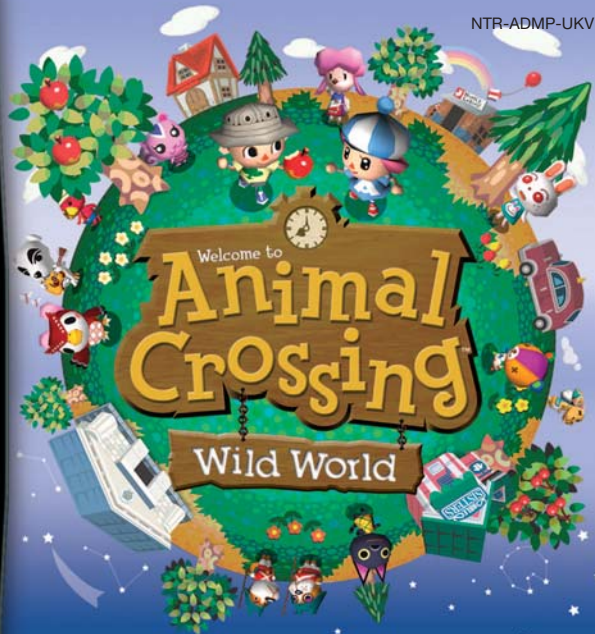


NINTENDO DS™



NTR-ADMP-UKV



INSTRUCTION BOOKLET

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the ANIMAL CROSSING™: WILD WORLD Game Card for the Nintendo DS™ systems.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo DS system, Game Card, Game Pak or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet. Always save these documents for future reference.

This Game Card will work only with Nintendo DS systems.

IMPORTANT: The use of an unlawful device with your Nintendo DS system may render this game unplayable.



WIRELESS DS MULTI-CARD PLAY

THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.



NINTENDO Wi-Fi CONNECTION

THIS GAME IS DESIGNED TO USE NINTENDO Wi-Fi CONNECTION.

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All the Screenshots used as an explanation of the commands are taken from the Nintendo DS Touch Screen.

Getting Started

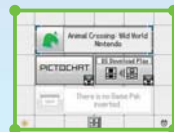
Make sure that your Nintendo DS™ is turned off before you begin. Insert the ANIMAL CROSSING™: WILD WORLD Game Card into the Nintendo DS Game Card slot and turn the power on. After the **Health and Safety Screen** is displayed, touch the Touch Screen to continue.



On the **Nintendo DS Menu Screen** touch the ANIMAL CROSSING: WILD WORLD Panel to begin the game.

If your system start-up has been set to AUTO MODE, you can skip the last step. See the Nintendo DS Instruction Booklet for more information.

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



Saving Your Game

To save your progress, just climb into your bed in the attic of your house or press START anywhere outdoors. When you start a game, you'll start out in the attic of your house. If more than one character is present in the attic, you will have to choose with whom you want to enter the town. The amount of time since you last played will be calculated using the time on your Nintendo DS clock. Changing the time on the ANIMAL CROSSING: WILD WORLD Game Card will not affect the time on the Nintendo DS clock. However, changing the time on the Nintendo DS clock will affect the time on the ANIMAL CROSSING: WILD WORLD Game Card. Please be careful.



Starting a New Game

On your cab ride into town, you'll be asked to enter the current time, your nickname (and whether you're a boy or a girl), and the name of your town, as well as some other information. Please see page 8 for instructions on entering text.

Continue Playing

CONTINUE

To continue your game, touch the character you want to play with.
If you touch the PHONE in the room...

RESET CLOCK

Change the date and time on your ANIMAL CROSSING: WILD WORLD Game Card.

SET SOUND

Choose between STEREO and SURROUND sound and set the animal voices.

DOWNLOADS

Choose whether you want to download bulletin board messages, letters, or a mysterious feline visitor when playing via Nintendo Wi-Fi Connection (Nintendo WFC).

NEW RESIDENT

Up to four players can live on one ANIMAL CROSSING: WILD WORLD Game Card. Select this option to have a new player move into your town.

CONTACT MODE

This game includes a **Contact Mode** feature. See page 34 for more information.

OTHER THINGS

REBUILD TOWN

Demolish and delete your town.

ERASE RESIDENT

Erase a player from your ANIMAL CROSSING: WILD WORLD Game Card.

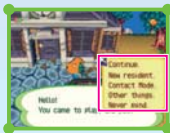
IMMIGRATION

Prepare your town to allow a friend's player to move in (see page 20).

WI-FI SETTINGS

Change your Nintendo Wi-Fi Connection settings. See page 32, and the Nintendo Wi-Fi Connection Instruction Booklet for more information.

Once deleted, save data cannot be recovered. Please be careful.



Touch Screen Controls

The Touch Screen

Touch the Touch Screen to play. For details about using the Nintendo DS Stylus correctly, please see page 10.



Basic Controls

Walk/Run

Touch the direction you want to go.



Pick Up an Item

Tap the item you want to pick up.



Use an Item

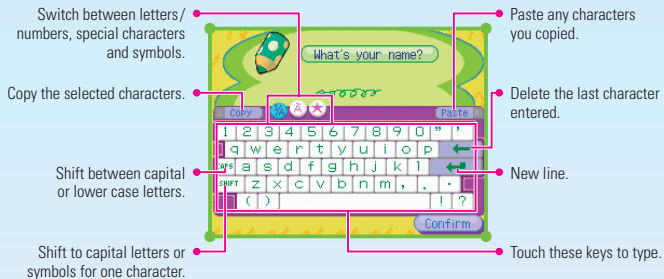
Tap yourself.



Tap the item you want to interact with.



Keyboard Controls

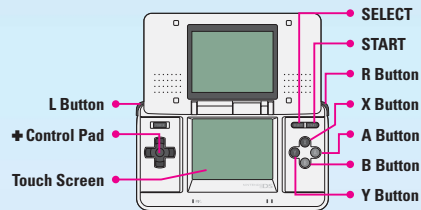


You'll need to enter text...

- When you enter your player or town name.
- When writing a letter.
- When chatting with a friend.

And more...

Button Controls



START

Save

SELECT (see page 8)

Open or close the **Keyboard Window**.

A Button (see page 10)

- Facing someone: Talk.
- In front of a door: Go inside.
- In front of a tree: Shake it.
- In front of the bulletin board: Read.
- Holding an item: Use the item.

B Button

- Pick up an item.
- Pick up furniture.
- Pick a flower.
- Cancel.

X Button

Open or close the map.

Y Button (see page 11)

Open or close the **Item Screen**.

L or R Button (see page 11)

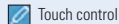
Cycle through screens from the **Item Screen**.

+ Control Pad

- Walk.
- Run: Press and hold either the B, L or R Button and a direction on the + Control Pad.
- Move the cursor: On the **Item Screen**, etc.

Touch Screen

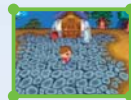
You will see an icon on-screen when you switch between touch control and button control.



Touch control



Button control



Controls Outdoors

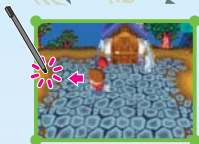
Walk/Run



Press the **+** Control Pad to walk. Press and hold either the B, L or R Button at the same time to run.



Touch an area close to the player to walk and touch an area far from the player to run.



Different Actions

Perform any number of actions, including talking, entering houses, reading the bulletin board, shaking trees, etc. by pressing the A Button or touching it with the stylus.

Facing an animal...




Facing a door...




You can also...



Using the Item Screen




Press the Y Button or tap  to view the **Item Screen**, which is also known as your pockets. You can carry a maximum of 15 items (excluding what you wear and carry) and a maximum of 10 letters.

- Move cursor with the **+** Control Pad.
- On the submenu select an item with the A Button or tap it with the stylus.
- Return to **Game Screen** by pressing the Y Button or tap .

Switching screens

Choose the icon and press the A Button or press the L or R Button to scroll through the screens.




-  Item List
-  Designs
-  Fish
-  Insects

-  Keyboard
-  Map
-  Friend Roster

Town name and player name




The number of Bells you have

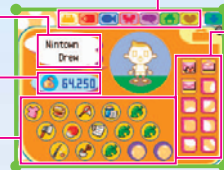
Items

-  Furniture
-  Clothes
-  Stationery

Letters you have

Pink letters are ones that were sent to you. Blue letters are ones that you wrote.

-  Not yet read
-  Already read
-  Letter with present



When you've received items or Bells

Grab the sack of Bells from your **Item List** and put it where your money is, then press the A Button.

With the stylus, all you have to do is touch and drag the Bell bag.

All About Submenus

In the submenu, you can use and move items. The submenu changes depending on the item and where you are standing. Here's a quick overview.

GRAB

This appears only when you are using button controls. You can GRAB items and move them around your **Item Screen**. You can also use this to pick up furniture and attach items to letters. With the stylus, touching and holding the item does the same thing as selecting GRAB. Move the item by dragging it.

DROP ON GROUND

Take the item out of your pockets and place it at your feet. Any items you drop outside will remain there for a while, but if they disappear, you might want to check with Booker, one of the gatekeepers...

TOSS

Toss out a letter. If you throw away a letter it's gone forever, so be careful!

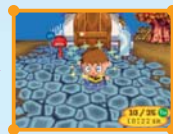
Change Your Clothes!



GRAB the clothes or hat you want to wear...



Bring it to your character and press the A Button.



Changing clothes is as easy as that!

With the stylus, all you have to do is drag clothes, accessories and hats on top of your character.

When you put on a new shirt, accessory or hat, whatever you were wearing goes back into your pockets. When you want to remove your hat or accessories choose REMOVE HEADGEAR or REMOVE ACCESSORY respectively.

Use Your Tools!

Changing tools is just like changing your clothes: just GRAB the tool from your **Item List** and drop it in your hands. To put a tool away, select your character and choose REMOVE EQUIPMENT.

Shovel

Dig up buried treasure or fill holes and bury items for other people to find.



Fishing Rod

Fish in rivers and the ocean. Any fish you catch will appear in your fish list.



And many more...

Write a Letter!

1 Pick a type of stationery and an addressee

Pick some stationery from your pockets and choose WRITE LETTER. Once the paper pops up, pick the addressee.

2 Write the letter

Once you've worked out who you're writing to, write your letter! (See page 8 for a refresher course on typing.) When you're done, you'll see the letter in blue in the letter section of your **Item Screen**.

Attaching a present to a letter

If you want to send someone a gift, GRAB the item from your **Item List** and drop it on the letter.

Rewrite a letter

Changed your mind? You can always rewrite your letter. If you want to change the addressee, just pick a different one.

3 Take it to the post office in the town hall

To mail your letter, take it to the post office and drop it off with Pelly. Maybe the villager you wrote to will write you back!

Presents attached to letters

Select the present in the letter submenu and drag it to your **Item List**.

Design Stuff!

Create your own designs, and apply them to things like clothes and umbrellas.



1 Open the **Design Screen**.

2 Choose the design that you want to use.

3 Choose how you want to use it.



Picture



Wallpaper



Clothes



Flooring



Floor



Hat



Umbrella

For details on how to create your own design, see page 25.

You can also use your design on the ground outside, give it a try! To remove it, just pick it up.

Controls at Home

Placing Furniture

Pick the furniture that you want to put in your house and choose PLACE IN ROOM to put it in your house.

When you don't have room to put something in your room, you won't be able to drop it.

Furniture in Your Room...

Straightening up


To pick up furniture, simply face it and press the B Button or tap it with the stylus.

Using items


You can use some types of furniture by pressing the A Button, pressing the + Control Pad toward the furniture, or tapping yourself.

You can put as many as 90 items in your dressers and wardrobes. However, you cannot put away living things or any items the villagers have given you to give to someone else.

Change your Perspective

Press the X Button or  to change the camera angle. Tap either again to hide the controls that change your perspective.



Pick an arrow to change the camera angle.
Press  to return to your original viewpoint.

Moving Furniture



With furniture in hand...

Stand in front of the furniture and press the A Button or touch your character.

If there's not enough room in the direction you're moving, you won't be able to move the furniture.




Push

Press the A Button and the + Control Pad  or slide in the direction of the furniture.



Pull

Press the A Button and the + Control Pad  or slide in the direction opposite the furniture.



Turn

Press the A Button and the + Control Pad  or slide sideways.

Town Hall

In your local town hall, you'll find the civic centre, post office and recycle bin. If you want to know about your town's goings-on, visit the civic centre. To mail a letter, pay your mortgage or deposit Bells, visit the post office.



Civic Centre Functions

THE ENVIRONMENT

Get some feedback about the quality of your town. At the end, you'll get some tips on how to make your town as pleasant as possible.

TOWN TUNES

Change your town tune, the theme song for your town. Choose the frog-shaped notes and move them up and down to adjust the pitch.

DONATIONS

Donate Bells to the needy people of Boondox. Your donations go to a good cause.

MOVING

Move to a town on another Game Card. For more details on moving, please see page 19 and 20.

Post Office Functions

MAIL A LETTER

Send letters to the residents of the town. Choose the letter that you want to send and move it to the red palette.

PAYING MORTGAGE

Make mortgage payments to Tom Nook here. All the residents in your house share the loan.

ACCESS ACCOUNT

Deposit your Bells here, or take Bells out when you need money.

SAVE A LETTER

Save any letters you've received. If there's a letter you want to keep, grab it from your pockets and move it to the red letter list.

You can save up to 75 letters. When you want to send or save a letter, press the Y Button to move it directly to Pelly's letter list.

Recycle Bin

Toss your unwanted items in here. Every Monday and Thursday at 6 a.m., it all gets hauled away!

Moving

If you ever want to move out of your town and into another, all you need is another ANIMAL CROSSING: WILD WORLD Game Card. When you want to move, go to the civic centre in the town hall.

- If you move, your character will be erased from the town that you're leaving.
- Any Bells you've deposited and letters you've saved will be transferred to the new town.
- You cannot take what's in your drawers with you.
- You can take what is in your pockets and your designs with you.
- Letters in your mailbox will disappear. Check before you move!
- Once you move, you'll lose your FRIEND ROSTER. Ask your friends to re-register you to their FRIEND ROSTERS so that you can play via Nintendo WFC together.
- If a town already contains four residents, you can't move into it.

How to Move

1 Prepare a separate Game Card and Nintendo DS

Start with the Game Card containing your character and the Game Card to which your character is moving.

2 Prepare to move

Start a game using the player that you want to move, go to the town hall and choose I AM MOVING. On the receiving Game Card, turn the Nintendo DS power on and wait at the **Title Screen**.

3 Start communicating

Once both Game Cards are prepared, have your character start moving, and on the receiving town's Game Card choose OTHER THINGS and then IMMIGRATION. This will start the communication.

4 Move complete!

Once the communication is done, your move will be complete.

Tom Nook's Store

You can do more than just shop at Tom Nook's store. Just talk to him to see what else you can do.

I want to Shop!

Stand in front of an item and select it. When you want buy it, pick I'LL BUY IT! If you don't want it, say NO, THANKS. And when you want to check it out first say SHOW IT TO ME!

Tom Nook changes his selection every day. Even if you don't find something you like one day, come back the next!

I WANT TO SELL!

Try selling items that you've picked up for some quick cash! Drag the items that you want to sell from your pocket to Tom Nook's palette and press CONFIRM.

Press the Y Button to move the item directly to Tom Nook's palette. Once you've sold an item, you cannot get it back, so be careful what you sell.

CATALOG, PLEASE!

All the items that you've ever owned will be listed here. Pick the item you want to order. Choose the icon on the left to change the item type.



TURNIP PRICES!

Ask about the going rate for turnips each day. Turnip prices will go up and down every day. The key is to sell them for more than you paid!

Tom Nook's Point Tracking Machine

Every time you make a purchase at Tom Nook's store, you earn points. Check how many points you've earned by using the Point Tracking Machine in the corner of his shop. Once you've earned a certain number of points, your membership rank will go up, earning you little gifts and even special discounts.

As you continue to make purchases, Tom Nook's shop will grow larger. He will stock his shelves with more merchandise and eventually will have a beauty parlour where you can change your hairstyle.



Point Tracking Machine

The Tailor's Shop

Buy yourself clothes, hats and accessories at the Able Sisters' tailor shop. You can also create your own designs and put them on display here as well.

You can carry as many as 8 designs with you at any time.

How to Shop

Stand in front of the item that you want to buy to pick it. You can even choose to try it on if you want to try before you buy!

When Picking a Design in the Shop...

I WANT TO DISPLAY!

You can put the design that you created (my design) on display at the shop.

However, the item that is already on display will be lost...

THAT'S FINE.

The design that is on display at the shop will disappear, and your design will replace it.

I'LL TRADE INSTEAD.

This will swap your design with the one in the store.

I WANT IT!

You can take the design that you selected, but you'll have to delete one of your designs first.

I WANT TO TRADE!

Swap your design with one in the shop.

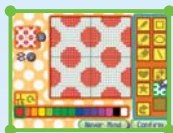
When you change a design, you will also change everything that design was used on. However, the design on clothes and umbrellas on display at the shop and on the flag will remain the same.

If You Talk to Mabel...

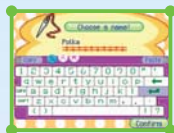
I WANT TO DESIGN!



Choose where you want to put the design. You will lose one of the 8 designs that you have.



Create a design using the design tools.



Once your design is complete, just name your design and pay for it.

Please see the following page for information on how to create a design. See page 15 for information on how to use your design.

I WANT TO SELL!

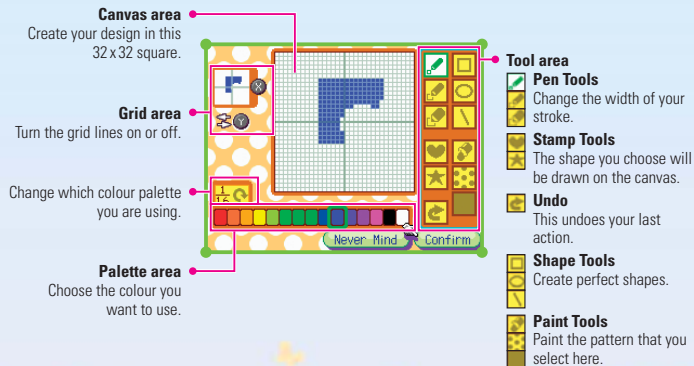
Selling works the same way as it does at Tom Nook's shop. Choose the item you want to sell and move it to the palette.

- Choose the item with the Y Button to move it straight to the palette.
- You can sell only clothes, hats, umbrellas and accessories at the tailor.

Create Your Own Designs

It's a breeze creating designs with your stylus. What to do when you want to create a design...

- + Control Pad** Move the cursor
- X Button** Turn grid lines (spaces) on or off
- A Button** Confirm
- B Button** Pick up the canvas colour or exit **Design Screen**
- Y Button** Change areas



The Museum

In the museum, you can see all of the fish and insects that have been donated, as well as any artwork and fossils. You can also create constellations in the observatory or visit the café for some coffee.



DONATION!

You can donate fossils, paintings, insects and fish. Your donation will be put on display at the museum for you to view at all times. Pick the item that you want to donate from your pockets.

CHECK A FOSSIL!

Blathers will identify any fossils you've found. Just grab the fossil from your pocket and hand it over.

EXHIBITS!

This list shows all the items that have been donated to the museum. Touch the icons at the bottom to check out the different categories.



Observatory

Stand in front of the telescope and tap it or press the A Button to use the telescope.

CONSTELLATIONS!

MAKE A NEW ONE!

Create a completely new constellation.

CHANGE ONE!

Redesign an existing constellation.

ERASING!

Erase an existing constellation.

Those options will appear only after you have drawn your first constellation.

STARGAZING

LOOK AT THEM!

Check out the constellations you've created.

CHECK TIMES!

Find out the best time to view a constellation.

Constellation Creation

Connect the stars to create your own constellation.



Choose where you want to create a constellation.

Pick a star.

Connect the stars.

When you are done, name your constellation.

- You can connect stars only if they are linked with a blue line.
- You can delete lines by tapping them. (However, you cannot delete lines that connect to other lines.)
- You can use up to 16 lines to create your constellation.
- One town can have up to 16 constellations.

The Town Gate

Talk to the gatekeepers to find lost items and change the flag, not to mention visit other towns!

If you talk to Booker,
the gatekeeper on the left...



If you talk to Copper,
the gatekeeper on the right...

Booker

WHAT'S NEW?

Booker will let you know if you have any special visitors. If you have guests visiting via local wireless or Nintendo WFC, Booker will let you know who the last person was to enter your gate.

SOMETHING LOST?

Check out the town's lost-and-found. Up to 15 items can be stored here. As new ones come in, the old ones are tossed out. You can claim anything that's here!



CHANGE FLAG.

Replace the design on the town's flag with one that you created.

USE THIS! Toss out the flag's current design and swap it for one that you created.

SWAP IT! Swap the existing design for one that you created.

Copper

I WANNA GO OUT!

Select this to visit other towns, either wirelessly from DS TO DS or using NINTENDO WFC.

INVITE GUESTS!

Have friends from other towns come and visit you in yours. See next pages for more on going out.

FRIEND CODE!

When playing with a friend with whom you cannot play wirelessly, you will each need a friend code. Speak to Copper, the gatekeeper on the right, and choose FRIEND CODE! and YES! to be issued a friend code. Please see page 38 for more on how to use the Nintendo Wi-Fi Connection.

Travelling the World!

Venture out to a friend's town and meet new friends!

How to Go Out

Have the player whose town you're visiting open his gate for you (by telling his gatekeeper that he wants to INVITE GUESTS!). Then tell your gatekeeper, I WANNA GO OUT! and select the same method as the player hosting.

There are 2 ways to go out.

DS TO DS

Using local wireless, travel to another Nintendo DS (see page 36 and 37).

NINTENDO WFC

Visit friends using the Nintendo Wi-Fi Connection (see page 32). In order to use Nintendo WFC, you must first enter your Wi-Fi settings (see the Nintendo Wi-Fi Connection Instruction Booklet).

- Up to four people can interact at a time.
- The Nintendo Wi-Fi Connection can only work when the original Nintendo DS Hardware and Nintendo DS Game Card are used as a set. (Please see the Nintendo Wi-Fi Connection Instruction Booklet for more on user information.)

Travel via DS to DS!

1 Talk to Copper

Talk to Copper and choose I WANNA GO OUT!, then choose DS TO DS (see page 36 and 37).

When you want to go to a town outside of the ones that Copper mentions...

When there are multiple towns open for you to visit, the town that Copper mentions might not be the one that you want to visit. At times like this, choose FIND ANOTHER TOWN and choose the town that you want to visit.

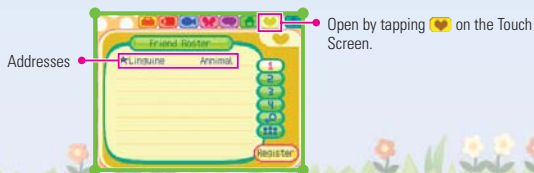
2 Opening the gate

If you are successful in communicating, the gate will open and you will be able to go out.


Registering Friends when Playing via Wireless Communication

If you choose REGISTER when playing DS TO DS, you can register the players you are playing with to your FRIEND ROSTER. You'll need these addresses when playing via Nintendo WFC (see page 32).

- You can have up to 32 friends on your FRIEND ROSTER.
- If a player moves, their address will change and you will have to register him or her again to your FRIEND ROSTER.



Travel via Nintendo Wi-Fi Connection!

- 1 In order to play with your friends on-line via Nintendo WFC, hosts and visitors must register each other to their FRIEND ROSTERS. If you are not able to register friends via wireless communication play, then follow these steps to manually exchange Friend Codes. Get your own code by touching  on your FRIEND ROSTER. If you do not have a code, ?????????? will be displayed. Talk to Copper and choose FRIEND CODE and YES. You must connect to Nintendo WFC at least one time to be given a friend code. See the Nintendo Wi-Fi Connection Instruction Booklet. Exchange friend codes with the people you want to register. Choose REGISTER on your FRIEND ROSTER, choose USE CODE, and enter your friend's code. You will be asked for your friend's name and town, so enter those and he or she will be added to your FRIEND ROSTER.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at (support.nintendo.com).

2 Talk to Copper

Once the name has been registered, talk to Copper and choose, I WANNA GO OUT! and NINTENDO WFC. You will get the option to check your connection settings... Choose NO if you don't need to set up a new connection file. If you choose YES, then the game will automatically save and switch to the **Nintendo Wi-Fi Connection Setup Screen**. You can then enter or update your connection settings. After confirming your settings, the game will start from the **Title Screen**. Please check the Nintendo Wi-Fi Connection Instruction Booklet for details.

3 Choose the name of the player whose town you want to visit

The names of players with open gates will be displayed, so pick the person whose town you want to visit.

4 Open the gate

If you are successful at communicating, the gate will open and you will be able to go out.

When You Want to Go Home

You can return to your town by talking to Copper in the town you are visiting and selecting I WANNA GO HOME. If the host presses START and selects, PARTY'S OVER!, then all players will be sent home.

- When communication ends, the game will save automatically, so do not turn the power off.
- You can take items that you got in other towns (fruit, fish, bugs, etc.) to your own town.
- When in another town, you cannot donate items to the museum or create constellations or designs.

Multiplayer Q & A

I'm worried that someone might come in through my gate while it's open.

To play ANIMAL CROSSING: WILD WORLD using Nintendo WFC, each player must have the other's friend code (see page 29) in order to visit. This prevents people you don't know from entering your town. Rest assured!

However, if you are talking to another player or if you have a message on the **Menu Window** open, a friend who's trying to visit you might not be able to join you. A message will appear when this happens, so follow the instructions.

I was able to connect through Nintendo WFC before, but...

One of the reasons that you may not be able to connect to Nintendo WFC is that your user information may have changed. User information can change if:

- You have moved to another Nintendo DS Game Card.
- Your user information has been deleted from the Nintendo WFC setting options.
- Your ANIMAL CROSSING: WILD WORLD Game Card was inserted in another Nintendo DS and played.

Doing any of the above will cause your user information to change, so you'll have to ask all of your friends on your FRIEND ROSTER to re-register your friend code (see page 31).

Contact Mode

With **Contact Mode**, you can interact with other people playing ANIMAL CROSSING: WILD WORLD.

What is Contact Mode?

If two players are in **Contact Mode**, their ANIMAL CROSSING: WILD WORLD games can communicate automatically when their paths cross.

Please check page 36 and 37 for information on how to set up wireless play.

Through Contact Mode...



You might exchange constellations...



You might send and receive bottle mail...



Residents might move in or out of your town.

You don't know who will get your bottle mail, so protect your privacy and do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

How to Begin Contact Mode

- 1 First, go to Tom Nook's shop and buy a note in a bottle, write a letter, and release it into a river or on the beach.
- 2 Save, return to the **Title Screen**, and select CONTACT MODE (see page 6).
- 3 **Contact Mode** will start.
 - Either tap the Touch Screen or press the A Button to end **Contact Mode**.
 - In **Contact Mode**, you can close your Nintendo DS and continue to search for other players.
 - If your battery runs out while you're in **Contact Mode**, your game will continue from your last save.
- 4 Once you've successfully met another player, start a new game to see if you have received something.

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need


Nintendo DS system	One for each player
ANIMAL CROSSING: WILD WORLD Game Card	One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the ANIMAL CROSSING: WILD WORLD Panel.
4. Now, follow the instructions on page 32.


Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Nintendo Wi-Fi Connection

Nintendo Wi-Fi Connection allows multiple ANIMAL CROSSING: WILD WORLD 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 separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network connection (such as a wireless router) and an active broadband internet account.
- If you do not have a wireless network device installed on your PC, you need a Nintendo Wi-Fi USB Connector (sold separately). See the separate Nintendo Wi-Fi Connection Instruction Booklet for more information.
- You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available internet hot spots, visit support.nintendo.com

Select WI-FI SETTINGS from the character at the **Starting Screen** to access the **Nintendo Wi-Fi Menu**.

Notes



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