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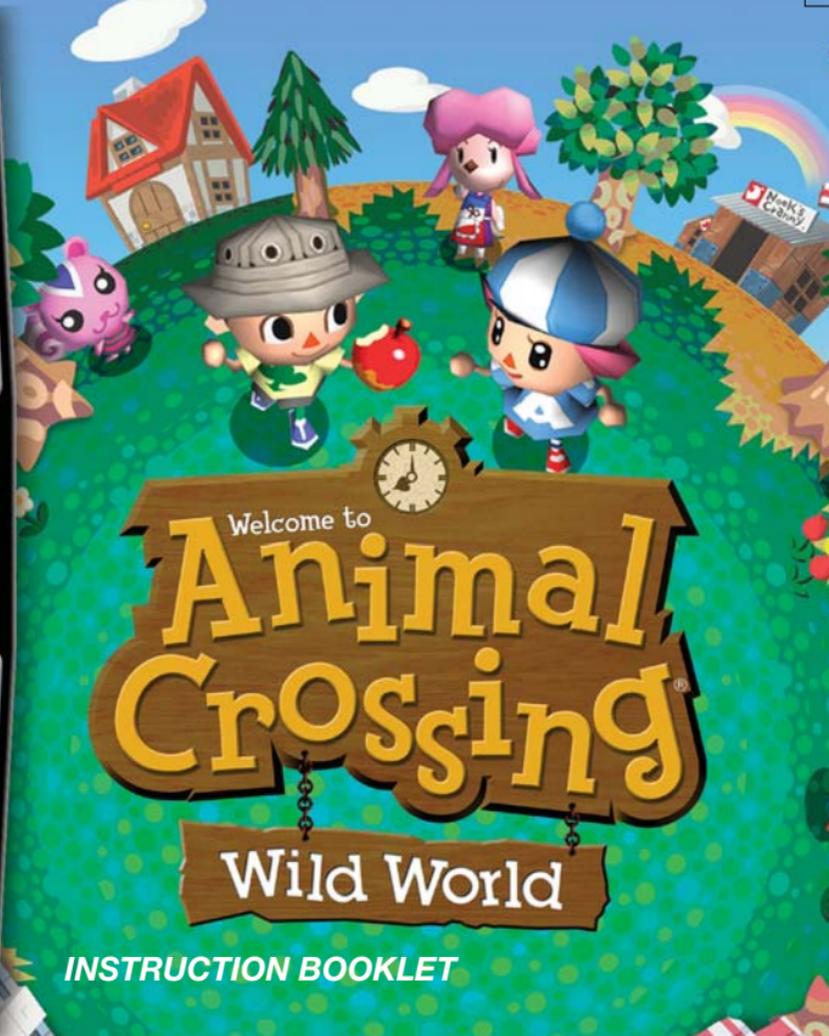
Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
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NINTENDO DS™



INSTRUCTION BOOKLET

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:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- 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.

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.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

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

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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Screen shots for control explanations all use 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 your Nintendo DS and press **POWER** on the Nintendo DS system. Touch the Animal Crossing: Wild World panel to begin the game.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/
© 2005 Nintendo. Screenplay by Nintendo.



If your system startup has been set to Auto Mode, you can skip the last step. See the Nintendo DS hardware instruction booklet for more information.

4

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.



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 DS clock. However, changing the time on the DS clock will affect the time on the Animal Crossing 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 7 for instructions on entering text.

Continue



To continue your game, touch the character you want to play with.

If you touch the phone...

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.

Reset clock

Change the date and time on your 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 WFC.

Tag Mode

This game includes a Tag Mode feature. See page 40 for more information.

Other Things

Rebuild town

Demolish and delete your town.

Erase resident

Erase a player from your Game Card.

Immigration

Prepare your town to allow a friend's player to move in. (See page 22-23.)

Wi-Fi settings

Change your Nintendo Wi-Fi Connection settings. (See page 43, and the Nintendo Wi-Fi Connection instruction booklet for more information.)

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

5

Touch Screen Controls



The Touch Screen

Touch the Touch Screen to play.

For details about using the stylus correctly, please see pages 10 & 11.

Basic Controls



Walk/Run

Touch the direction you want to go.



Use an Item

Tap yourself.



Tap the item you want to interact with.



Pick Up an Item

Tap the item you want to pick up.

Keyboard Controls



Switch between letters, numbers, and symbols.



COPY

Copy the selected characters.



Paste

Paste any characters you copied.



Delete the last character entered.



New line.

Touch these keys to type.

SHIFT

Shift to capital letters or symbols for one character.

CAPS

Shift between capital or lowercase letters.

When you enter your player or town name.

When chatting with a friend.

You'll need to enter text...

When writing a letter.

And more...

Button Controls

L/R Button



Cycle through screens from the item screen.

SELECT

Open or close the keyboard window.

See page 7

START

Save

+Control Pad

- Walk
- Run
Press and hold **B** or **L** or **R** and a direction on **+**.
- Move the  cursor.
(On the item screen, etc.)

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

 Touch control  Button control

X Open/Close the map. 

See page 11

Y Open/Close the item screen. 

See page 12

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

See page 11

Different Actions

- 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.

See page 10

Controls Outdoors

Walk + Run



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



10



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



Different Actions

A or  (touch)

Perform any number of actions, including talking, entering houses, reading the bulletin board, shaking trees, etc.



Facing an animal...



Facing a door...



You can also...



Picking up

B or  (tap)

You can pick up items at your feet. You can also pull weeds and pick flowers.



If your pockets are full, you can decide not to pick the item up or to swap it for something.



11

Other Things

Check the Date & Time



Stand still for a moment to see the date and time.

Check the Map

Press **X** to view the town map. Your location is marked by .



12

Using the Item Screen

Press **Y** 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 have on) and a maximum of 10 letters.



Move cursor



Display submenu

Select an item with



Tap it with



Return to screen



Tap



Switching screens

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



Item List



Designs



Fish



Insects



Keyboard



Map



Friend Roster

Town name and player name

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

The number of Bells you have

Items

Item icons



Furniture



Clothes



Stationery



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 **A**.

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.



Drop

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...



Throw away

With the stylus, touching and holding the item does the same thing as selecting "grab." Move the item by dragging it.

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

13

Change Your Clothes!



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



Bring that to your character and press **A**.



Changing clothes is as easy as that!

When you put on a new shirt, accessory, or hat, whatever you were wearing goes back into your pockets.

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

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." Do the same thing when you want to remove your hat or accessories.

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 a letter." Once the paper pops up, pick the addressee.



2 Write the letter

Once you've figured out who you're writing to, write your letter! (See page 7 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 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.

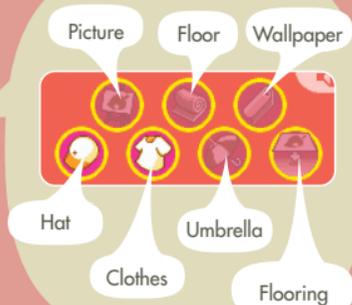
2

Choose the design that you want to use.



3

Choose how you want to use it.



In various places...

Hats and Clothes

You can wear any design you create. If you change your clothes, the clothes that you're changing out of will be put in your pockets.

By using your design on clothes, hats, and umbrellas, you can place them in your house as furniture.

Umbrellas

Place any design onto an umbrella.

Inside your house...

Paintings

Paste your design on a canvas and display it in your house.

Floors and Walls

Spread your design on the floor or use it as wallpaper. As with clothes, the stuff that you're replacing will go in your pockets.



Outdoors...



You can spread your design on the ground. When you want to remove it, just use the pick-up action.

For details on how to create your own design see page 28.

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 the 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 **B** or tap it with the stylus.

Using items

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

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

Change your perspective

Press **X** 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 **A** 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



A +  or slide in the direction of the furniture.



Pull



A +  or slide in the direction opposite the furniture.



Turn



A +  or slide sideways.



Town Hall

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

20

Civic Center 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 pages 22-23.



Post Office Functions

21

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's shop 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.



Recycling Bin

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

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



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 center 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.

22

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 and go to the town hall. 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!

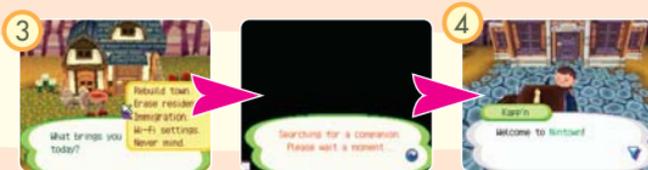
Once the communication is done, your move will be complete.

23

The player moving out



The receiving town



24

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!"



Nook's Selection

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 **Y** 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 it. 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

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.

Point Tracking Machine



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 parlor where you can change your hairstyle.

25



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.



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!

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

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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.

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.

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



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.

If you talk to Mabel...

Create a 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 pages 28-29 for information on how to create a design. See page 16-17 for information on how to use your design.

27



I wanna 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 **Y** to move it straight to the palette.

* You can sell only clothes, hats, umbrellas, and accessories at the tailor.

28

Create Your Own Designs

It's a breeze creating designs with your stylus.

What to do when you want to create a design.

Move the cursor



Turn grid lines (spaces) on or off

Confirm

Exit design screen

Change areas

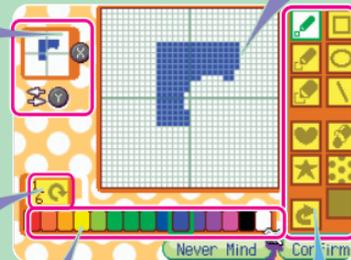
Canvas area

Create your design in this 32 x 32 square

Grid area

Turn the grid lines on or off

Change which color palette you are using



Palette area

Choose the color you want to use

Pen Tools

Change the width of your stroke.

Stamp Tools

The shape you choose will be drawn on the canvas.

Undo (This undoes your last action)

Tool area

Shape Tools

Create perfect shapes.

Paint Tools

Paint the pattern that you select here.

29

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.

Check the 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.



Categories

Observatory

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

Creating Constellations

Make a new one! Create a completely new constellation.

Change one! Redesign an existing constellation.

Erase one! Erase an existing constellation.

Viewing Constellations

Stargazing Check out the constellations you've created.

Ask about viewing Find out the best time to view a constellation.

Constellation Creation

Connect the stars to create your own constellation.



1 Choose where you want to create a constellation.

2 Pick a star.

3 Connect the stars.

4 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...

I wanna go out!

Select this to visit other towns, either wirelessly from DS to DS or using Nintendo Wi-Fi Connection.

Invite guests!

Have friends from other towns come visit you in yours.

See pages 34-35 for more on going out.

32

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 20 items can be stored here. As new ones come in, the old ones are tossed out. You can claim anything that's here!



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 "Gimme one" to be issued a friend code. Please see pages 36-37 for more on how to use the Nintendo Wi-Fi Connection.

33

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.



Traveling 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 (page 35).

Nintendo WFC

Visit friends using the Nintendo Wi-Fi Connection (pages 36-37). In order to use Nintendo WFC, you must first enter your Wi-Fi settings (see page 43, and 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 DS hardware and 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 33).



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 "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 Local Wireless

Open by tapping  on the Touch Screen.



If you choose  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 36).

- You can have up to 32 friends on your friend roster.
- If a player moves, her address will change and you will have to register 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 local wireless play (page 35), then follow these steps to manually exchange Friend Codes.



A 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 page 43, and the Nintendo Wi-Fi Connection instruction booklet.

B Exchange friend codes with the people you want to register.



C Choose **Register** on your friend roster, choose "Use Code," and enter your friend's code.

D You will be asked for your friend's name and town, so enter those and he 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 www.nintendowifi.com/terms.

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"...



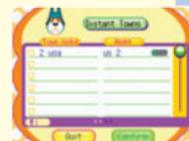
Choose "No" if you don't need to set up a new connection file. If you choose "Yes," then the game will automatically save and switch to the Nintendo WFC set-up screen. You can then enter or update your connection settings. (Check the Nintendo Wi-Fi Connection instruction booklet for details.)

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.

38

Check out the different features of each town!



Animals that live there...



Stuff for sale...



The local fruit...



Multiplayer Q&A

Q

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

A

To play Animal Crossing: Wild World using Nintendo WFC, each player must have the other's friend code (see page 36) 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.

Q

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

A

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:

- 1) You have moved to another DS Game Card.
- 2) Your user information has been deleted from the Nintendo WFC setting options.
- 3) Your Animal Crossing: Wild World Game Card was inserted in another 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 36).

39

Tag Mode

With Tag Mode, you can interact with other people playing Animal Crossing: Wild World.

What is Tag Mode?

If two players are in Tag Mode, their Animal Crossing: Wild World games can communicate automatically when their paths cross.

Please check pages 42-43 for information on how to set up wireless play.

Through Tag 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 Tag Mode

41

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 "Tag Mode" (see page 5).

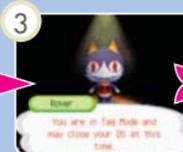
3

Tag Mode will start.

- Either tap the Touch Screen or press **A** to end Tag Mode.
- In Tag Mode, you can close your DS and continue to search for other players.
- If your battery runs out while you're in Tag 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.



Establishing the DS Wireless Link (DS Wireless Play)

This section explains how to establish the link for local wireless play.

What You Will Need:

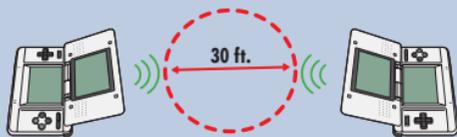
- Nintendo DS systems _____ One for each player
- Animal Crossing: Wild World DS Game Cards _____ One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a Animal Crossing: Wild World DS Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the “Animal Crossing: Wild World” panel.
4. Now follow the instructions on page 34.

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			



- Begin with the distance between systems at about 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 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Nintendo Wi-Fi Connection

The 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 Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection gameplay uses more battery power than other gameplay. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.

NOTE!

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

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REV-D

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REV-P

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