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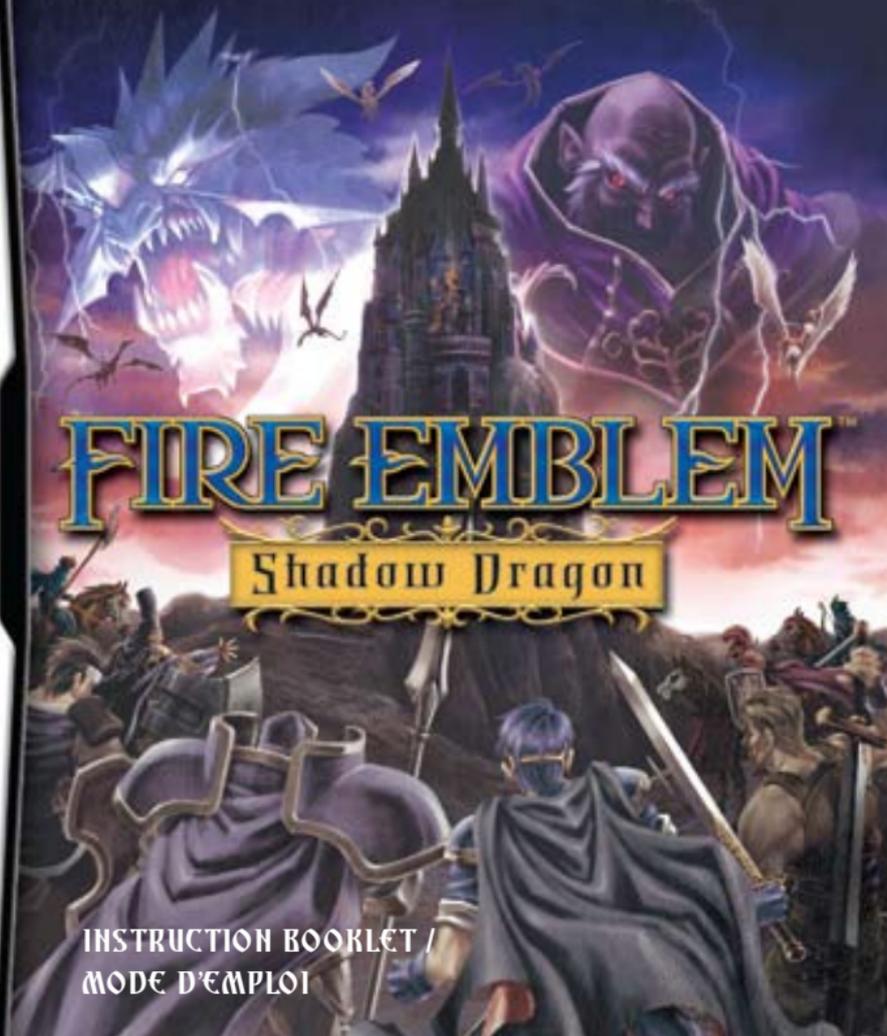
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NINTENDO DS™



**INSTRUCTION BOOKLET /
MODE D'EMPLOI**

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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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.



Wireless DS
Multi-Card
Play

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

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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."



Nintendo

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STORY

Long ago, Medeus, king of the dragonkin, conquered the continent of Archanea, giving rise to an age of fear and despair for all its people.

That tyranny was broken, however, when an unlikely hero intervened. A young man hailing from the Altea region appeared with a divine blade in hand. Fang of dragon and blade of light locked in battle; and in the end, blade prevailed. For some time after, the land enjoyed an age of peace.



MARTH

Prince of Altea. His kingdom has been destroyed by Dolhr's allied forces.

However, after a century's passing, the Shadow Dragon returned. He forged an alliance with Gharnef, a fiendish sorcerer, and their combined might toppled kingdom upon unsuspecting kingdom.

Archanea suffered heavy losses under the attacks of the notorious General Camus, who proceeded to snuff out each member of House Archanea, with the exception of the princess Nyna.

With the situation desperate, King Cornelius of Altea, descendant of the warrior Anri, rode forth with the sacred sword Falchion in hand to defeat Medeus and his forces.

His young son, Prince Marth, remained at home with the boy's mother and his elder sister. Thus the boy applied himself to the ways of both pen and sword, until one day...



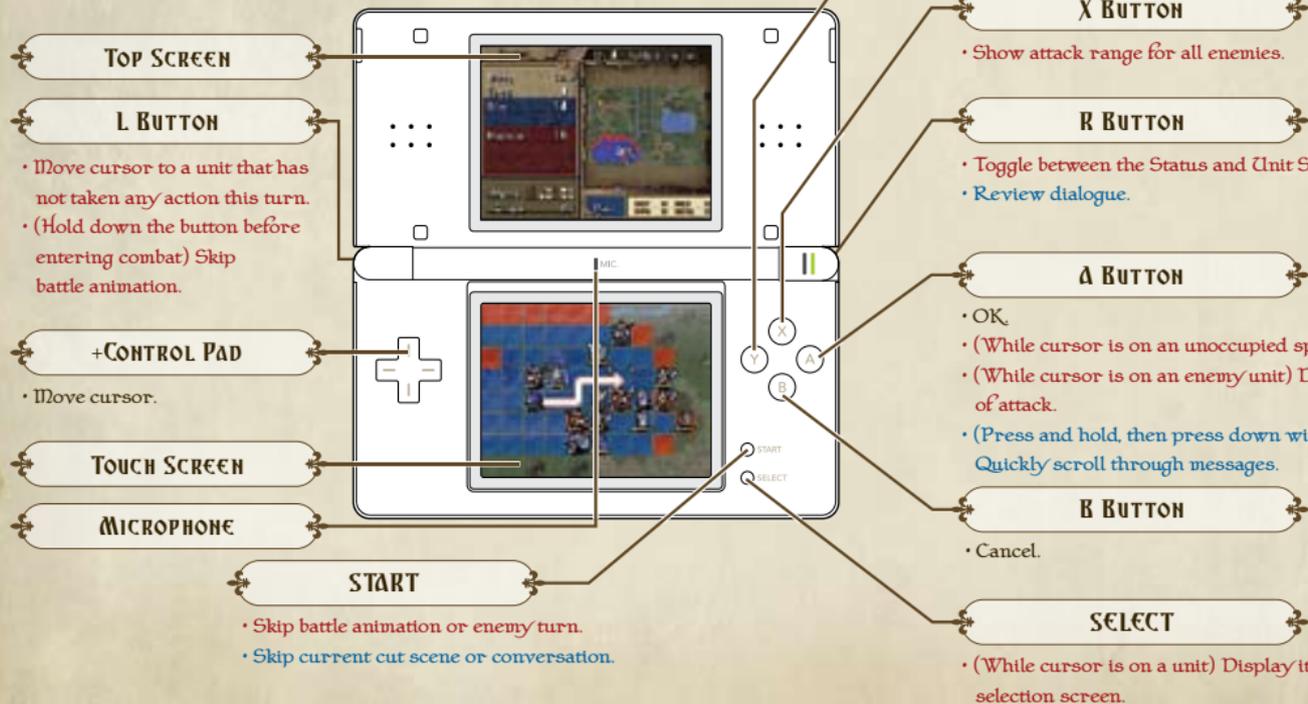
CAEDA

Princess of the remote island kingdom of Talys. Her country has given shelter to Marth and his party following the destruction of his kingdom.

CONTROLS

You can control this game using both the buttons and stylus, but the instructions in this manual will assume you are using stylus-based controls.

Red text indicates map-screen controls, blue text indicates conversation-screen controls, and brown text indicates controls that apply to both situations.



*If you close your Nintendo DS during play, it will go into Sleep Mode, greatly reducing battery consumption (except when the unit is using DS Wireless Communications). Reopen your DS to end Sleep Mode and resume play.

*During game play, press **L** + **R** + **START** + **SELECT** simultaneously to reset the game and return to the title screen.



TIKI

Princess of the Naga, the divine dragon clan. She is under the control of the evil sorcerer, Gharnef.

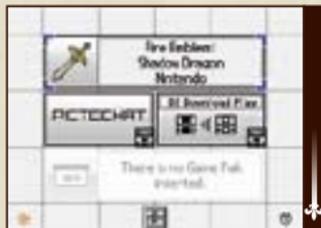
GETTING STARTED

Make sure your Nintendo DS is turned off, then insert the Fire Emblem: Shadow Dragon DS Game Card into the DS Game Card slot until it clicks into place.

1. Turn on your DS, and the screen on the right will appear. Once you've read this screen, tap the Touch Screen to proceed.



2. To start the game, tap the Fire Emblem: Shadow Dragon panel on the DS Menu. *If you have your Nintendo DS Start Mode set to Auto, the DS Menu Screen will not appear. See your Nintendo DS Instruction Booklet for more details.



3. Once the game begins, tap the Touch Screen to go to the main menu.

*Please note that in this instruction manual,  indicates display on the Touch Screen, while  indicates a top-screen display.

PLAYING FOR THE FIRST TIME

The first time you play the game, tap the New Game option that appears on the main menu. Next, select between Normal and Hard difficulties and continue on to the game. If this is your first time playing a Fire Emblem game, the Normal difficulty setting is recommended.



WHEN SAVE DATA IS AVAILABLE

If you have previously saved your progress, the following options appear on the main menu.

Continue	Resume your game with a Chapter Save or Map Savepoint. Toggle between save types with  .
Suspend Point	Resume play from a Suspend Point.
New Game	Start a new game.
Copy Data	Copy save data to another save slot.
Erase data	Delete save data.
Extras	Play a local wireless match with Play Wirelessly, play against an opponent over Nintendo Wi-Fi Connection, or erase all data on the card with Erase All Data. You can also access several bonuses here once you've beaten the game. <i>*Please be aware that data cannot be recovered once it has been erased.</i>

*Router and broadband access required for online play. For more info, go to Nintendo.com

SAVING

In this game, there are several ways to save your progress. You can resume a previous game using save data through the Continue and Suspend Point options on the main menu.

*You can have up to three Chapter Saves, two Map Savepoint saves, and one Suspend Point at any time.

CHAPTER SAVES

Found under Continue

You can save this way after you clear each chapter, as well as from the Battle Preparations screen.

MAP SAVEPOINTS

Found under Continue

You can save this way by maneuvering a unit onto the Savepoint icon on a map and selecting the Save option that appears.



Savepoint

Each Savepoint can be used only once. It disappears after use.

SUSPEND POINT

Found under Suspend Point

By selecting Suspend from the map menu, you create a temporary save for your game and quit to the title screen. **However, be aware that your Suspend Point will be deleted if you start playing again using the Continue, Suspend Point, or New Game options. A Suspend Point is deleted once it has been loaded, so keep in mind that you can't use the same Suspend Point twice.**

BASIC RULES

This game is a tactical role-playing game set in an expansive fantasy world. Command your units on the battlefield and complete mission objectives to advance.

GAME FLOW

This game is divided into chapters. In each chapter, you proceed through a story sequence and battle preparations before you move to the actual map. Once on the map, you must complete the condition set forth for victory in order to advance to the next chapter.

*Battle preparations are available from the fourth nonprologue chapter on.

MAP SCREEN

The lay of the current stage and its features are displayed on the map screen. Touch the edges of the map screen to scroll the display in that direction.



DANGER

This command displays the total combined attack range of all enemies in red. If enemy units with staves **P18** are present on the map, the range of their staves displays in green.

MENU

Call up the map menu.

TOGGLE

Toggle the top screen between the Status and Unit Status screens.

TURNS

This is a turn-based game. A turn is composed of two phases: first, you move your units on the field and perform actions in the Player Phase. When this ends, the enemy gets to do the same in the Enemy Phase. When the enemy finishes moving, the turn is complete and you advance to the next turn.

UNITS

The character icons on the map are known as units. The color of each icon tells you the unit's affiliation. Note that units turn gray once they have completed an action.

*The bar underneath each unit displays its remaining HP (hit points).



Lost and Fallen Units	When one of your units takes enough damage from enemy attacks to drop their HP to 0, that unit is lost. Once a unit is lost, it's gone forever and you can't use it again. Be careful! If Warth is lost during the course of battle, your game is over.
New Recruits	Occasionally, you may come across a unit among the enemy ranks that will offer to join your army after you talk to them. When you spot a unit you think might be willing to join your cause, move next to it and select Talk → P.19
Recovering HP	There are three main ways to restore the HP of your units. Additionally, all units still standing at the completion of a chapter will automatically have restored all of their HP. <ul style="list-style-type: none">• From the command menu, select Items and then use a vulnerary.• Position a character in a structure that restores health and wait for the Player Phase.• Select a Staff with healing capabilities from the command menu and use it.

UNIT CONTROLS

Fight the enemy by controlling your individual units. Here's a quick guide on how to control your units.

1. Start by tapping the unit you want to control. After you tap it, the area your selected unit can move in will turn blue and you can tap a location to move your unit there. If you don't want to move your unit, simply tap the unit again.

Note that the red area displayed is your unit's potential range of attack.

*The distance a unit can cover in one move depends on both the unit's type → P.17 and the terrain being crossed.



2. After moving, the command menu will appear and you can select an action for your unit to perform. Once you've selected an action, the unit will turn gray and you will not be able to take control of it again until your next turn.

*You can initiate an attack on adjacent enemies by tapping the enemy unit.

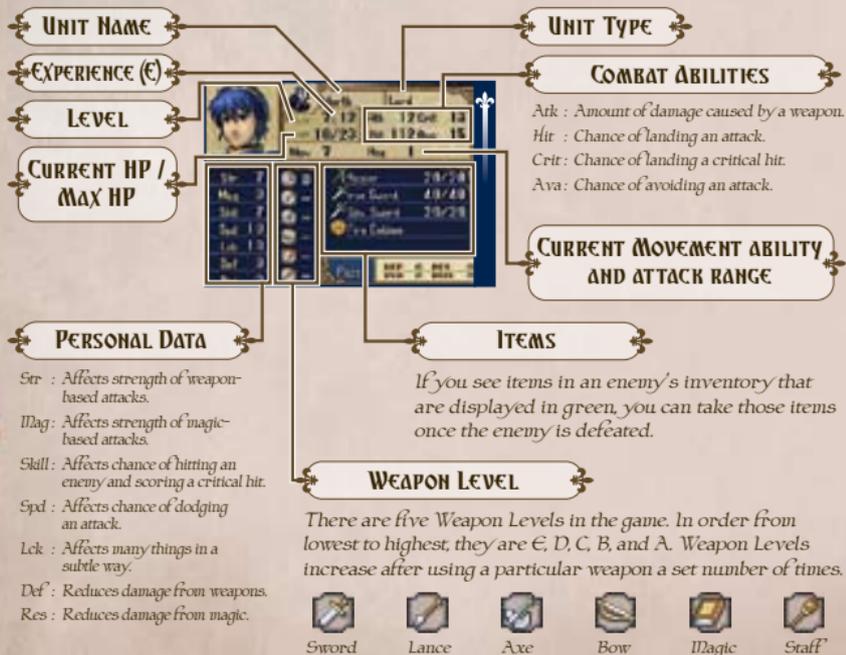


3. When you're finished using your units and they are all gray, the Player Phase ends. If you want to end the Player Phase before all of your units have performed an action, select End from the map menu.

UNIT STATUS

If you tap  while on the map screen, the top screen will switch over to display the Unit Status screen. You can also confirm the status of enemy units here.

VIEWING THE UNIT STATUS SCREEN



UNIT TYPES

A unit's type determines its combat abilities and what weapons it can use → [P.34](#).

CLASS CHANGE (PROMOTIONS)

Most unit types can transform into an advanced class once they've reached level 10 by using an item called a Master Seal.
*You'll come across Master Seals as you play through the game.

RECLASSING UNITS

Once you gain access to the Battle Preparations screen, you'll be able to change the class of units and choose between a selected set of classes. Once changed, you can always return a unit to its original class.



NUMBER EMPLOYED / MAXIMUM ALLOWED

There is a limit to how many units of each class you can have in your army.

Gaining Experience and Leveling Up

Units gain a level for every 100 experience points they earn. Units earn experience by dealing damage and using staves → [P.18](#) to recover HP. You can also earn experience by winning fights in the Arena → [P.19](#).

COMMAND MENU

Once a unit has moved, the command menu will appear. You can then issue a command by tapping it on the menu.

COMMAND TYPES

There are two types of commands. Some commands are always available and others only appear when certain characters or circumstances occur.

*Find out more about each command by choosing Guide **→ P.22** from the map menu.

BASIC COMMANDS

Attack	Select this command to attack the enemy → P.20 . There are three types of attacks: direct, indirect, and long range. Direct attacks use weapons such as lances, swords, and axes. Indirect attacks deal damage over a distance and use weapons such as bows. Finally, magic attacks use magic tomes. Each type of attack has a different range.
Staff	Access the powers of the various staves in the game to do things like recover a unit's HP or teleport your unit to a different location on the map. *A staff's range of effect is displayed in green.
Items	Choose this option to equip, use, and drop items. You can also trade items between units that are standing next to each other. Items your unit can't use will appear in gray.
Trade	Choose this option to trade items with a nearby friendly unit you control.
Wait	Select this option to have a unit wait and do nothing until the next turn.

SPECIAL COMMANDS

Talk	When certain units stand next to one another, you can use this command to initiate a conversation. These conversations may give you valuable information or even a new recruit.
Visit	Visiting local villages and houses can get you unexpected rewards. *Only Marth can visit villages.
Armory, Vendor	These commands appear when a unit visits an armory or vendor and allow the unit to buy and sell items. Items you don't have space to hold are automatically transferred to the convoy.
Arena	Select this command while a unit is positioned on an arena to engage in combat for gold and experience points. However, you must bet gold in order to win any. Note that any of your units that are defeated here are treated as lost forever → P.14 .
Door, Chest, Bridge	If you have a key, you can use it to open adjacent chests and doors or lower a drawbridge. Thieves can do these actions without a key.
Seize	When Marth stands on the blinking yellow space on the map (the location you need to Seize), you can select this option to Seize the area and complete the chapter. 
Convoy	Marth and units adjacent to him can use this option to send items to the convoy and retrieve items being stored there. This command is also available on the Battle Preparations screen under the Inventory option → P.24 .
Save	Use this while one of your units is positioned on the savepoint → P.12 to create a Map Savepoint.

COMBAT

Select the Attack command with one of your units to enter combat. To defeat an enemy unit, you have to lower its HP to zero.

1. WEAPON SELECTION

Once you select Attack, a window will open that displays available weapons. Tap the weapon you want to use.



ITEM NAME
Items written in white text can be selected. Your currently equipped weapon will have **E** next to it.

USES LEFT (DURABILITY)

WEAPON TRIANGLE

COMBAT ABILITIES OF ATTACKING UNIT

STATISTICS FOR SELECTED WEAPON

Weapon Durability

Items with a set number of uses break after you use them enough times. You can, however, increase the number of uses a weapon has with the Merge **▶ P.25** command under Inventory on the Battle Preparations screen.

2. REVIEWING THE COMBAT FORECAST

Once you've selected a weapon, a window like the one shown below will appear. The information on the upper left pertains to the attacking unit, while information on the lower right is for the defending unit.



TERRAIN UNIT IS ON

WEAPON DAMAGE (AND SPECIAL EFFECTS)
This number represents the amount of damage you'll deal to the opponent. When using a weapon with a special effect, the number turns green.

WEAPON ADVANTAGE
Some weapon attacks strengthen or weaken when pitted against other weapons. **↓** Weakened **↑** Strengthened

WEAPON SWITCH
Tap this icon to change the weapon you want to use in combat.

DOUBLE STRIKE
This icon indicates that a unit can strike twice in a single exchange.

3. COMBAT

Once you've selected an enemy unit, characters exchange blows once, with the unit who initiated the attack striking first. However, there are instances where a unit will be allowed to deliver two attacks. Once attacks are exchanged, combat ends.

HP GAUGE



MAP MENU

Tap  on the map screen to bring up the map menu. Several critical game-play options can be found here.

MAP MENU OPTIONS

The map menu contains a lot of important settings and information.



Units	With this option, you can view all information for your units on the field in a simple list. From this list, you can order your units by their level, name, or other variables by clicking on the appropriate label.
Guide	Review tutorials on game-play elements like combat and movement here.
Options	Adjust several game settings here.
Suspend	Create a Suspend Point  .
End	End the Player Phase  .



OGINA

A mercenary employed by the kingdom of Tallys who accompanies Il'arth on his adventure.

Status Screen

Touch  on the map screen to switch the top screen to the Status screen. This screen is particularly useful when you want to view the victory conditions or view the whole map at a glance.



NAVARRE

A skilled swordsman who works as a hired sword for a gang of fearsome bandits.



BATTLE PREPARATIONS

You can access Battle Preparations starting with Chapter 4. Here, you can purchase new weapons, change the classes of your units, and prepare for the coming fight.

BATTLE PREPARATIONS MENU

The following options are available on the Battle Preparations menu.

Pick Units	Select units to send into battle.
View Map	View the terrain of the upcoming map and the unit status for enemies appearing there. You can also swap the starting positions for your units here; simply select the unit you want to move and then select the unit with which you want it to swap positions.
Inventory	Organize the items being held by each unit.
Reclass	Change the class of each unit. Select the unit you want to reclass, change its class with  and  , and confirm the change with  P17.
Armory	Buy new weapons and staves, sell items, and merge weapons here.
Options	Adjust several game settings here.
Save	Save your game with a Chapter Save  P12.
Fight	End battle preparations and jump into battle.

INVENTORY

Select Inventory and then a unit to bring up the inventory menu.

Trade	Select who to trade with, then select the item to trade.
Items	Equip, use, and drop items.
Convoy	Send items to the convoy and retrieve items being stored there.
List	Bring up a list containing all items currently in your unit's possession and select an item to give your unit from the list. Touch the icons on this screen to jump to the type of item you want.
Merge	Combine duplicate items into a single item to consolidate the remaining durability  P20 of the items. First choose the item in your unit's inventory and then choose the item you want to merge it with. Note that a merge cannot increase a weapon's durability beyond its original maximum number of uses.
Unload	Send all items in a unit's possession to the convoy.

FORGING WEAPONS

The Forge option in the Armory allows you to improve your weapon's performance and change its name. To do this, first choose the unit holding the weapon you wish to modify and then the weapon itself. Next, alter the parameters of the weapon with   and tap OK. Finally, enter a name for your weapon on the Touch Screen and tap Done. You can forge a single weapon in each chapter during battle preparations.



DS WIRELESS PLAY

Select **Play Wirelessly** under **Extras** on the main menu to access two main options.

*Before connecting, please read the section on **DS Wireless Communications** → **P28**.

WIRELESS BATTLE

In **Wireless Battle**, you'll use your units to fight against a friend in a two-player battle over local wireless.

■ Wireless Battle Menu

Squads	Form squads to command in wireless battles. Select a slot for your squad, select Chapter Save to pull characters from, then select characters to use. Once you've picked your squad, tap  . If you claim victory in a wireless battle, you will receive one of several special cards that enhance your units' abilities. Select from your available cards under the Card option.
Battle Data	Review your performance for the last 20 battles you've fought.
Practice	Play a practice match with Wireless Play rules against the computer.
Play Wirelessly	Play Wireless Battles against other players.

🐉 HOW TO BEGIN A WIRELESS BATTLE

1. Choose a squad to take into battle. *Use the **Squads** option to edit your squad.
2. Select **Create Room** and wait for another player to join.
*If you wish to join a room, simply tap that room's name.

3. Once an opponent has joined, tap .
4. Set the rules for the battle and then tap  to begin.

LOAN UNITS

With this feature, you can loan units or borrow them from other players. Rental units can be used in place of the unit in your army with the same name. These units are useful for those times when you are having trouble clearing a map, or you want to focus on leveling up your other units.



FEATURES OF LOAN UNITS

- You can borrow up to 10 loan units at a time.
- You can only use one loan unit per save file.
- You can only borrow units from others that you currently have in your army.
*Only units present in your save files can be borrowed from other players.
- Loan units do not keep any experience they gain on the field.
- Loan unit personal-data numbers improve with battle.
- Any improvements in personal-data statistics that the loan unit experiences are carried over to your own personal version of that unit.

- *A loan unit and your personal version of that same unit can't be used on the same map.
- *Loaning a unit to a friend does not cause that unit to disappear from your army.
- *If a loan unit you are using is lost in battle, your original version of that unit is lost as well, so take care of it.
- *Loan unit names are displayed in blue text on the **Unit Status** screen → **P16**.

SENDING AND RECEIVING LOAN UNITS

1. Select Create Room and wait for another player to join.
**If you want to join a room, simply tap that room's name.*
2. Next, select the save file you want to pull loan units from, choose which units you want to loan out, and confirm your selection with .
3. Select the units you want to borrow and add them to the list on the right half of the screen. When finished, confirm your selection with .
4. Select Loan Units, choose a save file to use a loan unit with, and then decide which unit you want to use with the save file.
**To remove a loan unit from your save file, select Loan Units, then select the save data you want to remove the loan unit from and select Dismiss.*

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

NINTENDO WI-FI CONNECTION (NINTENDO WFC)

Select Nintendo WFC from the Extras menu to trade loan units with and battle against other players from around the country.

NINTENDO WI-FI CONNECTION SETTINGS

Set your Nintendo Wi-Fi Connection settings by selecting Settings.

- Please refer to the Nintendo Wi-Fi Connection Instruction Manual, available at www.nintendo.com/consumer/manuals, for information on how to connect, or contact customer service.



Nintendo Wi-Fi Connection allows two 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 Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the Nintendo Wi-Fi Connection Instruction Manual, available at www.nintendo.com/consumer/manuals, if you need directions on setting up your Nintendo Wi-Fi Connection.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband Internet account.

- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement that governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Manual online at www.nintendo.com/games/wifi/ds.

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

Communication Errors

If your connection to another player is lost during play, your room will be canceled and a screen like the one on the right will display. If this happens, please try connecting to Nintendo WFC again.



WI-FI BATTLE

Battle against other players from all over the country. But for the two exceptions listed below, the basic rules and menu options available are essentially identical to the Wireless Battle mode described in DS Wireless Play → p.26.

Play Anyone	Battle against another player connected to Nintendo WFC.
Play a Friend	Battle against someone you have exchanged friend codes → p.32 with.

*When you play over Nintendo Wi-Fi Connection, the name you use will be seen by everyone you play with. Please make sure that your name does not contain any personal information and is not offensive to other players.

*Your name while playing over Nintendo Wi-Fi Connection will be the same as the nickname registered under User Information in your NintendoDS.

SPEAKING WITH YOUR FRIENDS

Before you battle against a player with the Play a Friend option, you can enable mic chat during the match by selecting the option Use Voice Chat. Once enabled, you can talk to your opponent by holding down the L Button and speaking into the microphone.

VOICE CHAT ICON KEY

Voice chat is ready. Hold down the L Button and the icon on the right will change to . This is your cue to speak.

Voice chat is not currently possible.



- *When using the microphone, please try to avoid saying anything that other players might find offensive.
- *To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail address, home address, or school when communicating with others.

LOAN UNITS

Loan and borrow units with friends all over the country. The general process for borrowing and loaning units is the same as the one described under DS Wireless Play → p.26. You can also upload units and download units from the server over Nintendo WFC.

Upload	Store a unit to loan out over the server. This process is the same as the process for designating units to loan out in DS Wireless Play.
Download	Borrow a unit that has been stored on the server. The process for borrowing units is the same as the borrowing process in DS Wireless Play.

REGISTER FRIENDS

Players who register each other's friend codes from this menu can use the Play a Friend → p.31 option located in the Wi-Fi Battle menu. Your friend code is displayed on the top screen here.

Add	Register friend codes to your friend roster here. You can store a maximum of 64 at once. To add a friend code simply touch an open slot and input the code. When finished, press OK .
Edit	Use this option to correct a previously entered friend code.
Delete	Delete a previously added friend code.

*Your friend code is a 12-digit code that is automatically assigned the first time you connect to Nintendo Wi-Fi Connection.

*Friends you have previously played local wireless battles with will automatically be added to your friend roster.

SHOP ONLINE

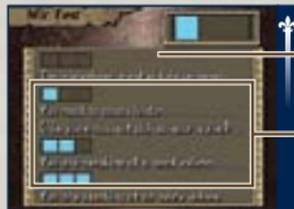
With this function, you can access an online version of the armory from which you can buy and sell items. Shop online by selecting Shop Online, then choose a Chapter Save to use. Once you've arrived at the armory, choose whether you want to Buy or Sell. Finally, select the unit you're shopping for. Some items available in the online armory change on a daily basis. Certain powerful and special items are only available on certain days.

*The currency exchanged online is the same as the in-game currency.



MIC TEST

Here, you can test the microphone you use with voice chat → p.31 in online battles. Speak into the microphone to test sensitivity and volume.



TEST RESULTS

TEST RESULTS KEY

MINERVA

Princess of the kingdom of Macedon. Her kingdom assists the empire of Dolhr in its campaign.



UNIT TYPES

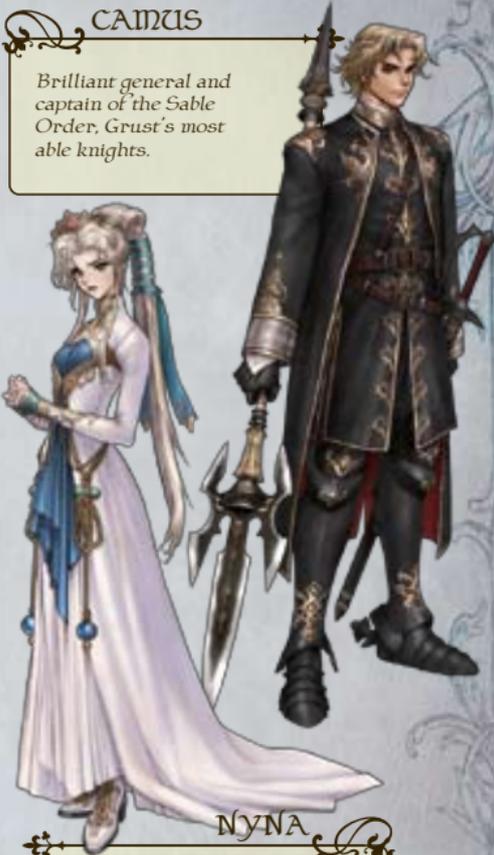
Each unit type differs in the weapons it can wield and the way it moves around the map. Knowing each unit's special characteristics is key to dominating the field of battle.

 <p>LORD MARTH'S UNIT TYPE. THIS UNIT FIGHTS USING A SWORD.</p>	 <p>KNIGHT A UNIT PROTECTED BY A STRONG SUIT OF ARMOR THAT SHIELDS IT FROM MANY ATTACKS.</p>
 <p>PEGASUS KNIGHT A UNIT WHO FLIES ATOP A WINGED MOUNT. VULNERABLE TO ATTACKS FROM BOWS.</p>	 <p>GENERAL A KNIGHT WHO HAS BEEN PROMOTED TO A NEW CLASS. CAN USE LANCES AND BOWS.</p>
 <p>DRACOKNIGHT A PEGASUS KNIGHT WHO HAS BEEN PROMOTED TO A NEW CLASS. CAPABLE OF FIGHTING WITH BOTH LANCE AND AXE.</p>	 <p>ARCHER A UNIT SPECIALIZING IN BOWS. CANNOT RETALIATE WHEN ENGAGED IN DIRECT COMBAT.</p>
 <p>CAVALIER A MOUNTED UNIT WHO FIGHTS WITH SWORD AND SPEAR. HAS EXCEPTIONAL MOVEMENT.</p>	 <p>SNIPER AN ARCHER WHO HAS BEEN PROMOTED TO A NEW CLASS. ATTACKS HAVE OUTSTANDING ACCURACY.</p>
 <p>PALADIN A CAVALIER WHO HAS BEEN PROMOTED TO A NEW CLASS.</p>	 <p>MERCENARY A SWORD-WIELDING UNIT WHOSE ATTACKS HAVE A HIGH PROBABILITY OF DEALING BIG DAMAGE.</p>

 <p>HERO A MERCENARY WHO HAS BEEN PROMOTED TO A NEW CLASS. IS EQUALLY CAPABLE WITH BOTH AXE AND SWORD.</p>
 <p>MYRMIDON A UNIT EXCEPTIONALLY ADEPT WITH A SWORD. SKILL AND SPEED ARE ABOVE AVERAGE.</p>
 <p>SWORDMASTER A MYRMIDON WHO HAS BEEN PROMOTED TO A NEW CLASS. ATTACKS HAVE DEADLY ACCURACY.</p>
 <p>FIGHTER A UNIT WHO FIGHTS WITH AN AXE. THEIR ATTACKS HIT HARD, BUT THEY HAVE TROUBLE AVOIDING ENEMY STRIKES.</p>
 <p>WARRIOR A FIGHTER WHO HAS BEEN PROMOTED TO A NEW CLASS. SKILLED IN THE WAYS OF THE AXE AND BOW.</p>
 <p>HUNTER A UNIT WITH A GREAT COMMAND OF THE BOW. ITS AGILITY ON THE BATTLEFIELD IS WELL DOCUMENTED.</p>
 <p>HORSEMAN A HUNTER UNIT WHO HAS BEEN PROMOTED TO A NEW CLASS. IT FIGHTS ON HORSEBACK WITH BOTH SWORD AND BOW.</p>

CAMUS

Brilliant general and captain of the Sable Order, Grust's most able knights.



NYNA

Princess of the holy kingdom of Archanea, which was laid to waste by Dolhr.

LINDE

Daughter of Pontifex Miloah. Her current whereabouts are a mystery.



MERRIC

Dedicated student of sorcery in Khadein and childhood friend of Marth.



PIRATE

AN AXE-WIELDING UNIT WITH THE ABILITY TO MOVE THROUGH WATER.



BERSERKER

A PIRATE WHO HAS BEEN PROMOTED TO A NEW CLASS. EXCELS IN DELIVERING CRITICAL HITS.



DARK MAGE

ATTACKS USING FEARSOME MAGIC. POSSESSES HIGHER DEFENSE THAN MAGE UNITS.



SORCERER

A DARK MAGE WHO HAS BEEN PROMOTED TO A NEW CLASS.



MAGE

ATTACKS USING MAGIC. HAS WEAK DEFENSE AND TAKES A LOT OF DAMAGE FROM PHYSICAL ATTACKS.



SAGE

A MAGE WHO HAS BEEN PROMOTED TO A NEW CLASS. CAN USE BOTH MAGIC TONES AND STAVES.



CURATE / CLERIC

USES STAVES ON THE BATTLEFIELD. MALE UNITS ARE CALLED CURATES AND FEMALE UNITS ARE KNOWN AS CLERICS.



BISHOP

A CURATE/CLERIC WHO HAS BEEN PROMOTED TO A NEW CLASS. CAN USE BOTH MAGIC TONES AND STAVES.



THIEF

CAPABLE OF OPENING CHESTS AND DOORS, EVEN WITHOUT A KEY.



MANAKETE

USES A DRAGONSTONE TO TRANSFORM INTO A DRAGON AND ENGAGE IN COMBAT.



BALLISTICIAN

CAPABLE OF ATTACKING TARGETS FROM LONG DISTANCES. THEIR STURDY DEFENSE MAKES THEM A FORCE TO BE RECKONED WITH.



FREELANCER

CAN MIMIC AN ADJACENT FRIENDLY UNIT FOR A SET NUMBER OF TURNS.



FIRE DRAGON

THE FORM TAKEN BY MANAKETE UNITS ONCE THEY TRANSFORM USING A FIRESTONE.



DIVINE DRAGON

THE FORM TAKEN BY MANAKETE UNITS ONCE THEY TRANSFORM USING A DIVINESTONE.



GHARNEF

A dark sorcerer with designs to conquer the world who allies himself with Medeus and the forces of Dolhr.

NOTES

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