends you have met around the world. Move the cursor over a point and press the X Button to view the location name.

### Trainer Rankings \*Pokémon Platinum Version Only

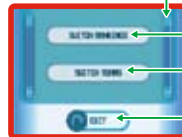
You can view rankings of all the Trainers around the world, divided into teams and ranked by different categories. Your personal results will automatically be sent to your team. Face the rankings machine and press the A Button to connect to Nintendo WFC and start up the Vs. Recorder. You can see this week's and last week's results. When you are finished, touch "CANCEL" to exit.



### Viewing the Rankings



- Ranking type
- Team search criteria
- Your team
- Ranking



- Slide to scroll up and down through the rankings.
- Switch ranking type.
- Change team search criteria.
- Return to the previous screen.

### Battle Video \*Pokémon Platinum Version Only

Send your own Battle Videos and view other Trainers' Battle Videos. Battle Videos will be assigned a 12-digit number. You can pass this number on to friends so that they can find your Battle Video.

### Battle Video Rankings \*Pokémon Platinum Version Only

Battle Videos are ranked in order of popularity.

### Box Data \*Pokémon Platinum Version Only

Show off a PC Box full of Pokémon. Select your favorite wallpaper and arrange your Pokémon according to a favorite theme, and upload your data for all to see. You can also view other Trainers' Box Data.

### Dress-Up Data \*Pokémon Platinum Version Only

Display Pokémon Dress-Up photos taken on the second floor of Jubilife TV. You can also view other Trainers' Dress-Up Data.

## Wi-Fi Plaza \* Pokémon Platinum Version Only

The Wi-Fi Plaza is a facility where you can interact with Pokémon Trainers from all over the world. You can chat and play Plaza Games, or play with Tap Toys. The Wi-Fi Plaza is a place that you can only play in for a set period of time each time you connect. When closing time approaches, a fireworks display is shown, and you can join a Parade.

### Entering the Wi-Fi Plaza and Playing with Tap Toys

Talk to the receptionist at the far left counter in the basement of any Pokémon Center. Once you have successfully connected, you will be taken to the Wi-Fi Plaza.

Upon entering the Wi-Fi Plaza, you will be loaned a Tap Toy. While you are in the Wi-Fi Plaza, your Tap Toy will be displayed on the Touch Screen. Touching the Tap Toy will produce a sound or light effect. You can trade Tap Toys with other Trainers and upgrade your Tap Toy by playing Plaza Games. If you would like to disconnect from the Wi-Fi Plaza before closing time, please exit through the point where you entered the Plaza.



### General-Inquiries Counter/Visitor Profiles/Plaza News/ Footprint Stamp/Plaza Survey

The general-inquiries counter in the center of the Wi-Fi Plaza can give you information regarding any of the Wi-Fi Plaza features. You can see the location of any of the Pokémon Trainers currently in the Wi-Fi Plaza by checking the Visitor Profiles. The Plaza News will show you how much time is left at the Wi-Fi Plaza, how many people are connected, and the latest survey topic. You can stamp your Pokémon's footprints on the footprint panel in either black or white. The Plaza Survey results will be displayed once the closing time of the Wi-Fi Plaza draws near.

### Plaza Games

There are three Plaza Games, for two to four players. At the game's entrance, select "JOIN" to join the game and put out an invitation for other players. Once four players have joined, or if at least two players have joined within the time limit, the Plaza Game will start.

## Battle Frontier (Play over Nintendo DS Wireless Communications/Nintendo WFC)

The Battle Frontier is only accessible after you have beaten the Elite Four and the Pokémon Champion. It's an area with five facilities for Pokémon Battles, each with its own unique rules. On your own, you can compete in Single or Double Battles, or you can connect with a friend and try a Multi Battle. When you win a battle at the Battle Frontier, you are awarded BP (Battle Points). When you team up with a friend, you can earn even more BP than usual. Collect BP to trade for items or Scratch-Off Cards.

\* To do a Multi Battle with a friend over Nintendo WFC, enter the Wi-Fi Club (see page 25) and select the Battle Frontier. Both you and your friend will need to have Pokémon Platinum Version to compete in a Multi Battle this way.

### Battle Tower

Select three of your own Pokémon for a Single Battle or four Pokémon for a Double Battle. You can also compete in a Multi Battle by yourself at the Battle Tower. You can connect with Trainers all over the world to battle.

### Wi-Fi Battle Room

In this facility, you can battle Trainers over Nintendo Wi-Fi Connection. Beat all seven Trainers in the room to earn BP. If you continue to win, your rank will go up and you'll face tougher Trainers. Aim for the toughest Trainer!

- 1 At the counter, select "CHALLENGE" and select the three Pokémon you'd like to enter.  
\* Eggs and select Pokémon cannot be entered.
- 2 Connect to Nintendo WFC and select a Battle Room, and then select "YES." Your battle against the Trainers will begin.
- 3 Once the battle is over, you will be asked if you would like to upload the results over Nintendo WFC. If you select "YES," your results will be uploaded and the data will be reflected in the other Trainers you fight from then on. If you select "NO," your results will not be sent.



\* You can also compete in Single and Double Battles from the center counter without connecting to Nintendo WFC.

You'll also enjoy exploring the Battle Hall, Battle Factory, Battle Castle, and Battle Arcade!

## Nintendo Wi-Fi Connection allows multiple Pokémon Platinum Version owners to play together over the Internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the Nintendo Wi-Fi Connection instruction booklet, available at [www.nintendo.com/consumer/manuals](http://www.nintendo.com/consumer/manuals), if you need directions on setting up your Nintendo DS system.
- To complete 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, 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.
- See the Terms of Use Agreement (see pages 35–37) that governs Nintendo Wi-Fi Connection game play and is also available at [www.nintendo.com/games/wifi](http://www.nintendo.com/games/wifi).
  - \* The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.
  - \* To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, email, school, or home address when communicating with others.

For additional information on Nintendo Wi-Fi Connection, setting up your Nintendo DS, or a list of available Internet hotspots, visit [www.nintendo.com/games/wifi](http://www.nintendo.com/games/wifi) (USA, Canada, and Latin America) or call 1-800-895-1672 (USA/Canada only).

## TERMS OF USE AGREEMENT

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, licensors and licensees (collectively, "Nintendo," and sometimes referenced herein by "we" or "our"). Nintendo provides the Service to you subject to the terms of use set forth in this agreement ("Agreement").

**PLEASE READ THIS AGREEMENT CAREFULLY BEFORE USING THE SERVICE AND/OR DS. BY USING THE SERVICE AND/OR DS, YOU ARE AGREEING TO BE BOUND BY THIS AGREEMENT.**

The terms of use contained in this Agreement shall apply to you until you no longer use or access the Service, or until your use of the Service is terminated. If at any time you no longer agree to abide by these or any future terms of use, your only recourse is to immediately cease use of the Service. We reserve the right, at our sole discretion, to change, modify, add, or delete portions of this Agreement and to discontinue or modify the Service at any time without further notice. Your continued use of the Service after any such changes, constitutes your acceptance of the new terms of use. It is your responsibility to regularly review this Agreement. You can review the most current version of this Agreement at any time by visiting [www.NintendoWiFi.com/terms](http://www.NintendoWiFi.com/terms).

### USER CONDUCT

It is important that you do your part to keep the Service a friendly and clean environment. In particular, you may not use the Service to:

- Upload, transmit, or otherwise make available any content that is unlawful, harmful, harassing, or otherwise objectionable;
- harm minors in any way;
- misrepresent your identity or impersonate any person, including the use or attempt to use another's user ID, service or system;
- manipulate identifiers in order to disguise the origin of any content transmitted through the Service;
- upload, post, email, transmit or otherwise make available: (a) any content that you do not have a legal right to make available; (b) any content that infringes any patent, trademark, trade secret, copyright or other proprietary rights of any party; (c) any unsolicited or unauthorized advertising or promotional materials (e.g. "spam"); or (d) any material that contains software viruses or similar code or programs designed to interrupt, destroy or limit the functionality of any computer software or hardware or telecommunications equipment.
- use any portion of the Service for any unlawful purpose;
- engage in any activity that disrupts, diminishes the quality of, interferes with the performance of, or impairs the functionality of, the Services or networks connected to the Service; or
- undertake any other act that we determine to be harmful or disruptive to Nintendo, the Service, any user, or any other third party, as set forth in a revised version of this Agreement.

Further, you agree not to post, reveal or otherwise make available any personal information, such as your real name, birth date, age, location, e-mail address or any other personally identifiable information ("Personal Information"), on or through the Service, as any Personal Information provided by you may be visible to others.

## TERMS OF USE AGREEMENT (cont.)

### SUBMISSIONS

All User Content posted on, transmitted through, or linked from the Service, whether or not solicited by Nintendo (collectively, "Submissions"), is the sole responsibility of the person from whom such Submissions originated. Nintendo is not obligated: (a) to maintain any Submissions in confidence; (b) to store or maintain the Submissions, electronically or otherwise, (c) to pay any compensation for any Submissions or any use thereof; or (d) to respond to any user in connection with or to use any Submissions. Nintendo shall not be liable for any use or disclosure of any Submissions.

### DISCLAIMER OF WARRANTY; LIMITATION OF LIABILITY; INDEMNIFICATION

THE SERVICE AND THE NINTENDO CONTENT, USER CONTENT, DATA OR SOFTWARE AVAILABLE THROUGH IT (COLLECTIVELY, THE "CONTENT") ARE PROVIDED ON AN "AS IS" AND "AS AVAILABLE" BASIS. USE OF THE SERVICE, INCLUDING ALL CONTENT, DISTRIBUTED BY, DOWNLOADED OR ACCESSED FROM OR THROUGH IT, IS AT YOUR SOLE RISK AND NINTENDO ASSUMES NO RESPONSIBILITY FOR THE CONTENT OR YOUR USE OR INABILITY TO USE ANY OF THE FOREGOING. WE DO NOT GUARANTEE THE CONTENT ACCESSIBLE OR TRANSMITTED THROUGH, OR AVAILABLE FOR DOWNLOAD FROM THE SERVICE WILL REMAIN CONFIDENTIAL OR IS OR WILL REMAIN FREE OF INFECTION BY VIRUSES, WORMS, TROJAN HORSES OR OTHER CODE THAT MANIFESTS CONTAMINATING OR DESTRUCTIVE PROPERTIES. TO THE FULLEST EXTENT PERMISSIBLE PURSUANT TO APPLICABLE LAW, NINTENDO DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SERVICE AND ALL CONTENT AVAILABLE THROUGH THE SERVICE, INCLUDING WITHOUT LIMITATION ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT.

NINTENDO ASSUMES NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY A USER, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA FROM DELAYS, NONDELIVERIES OF CONTENT, ERRORS, SYSTEM DOWN TIME, MISDELIVERIES OF CONTENT, NETWORK OR SYSTEM OUTAGES, FILE CORRUPTION, OR SERVICE INTERRUPTIONS CAUSED BY THE NEGLIGENCE OF NINTENDO OR A USER'S OWN ERRORS AND/OR OMISSIONS EXCEPT AS SPECIFICALLY PROVIDED HEREIN. YOU UNDERSTAND AND AGREE THAT YOU WILL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR DS OR LOSS OF DATA THAT RESULTS FROM THE DOWNLOAD OF ANY CONTENT.

UNDER NO CIRCUMSTANCES, INCLUDING, WITHOUT LIMITATION, NEGLIGENCE, SHALL NINTENDO OR ITS OFFICERS, DIRECTORS, OR EMPLOYEES BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES ARISING FROM OR IN CONNECTION WITH THE USE OF OR THE INABILITY TO USE THE SERVICE OR ANY CONTENT CONTAINED THEREON, OR RESULTING FROM UNAUTHORIZED ACCESS TO OR ALTERATION OF YOUR TRANSMISSIONS OR CONTENT THAT IS SENT OR RECEIVED OR NOT SENT OR RECEIVED, INCLUDING BUT NOT LIMITED TO, DAMAGES FOR USE OR OTHER INTANGIBLES, EVEN IF NINTENDO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

You agree to indemnify, defend and hold harmless Nintendo and its service providers from and against all liabilities, losses, expenses, damages and costs, including reasonable attorneys' fees, arising from: (1) any violation of this Agreement by you; (2) your violation of any rights of a third party; (3) your violation of any applicable law or regulation; (4) information or content that you submit, post, transmit or make available through the Service, or (5) your use of the Service or the DS.

## TERMS OF USE AGREEMENT (cont.)

### 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 upload or download content, data or software. Because Nintendo has no control over such sites and resources, we explicitly disclaim any responsibility for the accuracy, content, or availability of information found on such sites or through such resources. We do not make any representations or warranties as to the security of any information (including, without limitation, credit card and other Personal Information) you may provide to any third party, and you hereby irrevocably waive any claim 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 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.

### 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](http://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. Nintendo does not warrant, verify or guarantee, and is not liable for, the quality, accuracy or integrity of any User Content or Submissions that you may access. However, we reserve the right to, at our sole discretion, remove, take down, destroy or delete any User Content or Submissions at any time and for any reason. We may access, use and disclose any Submissions or User Content transmitted by you via or in connection with the Service, to the extent permitted by law, in order to comply with the law (e.g., a lawful subpoena); to protect our rights or property, or 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.

### GENERAL

This Agreement constitutes the entire agreement between you and Nintendo and governs your use of the Service, superseding any prior agreements between you and Nintendo with respect to use of the Service. You also may be subject to additional terms and conditions that may apply when you use affiliate services, third-party content or third-party software. Nintendo's failure to exercise or enforce any right or provision of this Agreement shall not constitute a waiver of such right or provision.

By using the Service, you agree that the laws of the State of Washington, without regard to principles of conflict of laws, will govern this Agreement and any dispute of any sort that might arise between you and Nintendo. 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.

### CONTACT US:

Nintendo of America Online Privacy Administrator, 4820 150th Ave NE, Redmond, WA 98052 or visit [www.nintendowifi.com](http://www.nintendowifi.com).

# WARRANTY & SERVICE INFORMATION

REV-Q

You may need only simple instructions to correct a problem with your product. Try our website at [support.nintendo.com](http://support.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.

## HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.\* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.\*

## SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at [support.nintendo.com](http://support.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.\*

\*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

## WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACTO OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

# Renseignements sur l'entretien et la garantie

REV-Q

Vous pourriez n'avoir besoin que de simples instructions pour corriger un problème. Vous pouvez visiter notre site Web à [support.nintendo.com](http://support.nintendo.com) ou appeler notre Ligne sans frais d'assistance aux consommateurs, au 1 (800) 255-3700, plutôt que de retourner chez votre détaillant. Nos heures d'ouverture sont de 6 h 00 à 19 h 00, heure du Pacifique, du lundi au dimanche (heures sujettes à changement). Si le problème ne peut pas être résolu en consultant les renseignements sur les problèmes et leurs solutions en ligne, ni au téléphone, on vous offrira un service usine exprès chez Nintendo. Veuillez n'expédier aucun produit sans avoir appelé Nintendo au préalable.

## GARANTIE SUR LES APPAREILS

Nintendo of America Inc. (Nintendo) garantit à l'acheteur original que l'appareil ne connaîtra aucun défaut de matériaux ou de main-d'oeuvre pour une période de douze (12) mois suivant sa date d'achat. Si un tel défaut couvert par la présente garantie se produit pendant cette période de garantie, Nintendo réparera ou remplacera sans frais la pièce ou le produit défectueux.\* Le propriétaire original ne peut profiter de la présente garantie que si la date d'achat du produit a été enregistrée au point de vente ou si le consommateur peut prouver, à la satisfaction de Nintendo, que le produit a été acheté dans les douze (12) derniers mois.

## GARANTIE SUR LES JEUX ET ACCESSOIRES

Nintendo garantit à l'acheteur original que le produit (jeu ou accessoire) ne connaîtra aucun défaut de matériaux ou de main-d'oeuvre pour une période de trois (3) mois suivant sa date d'achat. Si un tel défaut couvert par la présente garantie se produit pendant cette période de trois (3) mois, Nintendo réparera ou remplacera sans frais le produit défectueux.\*

## ENTRETIEN APRÈS ÉCHÉANCE DE LA GARANTIE

Veuillez visiter notre site Web, [support.nintendo.com](http://support.nintendo.com) ou appeler la Ligne d'assistance aux consommateurs au 1 (800) 255-3700 pour trouver des renseignements sur les problèmes et solutions, sur les options de réparation ou de remplacement et les prix.\*

\*Dans certains cas, il peut s'avérer nécessaire d'expédier le produit, PORT PAYÉ ET ASSURÉ CONTRE DOMMAGES ET PERTE, chez Nintendo. Veuillez n'expédier aucun produit sans appeler Nintendo au préalable.

## LIMITES DE LA GARANTIE

LA PRÉSENTE GARANTIE SERA NULLE SI LE PRODUIT : (a) A ÉTÉ UTILISÉ AVEC D'AUTRES PRODUITS QUI NE SONT NI VENDUS, NI BREVETÉS PAR NINTENDO (Y COMPRIS, SANS S'Y LIMITER, LES MÉCANISMES D'AMÉLIORATION ET DE COPIE DES JEUX, LES ADAPTEURS ET LES MÉCANISMES D'APPROVISIONNEMENT EN ÉLECTRICITÉ); (b) A ÉTÉ UTILISÉ À DES FINS COMMERCIALES (Y COMPRIS LA LOCATION); (c) S'IL A ÉTÉ MODIFIÉ OU ALTÉRÉ; (d) EST ENDOMMAGÉ À CAUSE DE NEGLIGENCE, ACCIDENT, UTILISATION ABUSIVE OU DE TOUTES AUTRES CAUSES QUI NE SERAIENT PAS RELIÉES À DES VICES DE MATÉRIEL OU DE MAIN-D'ŒUVRE; OU (e) SI SON NUMÉRO DE SÉRIE A ÉTÉ MODIFIÉ, EFFACÉ OU RENDU ILLISIBLE.

TOUTES LES GARANTIES SOUS-ENTENDUES, Y COMPRIS LES GARANTIES DE VALEUR MARCHANDE ET D'UNE CONDITION PROPRE À SON UTILISATION DANS UN BUT PRÉCIS SONT, PAR LES PRÉSENTES, LIMITÉES AUX PÉRIODES DE GARANTIE DÉCRITES CI-DESSUS (12 MOIS OU 3 MOIS SELON LE CAS). NINTENDO NE SERA EN AUCUN CAS TENUE RESPONSABLE DE DOMMAGES ACCIDENTELS OU INDIRECTES RESULTANT D'UNE INFRACTION À TOUTE STIPULATION EXPLICITE OU IMPLICITE DES GARANTIES. CERTAINS ÉTATS OU PROVINCES NE PERMETTENT PAS LA LIMITATION DE LA DURÉE D'UNE GARANTIE SOUS-ENTENDUE, NI L'EXCLUSION DES DOMMAGES ACCIDENTELS OU INDIRECTES. DANS CES CAS, LES LIMITES ET EXCLUSIONS CI-DESSUS MENTIONNÉES NE S'APPLIQUENT PAS.

La présente garantie vous donne des droits légaux précis. Vous pouvez jouir d'autres droits qui varient d'un État ou d'une province à l'autre.

L'adresse de Nintendo est : Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

La présente garantie n'est valide qu'aux États-Unis et au Canada.