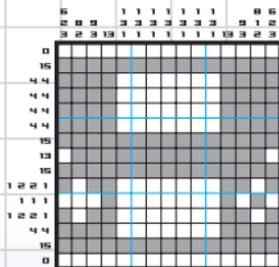


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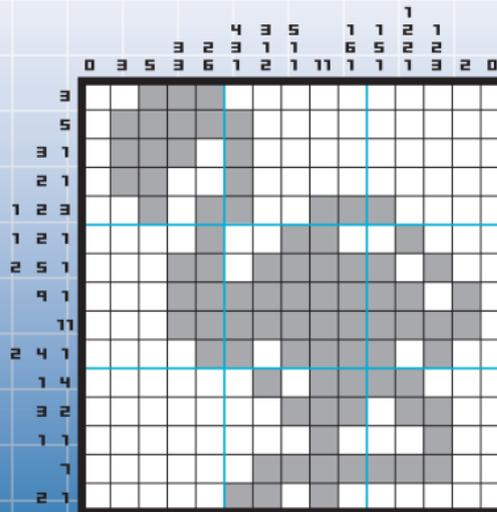
PRINTED IN USA



NINTENDO DS™



PICROSS 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**  
**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 after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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.

REV-E

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



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  
Single-Card  
Download Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.**



Wireless DS  
Multi-Card  
Play

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



Rumble Pak  
Compatible  
(sold separately)

**THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.**

### NEED HELP PLAYING A GAME?

Nintendo's game pages, at [www.nintendo.com/games](http://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](http://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.



**Nintendo**



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# PICROSS DS™

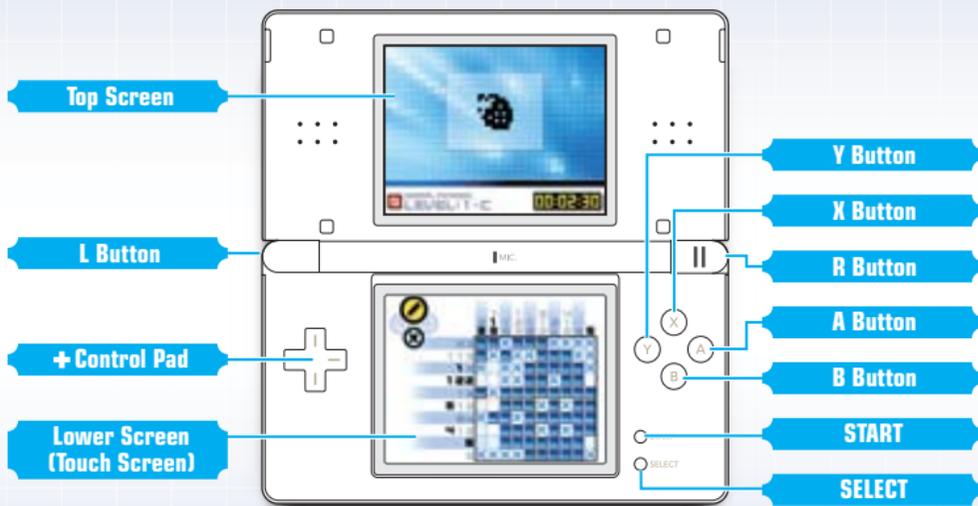
<b>Controls</b>		<b>06</b>
<b>Getting Started</b>		<b>08</b>
<b>Picross</b>		<b>10</b>
<b>Daily Picross</b>		<b>14</b>
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This software saves automatically. See page 9 for more details.

# Controls

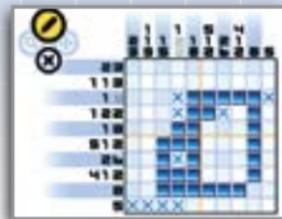
PICROSS DS™ can be played using either the stylus or the buttons. Change the control method under CONTROL METHOD in GAME SETTINGS (see page 28).



- Closing the Nintendo DS system during play will put the game into **Sleep Mode**, saving battery life.
- Opening the Nintendo DS system again will resume play.
- In certain situations it is possible to play using a combination of the stylus and the +Control Pad.
- Pictures in this manual surrounded by a blue border are from the top screen, and those with a gray border are from the Touch Screen.

## Control Using the Nintendo DS Stylus

When controlling using the stylus, touch an item or square to select it. Most controls can be performed with the stylus, but opening the **Pause Menu** and certain other controls are performed using the buttons. You can control the game using a combination of the stylus and the buttons (see page 11).



## Control Using the Buttons

See pages 17 and 18 for controls relating to creating pictures and the **Color Fill Screen**.

- +Control Pad** \_\_\_\_\_ Select an item or square.
- A Button** \_\_\_\_\_ Confirm a selection / Fill a square.
- B Button** \_\_\_\_\_ Cancel / Place an X in a square.
- X Button** \_\_\_\_\_ Zoom in or out (only usable on large puzzles).
- START** \_\_\_\_\_ Open the Pause Menu.
- SELECT** \_\_\_\_\_ Quit puzzle (only in Daily Picross).
- L Button** \_\_\_\_\_ Turn page.
- R Button** \_\_\_\_\_ Turn page.

# Getting Started

Make sure the power to your Nintendo DS™ system is turned OFF before you insert the PICROSS DS Game Card into the Game Card slot. Make sure that you push it all the way in until it clicks.

Turn the Nintendo DS system ON, and the **Health and Safety Screen** on the right will be displayed. After you have read the message, touch the Touch Screen to proceed.



On the **Nintendo DS Menu Screen**, touch the PICROSS DS Panel. The **Title Screen** will be displayed on the top screen and the **Main Menu** will appear on the Touch Screen. If your Nintendo DS system is set to **Auto Mode** then the above operation is not required. See the Nintendo DS Instruction Booklet for more details.



The in-game language depends on the one that is set on the console. In this game you can choose between three different languages: English, French, and Spanish. 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 on how to change language settings, please refer to the instruction booklet of your Nintendo DS system.

# Main Menu

The **Main Menu** displays six options. Touch one with the stylus or highlight one using the + Control Pad and press the A Button to select it.

If you have Quick Save data (see page 13), the option QUICK SAVE DATA will also be displayed.



**PICROSS** (See page 10)

Solve PICROSS puzzles.

**DAILY PICROSS** (See page 14)

Try and solve these puzzles as fast as possible.

**MY PICROSS** (See page 15)

Create your own puzzle or take on a downloaded puzzle.

**DS WIRELESS COMMUNICATIONS** (See page 19)

Play head-to-head or exchange puzzles.

**NINTENDO Wi-Fi CONNECTION** (See page 24)

Play head-to-head or exchange puzzles with friends over long distances via the internet using a wireless LAN.

**SETTINGS** (See page 30)

Alter play settings.

# Saving Data

This software saves automatically after solving a puzzle, changing settings, after DS Wireless Communications finish, etc. To erase data, load the software while holding down the L Button + SELECT.

There is no way to recover data once it has been erased in this way.

# Picross

Play various challenging puzzles, from the simple to the very hard. You can also view a tutorial on how to play Picross.

## Picross Menu

After selecting PICROSS from the **Main Menu**, four further options will be displayed. The **Puzzle Select Screen** shown on the right will be displayed if you select EASY MODE, NORMAL MODE, or FREE MODE. Select a puzzle.



### Switch Control Method

Touch this to switch between stylus and button controls.

### Change Design

Change the design of the puzzle screen.

### How to Play

An explanation of the basic Picross rules.

### Easy

Easy puzzles aimed at the beginner. Select a puzzle from among those displayed and then select OK.

### Normal

Puzzles aimed at beginner to intermediate level players. Select level → Puzzle → OK.

### Free

Puzzles aimed at intermediate to advanced level players. Select level → Puzzle → OK.

## The Picross Game Screen

This screen shows stylus controls. The Stylus Mode Change will not appear if you are using button controls.



### Stylus Mode Change

- Fill in a square.
- Zoom display in / out (when the puzzle is large).
- Place an X mark.
- Move the area displayed when zoomed in.

### Current State

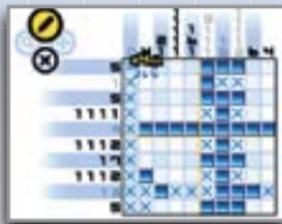
### Time Since Starting the Puzzle

There is no time limit, but if more than 60 minutes pass, you will not be able to view the completed image upon clearing the puzzle.

The mode switch can also be performed using the +Control Pad. Press up on the +Control Pad to select , press down for , left for , and right for .

## Normal Mode Rules and Free Mode Rules

There are two types of rules in PICROSS DS. During Normal Mode rules you will be told if you fill in an incorrect square, while in Free Mode rules you will not be informed of your mistakes. EASY MODE and NORMAL MODE use Normal Mode rules. FREE MODE uses Free Mode rules.



### Normal Mode Rules

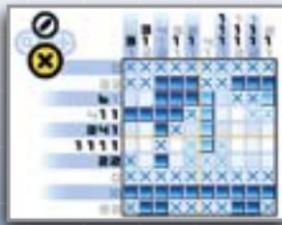
Fill in a square by mistake and time will be added to your total time.

### Free Mode Rules

You will not be informed if you fill in a square by mistake. Fill in a square again to clear it. Under these rules you can view the completed image no matter how long it takes to finish the puzzle.

## Try It Out Mode

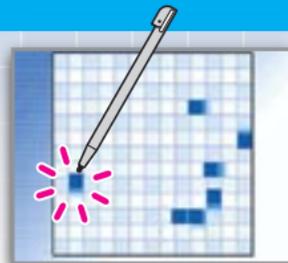
Under Free Mode rules you can use **Try It Out Mode** by selecting Overlay On on the **Pause Menu**. During **Try It Out Mode**, filling or placing X marks won't actually affect the puzzle. Afterwards you can simply select Overlay Off to return to the state the puzzle was in before you started the **Try It Out Mode** if you make a mistake, or want to redo things.



## Touch Game

After selecting NORMAL MODE or FREE MODE, select  to play a touch based minigames on the lower screen. There are three types of minigame in all: Catch, Sketch, and Hit.

Solving PICROSS DS puzzles unlocks these games.



## The Pause Menu

Press START while solving a puzzle to open the **Pause Menu**. Touch  or press the B Button or START to return to the puzzle.

### QUIT

Quit the current puzzle and return to the Puzzle Select Screen.

### QUICK SAVE DATA

Create Quick Save data and return to the Main Menu. You can only create one Quick Save at a time, the continuation of which can be accessed when you next play the game.

### CONTROL METHOD

Switch between stylus and button controls.

### MUSIC

Change the background music.

### OVERLAY ON/OFF

This appears only during a **Free Mode** puzzle. Select Overlay On to start **Try It Out Mode**. When you have finished, select Overlay Off from the **Pause Menu**, and then decide if you wish changes made during **Try It Out Mode** to be reflected or not. You cannot create Quick Save data during **Try It Out Mode**.

# Daily Picross

Take on one set of puzzles a day, either going against the clock or searching for mistakes. Attempt to complete the puzzles as fast as possible and improve your Picross skills.

## Main Menu

Select DAILY PICROSS from the **Main Menu** and then select a game mode. You can press SELECT while solving a puzzle to quit it.

At first, only Nonstop Time Attack is available. The other modes will gradually unlock as you continue to play Daily Picross. The results of each mode will only be saved once per day, and the results of any subsequent plays for that day will not be saved.



**NONSTOP TIME ATTACK** Finish puzzles as quickly as possible.

**NO X MARKS** Complete puzzles without placing X marks on the grid.

**ERROR SEARCH** On the top screen, compare the number of mistakenly filled squares with the number of squares left that require filling, and correctly refill the squares.

**MEMORY** After being given twenty seconds to remember the numbers around the grid, try and solve the puzzle relying solely on your memory.

**SECRET RESULTS** Attempt to solve the puzzle with some of the numbers hidden.

**RESULTS** Check your results.

# My Picross

Make your own puzzles or play those that you have downloaded or exchanged using DS Wireless Communications (see pages 19 – 23) or Nintendo Wi-Fi Connection (see pages 24 – 26).

## My Picross Menu

Select MY PICROSS from the Main Menu and two options will be displayed.

**ORIGINAL** Create a PICROSS DS puzzle, or play puzzles that you have created or friends have given you.

**CLASSIC** Play puzzles that you have downloaded using Nintendo Wi-Fi Connection. Select a puzzle and then PLAY. Touch the ← and → arrows on the Touch Screen or use the L and R Buttons to move through the pages. Use the stylus or the + Control Pad and the A Button to select a puzzle.



## Create Your Own Puzzle

When creating a puzzle using **Original**, touch NEW on the Touch Screen and then select EASY CREATION or CREATE.

You can save up to 100 puzzles that you have created or that you have received from your friends.



**EASY CREATION** This is a simplified puzzle creation process with only a few steps. The process follows these steps: Give a Title → Draw Picture (see page 17) → Color (see page 18).

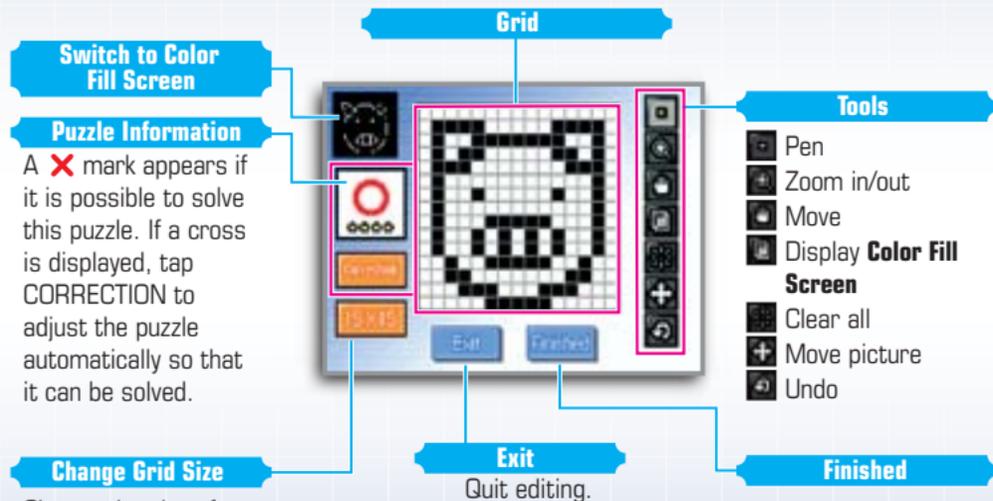
**CREATE** This is a more fundamental puzzle creation mode that allows such options as the alteration of grid sizes and difficulty. The process follows these steps: Give a Title → Draw Picture → Color → Select Puzzle Mode (**Normal Mode** or **Free Mode**).

## Play an Existing Puzzle

Select an existing puzzle from Original and then select one of the three options displayed – PLAY (challenge puzzle), EDIT (edit puzzle), and DELETE (delete puzzle). For puzzles received from your friends, you cannot select EDIT. Once data has been erased you can never restore it, so please be careful!

## The Illustration Creation Screen

This is displayed after giving your puzzle a name under CREATE, or after selecting EDIT PUZZLE under EDIT. Fill in squares to draw a picture.



### Change Grid Size

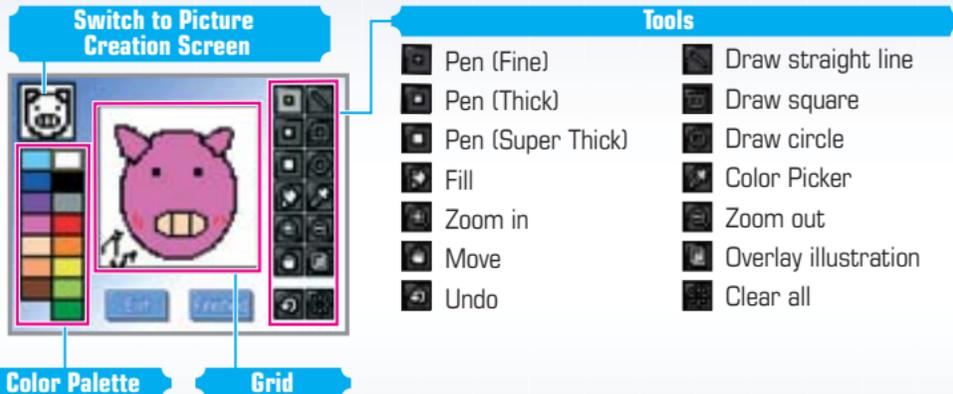
Change the size of the puzzle.

EASY CREATION has fewer tools, and puzzles are automatically corrected so that it's possible to solve them. You can also use an eraser tool to delete the filled blocks.

## Color Fill Screen

Fill in colors to match your picture.

This color picture will be displayed on the top screen once the puzzle is cleared.



Picture Creation/Color Fill Screen Controls

<b>+Control Pad</b>	Move/ Select
<b>A Button</b>	Confirm
<b>X Button/Y Button</b>	Move cursor

When creating a picture in EASY CREATION, you can also use the L Button and R Button to change between the pen and eraser.

## DS Wireless Communications

Challenge friends to a puzzle or trade puzzles with them. You can also send a demo puzzle of the game to someone who doesn't own the Game Card.

### Picross Multiplayer

Up to five people can play this mode together, including players who don't own the Game Card. If you play with someone who is using their own Game Card, they will automatically be registered as a friend (see page 29).

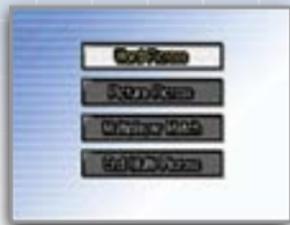
### Create Group

If you are selecting the puzzle (host) then select INVITE. If you are going to play a friend's puzzle (guest) then select JOIN IN. For Nintendo DS systems that don't have the Game Card inserted, follow the steps for DS DOWNLOAD PLAY (see page 23). Once the players are all gathered, the host player selects BEGIN, and you proceed to the puzzle.



## Select Puzzle

The host selects the puzzle. Guests must wait until the host finishes completing the settings. Once the settings are decided, each player will proceed to the control selection screen.



### WORD PICROSS

Guest players attempt to guess the word (within ten letters) selected by the host. When the guest guesses the word they send their reply to the host. The host replies with ✓ if the answer is correct and ✗ if not.

### PICTURE PICROSS

Guest players attempt to uncover the picture drawn by the host. The guests solve the puzzle and send a message to the host describing what the picture is. The host replies with ✓ if the answer is correct and ✗ if not.

### MULTIPLAYER MATCH

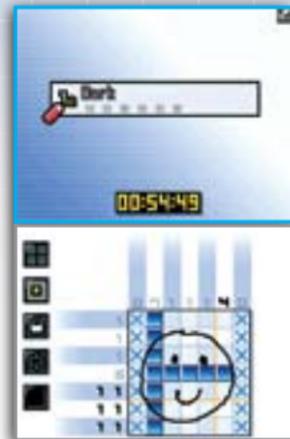
The host also takes part in solving the puzzle. The fastest player to solve two puzzles is the winner. After all players have selected to have hints on or off and their Control Method, the game begins.

### END MULTI-PICROSS

End DS Wireless Communications.

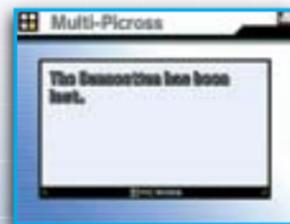
## Solving the Puzzle

On the top screen the status of every player is displayed, while on the lower screen the puzzle is displayed. Once you have solved the puzzle, touch . If you fill in an incorrect square, the puzzle will disappear from your screen for a short while. The host player can touch the guests' names to view their progress at any time (except during **Multiplayer Match Mode**), and then touch the screen to either get in their way or offer hints. The guest can press  and slide across the host's image to remove it. Once play is finished, all players will be returned to the **Puzzle Select Screen**.



## Communication Errors

A communication error will occur if one of the Nintendo DS systems is turned off, put into **Sleep Mode**, or if the communication is interrupted. After selecting YES, you will return to the **Title Screen** and have to start again from the **Main Menu**. For a Nintendo DS system that does not have the Game Card inserted, you will need to press the A Button, turn off the power, and then repeat the download process.



## Puzzle Exchange

Exchange puzzles with your friends. When sending a puzzle, select SEND AN ORIGINAL PUZZLE or SEND A CLASSIC PUZZLE, then select the puzzle.

When receiving a puzzle, select RECEIVE AN ORIGINAL PUZZLE or RECEIVE A CLASSIC PUZZLE. Puzzles received here can be played from **My Picross** (see page 15).

“Classic puzzles” is a series created by Nintendo for PICROSS DS.

You can give one puzzle to a friend who doesn't have a PICROSS DS Game Card of their own. Select a puzzle and then SEND to send the puzzle over. When receiving the demo puzzle, please read page 23 carefully and then download the data. The downloaded puzzle will disappear once the system's power is turned off.



## DS Download Play

This section explains how DS Wireless Single-Card Play works.

### The Things You'll Need

- Nintendo DS or Nintendo DS Lite: One for each player
- PICROSS DS Game Card: One

### Host Controls:

1. Check that the DS is turned off and insert the Game Card into the DS Game Card slot.
2. Turn the power on, and the DS Menu Screen will appear.
3. Tap the PICROSS DS panel.
4. Follow the instructions (see page 19).

### Guest Controls:

1. Turn the power on, and the DS Menu Screen will appear.
2. Tap DS Download Play.
3. Tap the PICROSS DS panel. The download confirmation screen will appear.
4. If it is correct, tap Yes to download the data from the host.
5. Follow the instructions (see page 19).

## DS Wireless Play

This section explains how to establish your DS Wireless link for DS Wireless Multi-Card Play.

### The Things You'll Need

- Nintendo DS or Nintendo DS Lite: One for each player
- PICROSS DS Game Card: One for each player

### Steps:

1. Make sure that all DS systems are turned off, then insert a PICROSS DS Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Tap the PICROSS DS panel.
4. Follow the instructions on pages (see page 19).

# Nintendo Wi-Fi Connection

Play with friends over long distances and other players from across your region. You can also exchange puzzles with friends and download classic puzzles.

## Picross Challenge

Play head-to-head over Nintendo Wi-Fi Connection. Two puzzles will be played. After you solve one puzzle, the next will appear. The first player to solve both of them is the winner.



**CHALLENGE ANYONE** Search for an opponent to play from among all the players in your region. The opponent will be chosen from among those closest to your own results and successive wins. Be aware that if your connection is lost or you put your system into **Sleep Mode** during play, the match will end and count as a loss for you.

**CHALLENGE A FRIEND** Play against a friend on your friend roster [\(see page 29\)](#).

## Community

Exchange or download puzzles. Puzzles downloaded here can be played in **My Picross** [\(see page 15\)](#). Before exchanging puzzles, first perform friend registration [\(see page 29\)](#). Upon first exchanging puzzles, both of you will need to connect using your Nintendo Wi-Fi Connection. If you cannot access the other person's area, then have them reconnect.



**CLASSIC PUZZLES** Download puzzles from the Nintendo Wi-Fi Connection server.

**PUZZLE EXCHANGE** Select to receive a friend's data (download from a friend's area) or update your own data (upload to own area).

## Nintendo Wi-Fi Connection

**Nintendo Wi-Fi Connection allows multiple PICROSS 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 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 (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which that Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at [www.nintendowifi.com/terms](http://www.nintendowifi.com/terms).

- The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail address or home address when communicating with others.

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

## Nintendo DS Rumble Pak™

This game is compatible with the Nintendo DS Rumble Pak (sold separately). The Rumble Pak includes built-in features that rumble while you play, providing realistic feedback. Please read the following before you play the game with Rumble Pak enabled.

### Using the Rumble Pak

- Make sure the Nintendo DS is turned off.
- Insert the Rumble Pak into Slot-2 on the front of the Nintendo DS (the label should face toward the bottom) just like loading a Game Boy Advance Game Pak.
- Make sure to turn the power off before removing the Rumble Pak.

### Troubleshooting

- Nintendo DS Rumble Pak is making a sound
  - When the Rumble Feature is on, the Rumble Pak will make sounds during game play.
- Does not rumble
  - Make sure the Rumble Feature is turned on in the game (select Options in the main menu).
  - Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.
- Does not stop rumbling
  - Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

If the Rumble Pak still does not work properly after following these troubleshooting measures, please call Nintendo customer service.

# Settings

Alter various game settings, such as turning Rumble Feature on or off and Nintendo Wi-Fi Connection settings.

## Game Settings

Turn the Rumble Feature on / off and change overall play settings.

**CONTROL METHOD** Choose between Nintendo DS stylus and button controls.

**RUMBLE** Turn the Rumble Feature on / off.

**SOUND** Switch audio output between stereo, surround and headphones.

**PATTERN** Change the screen design displayed during **Picross** or **Original** play.

**NICKNAME** Change the nickname displayed during play.

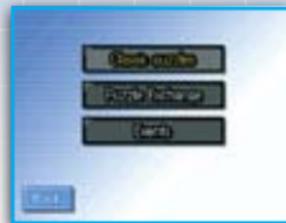
**STAFF** View the game credits.



## Friend Settings

Register friends or edit your friend roster, as well as check your own friend code.

- Play Multi-Picross using DS Wireless Communications (see page 19) and all players will automatically be registered as friends.
- You can have a maximum of 64 friends on your friend roster. *Note that once the list is full, each new entry will delete the oldest entry on the list.*



**REGISTER A FRIEND** Register a friend to your friend roster.

**FRIEND ROSTER** Check your registered friends and edit the list.

**CONFIRM FRIEND CODE** Check your own friend code.

## Nintendo Wi-Fi Connection

Alter the Nintendo Wi-Fi Connection settings.

See the separate Nintendo Wi-Fi Connection instruction booklet for details on Nintendo Wi-Fi Connection.

Try to always use the same Nintendo DS system and Game Card together. If you change the combination you are using, you will need to select the Wi-Fi settings again.





## Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our website at [www.nintendo.com](http://www.nintendo.com) or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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### GAME & ACCESSORY WARRANTY

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Please try our website at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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