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NINTENDO DS™

NINTENDO
BROWSER **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

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.

For additional information on the Nintendo Wi-Fi Connection, 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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PREPARATION

SCREENS

FUNCTIONS

NINTENDO WI-FI
CONNECTION

IMPORTANT PRIVACY INFORMATION

- Be careful not to give out personal information about yourself such as your last name, phone number, birth date, age, e-mail, home address or school when on the Internet.
- If you decide to provide personal information to any party other than Nintendo, it is subject to the privacy policy of that company, not Nintendo's privacy practices. Be cautious before providing any personal information over the Internet.

IMPORTANT USER INFORMATION

- If the software is to be used by a child, the settings should always be configured by the child's parent or guardian.
- Please be aware that Nintendo accepts absolutely no liability for any loss arising from your using the Nintendo DS Browser to connect to the Internet, or from your inability to connect, and that Nintendo has no control over email, bulletin boards, blogs, and other general content.
- Internet websites may contain information that viewers may find offensive, or that is inaccurate, dangerous, or illegal. If a child will be viewing websites, we strongly encourage the child's parent or guardian to supervise their use of the Internet. For information on content filtering options, please refer to the *Astaro Content Filtering* booklet.
- If you discard or give away your Nintendo DS system or your Nintendo DS Browser software, we suggest you delete search history and other information generated from your use of the Internet.
- Using the Nintendo DS Browser may cause your system's battery to become depleted more quickly than usual.
- The distance between the Nintendo DS system and the access point should be no more than 30 feet. Adjust the distance so that the signal strength icon shows at least two bars.



- Hold your Nintendo DS system so that it points toward the access point, and make sure that there are no people, objects, or other obstacles between the Nintendo DS system and the access point.
- If your network connection is excessively slow, or is being shared with another computer or device using the same network connection, the software may stall or you may not be able to communicate effectively.
- When the Wi-Fi communication function is ON, the power indicator LED will blink rapidly.

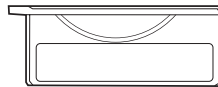
MEMORY EXPANSION PAK

The Nintendo DS Browser must be used with a Memory Expansion Pak. The Memory Expansion Pak is a peripheral device for expanding the memory of games supporting the Memory Expansion Pak.

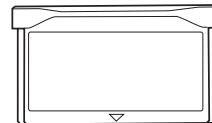
Note: The Memory Expansion Pak only functions with games that specifically support it.

Note: If you start a game that supports the Memory Expansion Pak without loading the Memory Expansion Pak, the functions of the game may be restricted and/or may not function properly.

There are two types of Memory Expansion Paks, one for the Nintendo DS Lite, and one for the original Nintendo DS System.

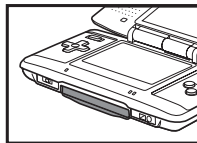


Memory Expansion Pak for
Nintendo DS Lite

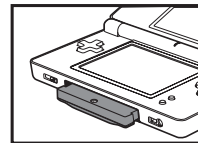


Memory Expansion Pak for original
Nintendo DS

Note: If you load a Nintendo DS Memory Expansion Pak into the Nintendo DS Lite, it will protrude from the system. This is normal. Do not try to force it in further.



Memory Expansion Pak inserted in
Nintendo DS



Memory Expansion Pak inserted in
Nintendo DS Lite

WHAT IS THE NINTENDO DS BROWSER?

The Nintendo DS Browser is software that enables you to view Internet websites easily.

FEATURES OF THE NINTENDO DS BROWSER

The Nintendo DS Browser delivers good visibility and easy operation using the two screens of the Nintendo DS system.

TWO SCREEN MODES SEE PAGE 16

There are two enhanced visibility screen modes using the upper and lower screens.

EASY OPERATION USING THE STYLUS SEE PAGE 08

The Nintendo DS Browser can be operated easily just by using the stylus to tap the lower screen (i.e. the Touch Screen).

By tapping the icons on the toolbar, you can also use the handy functions (see page 15).



DEVICES AND CONNECTION ENVIRONMENT REQUIRED

To use the Nintendo DS Browser at home and outdoors, you will need the following devices and connection environment. To connect to the Internet, you will also need to configure the Wi-Fi settings (see page 40).

01 USING THE BROWSER AT HOME

To use the Nintendo DS Browser at home, you will need the following:

- A broadband Internet connection
- A wireless LAN access point or a Nintendo Wi-Fi USB Connector and a computer

Note: For details on obtaining a Nintendo Wi-Fi USB Connector, see www.nintendowifi.com.

02 USING THE BROWSER OUTDOORS

The Nintendo DS Browser can be used with the access points listed below:

- Nintendo Wi-Fi Connection hotspots
- Other hotspots sponsored by Nintendo (which may charge a fee)

Note: for a list of Nintendo Wi-Fi connection hotspots, go to www.nintendowifi.com.

- The Nintendo DS Browser can connect to the Internet using compatible wireless home networking equipment.
- If you already have an environment in which you use a Nintendo WFC-compatible game, you will be able to use the Nintendo DS Browser without further setup.
- For details on devices supporting Nintendo WFC, see www.nintendowifi.com.



BASIC CONTROLS

All operations can be carried out with the Touch Screen. From now on, the term Nintendo DS system will be used to refer to both the Nintendo DS and the Nintendo DS Lite.

CONTROLS

TOUCH SCREEN

Operate by tapping or sliding

+ CONTROL PAD

Move cursor

(A) BUTTON

Confirm

(B) BUTTON


Cancel/reload

(X) BUTTON

Swap upper and lower screens
Move to top (bottom) of page

(Y) BUTTON

Move cursor to toolbar (Operate toolbar using  Control Pad and (A) Button)

 +  **CONTROL PAD** Scroll (up/down/left/right) on upper screen

 + (A) **BUTTON** Copy lower screen to upper screen (see p. 19)

SELECT

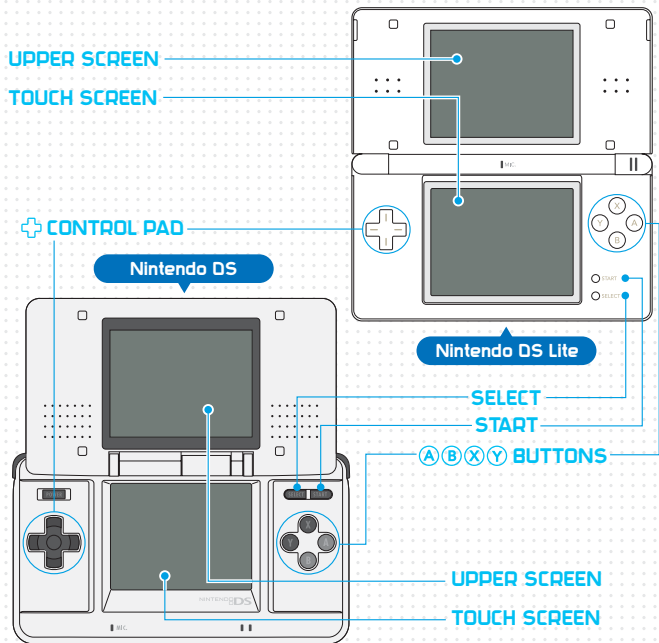
Display **Bookmark Screen** (same as )(see p.32)

START

Display **URL Input Screen** (same as )(see p.24)

Note: The Touch Screen and the (X) Button do different things depending on the Screen Mode (see page 16).

PARTS OF THE NINTENDO DS SYSTEM



PREPARING TO USE THE BROWSER

This section explains how to launch the Nintendo DS Browser. The first time you launch it, you will automatically be taken to the *Setup Screen* (see page 12).

If you close the DS while using the software, it will go into *Sleep Mode* to conserve batteries. *Sleep Mode* is canceled when you open the system.

Note: In *Sleep Mode*, communications are cut off.

LAUNCHING PROCEDURE

01 PREPARE YOUR NINTENDO DS SYSTEM

First check that the system is switched OFF, then insert the Nintendo DS Browser DS Card into the DS Game Card slot until you hear it click. Next, insert the Nintendo DS Memory Expansion Pak into the Game Pak slot (see pg. 4).

02 PROCEED TO THE NINTENDO DS MENU SCREEN



When you switch your Nintendo DS system ON, the *Health and Safety Screen* will be displayed. When you have read it, tap the Touch Screen and proceed to the *Nintendo DS Menu Screen*.

03 LAUNCH THE BROWSER




Launch the browser by tapping NINTENDO DS BROWSER on the Nintendo DS Menu Screen. If the Nintendo DS system's launch mode is set to AUTO MODE, this operation is not necessary. For details, refer to the Instruction Booklet for your Nintendo DS system.

04 PROCEED TO THE SETUP SCREEN



When you launch the browser for the first time, you will be taken automatically to the *Nintendo Wi-Fi Connection Setup Screen*.

USING THE BROWSER FOR THE FIRST TIME

The first time you launch the browser, you will be taken automatically to the Setup Screen. Here you can change the setup at any time using  (Settings) (see page 36).

■■■■■■■■■■ Cautions about Passwords ■■■■■■■■■■

- Take care not to forget your password.
- Do not tell your password to anyone else.

SETTINGS

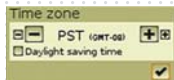
01 KEYBOARD LANGUAGE SETTING



This sets the language for the Software Keyboard displayed when you input text.

Note: See page 30 for more information on the Software Keyboard.


02 TIME ZONE SETTING



This sets the time zone for your location.

03 LAUNCH-RESTRICTING PASSWORD SETTING



This is the password used to launch the Nintendo DS Browser. Once the password is set, you will not be able to launch the browser unless you input the correct password. This is useful if, for example, you want to prevent the browser from accidentally being accessed by children. If you do not want to set a password, leave the boxes blank and tap .

04 NINTENDO WI-FI CONNECTION SETTINGS (SEE PAGE 40)



These are the Nintendo Wi-Fi Connection settings to be configured for connecting to the Internet. If your Nintendo DS system is already set up for a connection point used for a Nintendo WFC compatible game, you do not need to do any more configuration for the Nintendo DS Browser.

THE BROWSER SCREEN

The *Browser Screen* displays items like those shown below.

BROWSER SCREEN

TITLE BAR

This shows the reception strength signal (see page 57) and the title of the page currently displayed. When communications are in progress or an operation is being carried out, the icon on the far right will move.

LOWER SCREEN

On the lower screen, you can either tap a link to jump to another page or input text in the text box.

TEXT BOX

When you tap this, the Text Input Screen appears.

TOOLBAR

By tapping the icons, you can use various functions.





TOOLBAR

By tapping the icons on the toolbar, you can use the functions listed below. If you hold the stylus against the icon, an explanation of that function will be displayed on the lower screen.

	BACK	Return to the previous page.
	FORWARD	Proceed to the next page.
	STOP	Stop loading this page.
	RELOAD	Reload the page currently displayed and update its content.
	HISTORY	Display a list of the pages viewed so far, so you can select a page and jump to it (see page 22).
	URL	Input the URL of the desired page (see page 24).
	BOOKMARK	Register pages you visit often (see page 32).
	SEARCH	Search in the website or in a page (see page 34).
	SETTINGS	Check or change the settings for Nintendo DS Browser (see page 36).
	HELP	Display pages explaining Nintendo DS Browser operations and linking to Nintendo contact information.
	SWITCH DISPLAY MODE	Switch the <i>Screen Mode</i> (see page 16).
	IMAGE DISPLAY	Enable or disable the display of the images on the Web page.
	ZOOM	Change the size of the text or image displayed (see page 19).
	SWAP SCREENS	Swap the pages on the lower and upper screens in the <i>Overview Mode</i> (see page 19).
	MOVE WITHIN PAGE	Move to top or bottom of page displayed in the <i>SSR Mode</i> (see page 21).

SCREEN MODES

There are two screen display modes: *Overview Mode* and *SSR Mode*. You can switch between them at any time by tapping  or .

THE SCREEN MODES

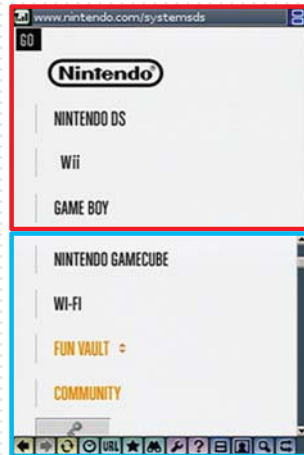
OVERVIEW MODE SEE PAGE 18

In this mode, a page displayed at reduced size (the Shrink page) and a page displayed at normal size (the Magnify page) are shown separately on the upper and lower screens. The page is displayed as designed so you can view the whole page or divide it up into blocks and look for the part you want within a block.



SSR MODE SEE PAGE 20

In this mode, the upper and lower screens are combined to make a single screen in which the page is displayed. This is useful when reading long pages.



OVERVIEW MODE



THE MAGNIFY PAGE

Here the part of the Shrink page framed by the Scope is displayed at an enlarged size. This is useful when you want to click links on the page or view images.

THE SHRINK PAGE

Here the whole page is displayed, and you move the Scope to select the part you want to display on the Magnify page. This is useful for looking for the particular part of the page you want to view, and for viewing lots of images at once.



THE SCOPE

You can move the Scope by sliding the stylus, activate the DIRECT EVENT MODE by pressing the **L** and **R** Buttons, and move the Scope with the **+** Control Pad. The Direct Event Mode enables you to click on links displayed in the Shrink page.

SPECIAL OPERATIONS

TOUCH SCREEN Move Scope (when lower screen shows Shrink page)
Scroll / Confirm (when lower screen shows Magnify page)

↑ / (X) BUTTON Swap upper and lower screens (see page 19)

↑ SWAP THE UPPER AND LOWER SCREENS



By tapping **↑** (*Swap Screens*) or pressing the **(X)** Button, you can swap the upper and lower screens.

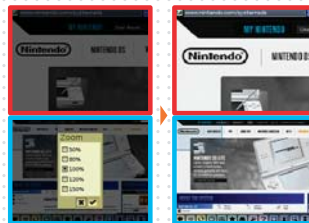
HANDY HINT

Make the Shrink page the lower screen, and move the Scope to the part you want to look at.

Use **↑** or the **(X)** Button to swap the upper and lower screens.

Tap the link on the Magnify page.

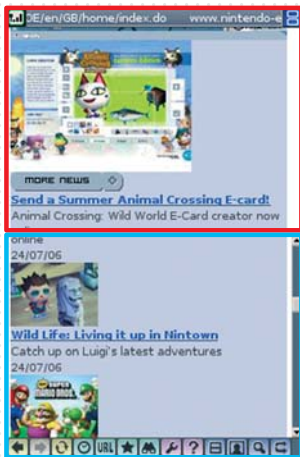
🔍 USING ZOOM



When you tap **🔍** (Zoom), the *Zoom Setting Screen* is displayed.

Select whether to display the text and images on the page at a magnification of 50% (small), 80% (slightly reduced), 100% (normal), 120% (slightly enlarged), or 150% (large).

Zoom can also be changed using **🔍** (Settings) (see page 36).



THE SSR MODE

SSR stands for Small Screen Rendering, and is a rendering mode developed specifically for small screen devices – such as the Nintendo DS system. In **SSR Mode**, the page layout is changed so that no horizontal scrolling is needed. In addition, irrelevant parts of the page such as background images are removed. In **SSR Mode**, panning can be performed with the stylus by placing it anywhere on the page and moving it in the desired direction.

Note: In this mode, the design of the Web page is adjusted to suit the size of the Nintendo DS system screen, so images may sometimes fail to display properly.

SPECIAL OPERATIONS

TOUCH SCREEN Scroll along screen / Confirm

HOME / (X) BUTTON Move to top (bottom) of page

SCROLLING USING BUTTONS



By holding down the **L** or **R** Button and pressing the **+** Control Pad, you can scroll along the screen.

MOVING WITHIN THE PAGE



By pressing the **(X)** Button, you can move to the top or the bottom of the page displayed. Each time you press the **(X)** Button, you will be moved from the top to the bottom or vice-versa.

DISPLAYING PAGES AND JUMPING TO PAGES

You can display and jump to pages you want to view using the methods explained below.

TO DISPLAY A PAGE

01 ENTER THE URL

If you know the URL (address) of the page, enter it directly.



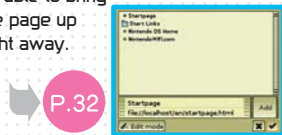
03 USE WEB SEARCH

Using Web Search, you can use a keyword to find the page you want to visit.




02 USE BOOKMARK

If you use Bookmark to register the URL of a page you visit often, you will be able to bring the page up right away.



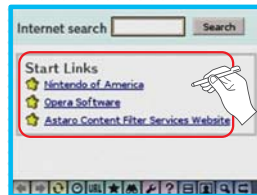
04 USE HISTORY



By tapping  (History), you can bring up a list of pages visited since the browser was launched and jump to the desired page.



TO JUMP TO ANOTHER PAGE


01 JUMP FROM A LINK



Within the page, there will be links for jumping to other pages. These links are usually marked using text in a different color or in bold font, or by a button image or something similar. By tapping a link, you can jump to another page. By pressing the  Button to display the cursor on the page and then pressing the , you can successively align the cursor with links or with the text box.

02 JUMP TO A PREVIOUS OR SUBSEQUENT PAGE



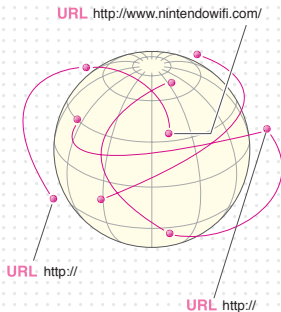
If you have jumped from one page to another, tapping  (Back) will return you to the page displayed previously.

If you then tap , you will be moved on to the next page.

THE URL INPUT SCREEN

By entering the URL (address) of the desired page on the *URL Input Screen*, you can jump to that page.

WHAT IS A URL?



A URL is the address of a Web page on the Internet. The term "address" is sometimes used instead.

ENTER THE URL

:	Colon
/	Slash
.	Period (dot)
-	Hyphen
_	Underscore
&	Ampersand
~	Tilde
¥	Yen sign
@	At
;	Semicolon
?	Question mark
=	Equals sign

THE URL INPUT SCREEN

When you tap **URL** (URL), the *URL Input Screen* is displayed. This is where you input URLs, using Handwriting Recognition or the Software Keyboard. For more information on Handwriting Recognition, see pages 26-29. For more information on the Software Keyboard, see pages 30-31.

URL SHORTCUT

When you tap this, the character string displayed is input. This is a handy place to register character strings used frequently in URLs.



CLEAR

This deletes the character string you are currently entering.

INPUT HISTORY

This displays the URLs input since the browser was launched. If you tap one of the URLs displayed, that URL will be input.

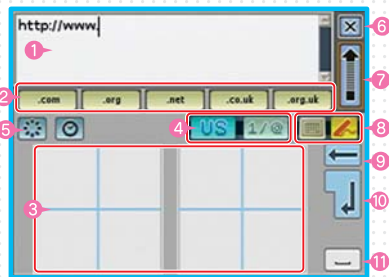
SEND

Tap this to jump to the page for the URL you have input.

TEXT INPUT METHODS: HANDWRITING RECOGNITION

There are two ways to input text: Handwriting Recognition and the Software Keyboard.

THE HANDWRITING RECOGNITION SCREEN

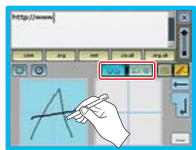


The stylus is used to write characters (see page 28).

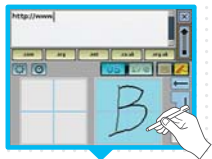
- 1 EDITING AREA** This is where the character you have input is displayed.
- 2 URL SHORTCUT** When you tap this, the character string displayed is input. This is a handy place to register character strings used frequently in URLs.
- 3 INPUT AREA** This is where you write the character with the stylus.
- 4 CHARACTER TYPE SELECTION KEYS** Use these keys to switch the type of character you want to input. All input characters are recognized as alphanumeric characters.

- 5 CLEAR** Clear all characters from the editing area.
- 6 CLOSE** Terminate the character-input operation.
- 7 SEND** Send the characters in the editing area to the text box.
- 8 SWITCH INPUT MODE** Switch the character-input method from Handwriting Recognition to Software Keyboard, or vice-versa.
- 9 BACKSPACE** Delete the character to the left of the cursor.
- 10 NEWLINE** Insert a new line at the cursor position in the editing area. If the text box is a single line, this will terminate the character-input operation.
- 11 SPACE** Input a blank space.

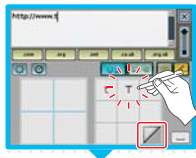
USING HANDWRITING RECOGNITION



Using the Character Type Selection keys, switch the type of character to be input, then write the character in either the right or left side of the input area.



The character most closely resembling the character you have written will be displayed in both the input and editing areas. If you have more to write, write the next character in the adjacent area.



If the character displayed is not the one you want to input, tap the \triangle in the lower right corner of the input area, then select the correct character from the list of candidates. If the desired character is not among the candidates, tap backspace and write the character again.



When you have finished entering characters, tap send. Tapping close will terminate the character-entering operation.

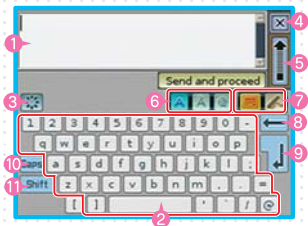
TIPS FOR HANDWRITING RECOGNITION

To ensure that your handwritten characters are recognized easily, make sure to write slowly and neatly, and write the character as large as you can.

TEXT INPUT METHODS: SOFTWARE KEYBOARD

On the Software Keyboard, text is input by tapping a keyboard displayed on the lower screen.

THE SOFTWARE KEYBOARD SCREEN



ALPHANUMERIC KEYBOARD

- 1 EDITING AREA** This is where the character you have input is displayed.
- 2 KEYBOARD** Operate this keyboard by choosing a character and then tapping it.
- 3 CLEAR** Clear all the characters in the editing area.
- 4 CLOSE** Terminate the character-input operation. Any characters in the character-input area will be deleted.
- 5 SEND** Send the characters in the editing area to the text box.
- 6 CHARACTER TYPE SELECTION KEYS** Use these keys to switch the type of character you want to input.
 - Displays the input keyboard for letters of the alphabet and numbers.
 - Displays the input keyboard for special characters.
 - Displays the input keyboard for symbols.

- 7 SWITCH INPUT MODE** Switch the character-input method from Handwriting Recognition to Software Keyboard, or vice-versa.
- 8 BACKSPACE** Tap this to delete the character to the left of the cursor.
- 9 NEWLINE** Tap this to insert a new line at the cursor position in the editing area. If the text box is a single line, this will terminate the character-input operation.
- 10 CAPS** Tap this to switch between uppercase and lowercase letters of the alphabet.
- 11 SHIFT** Tap this to switch characters on the keyboard. After you have input the character, it reverts.

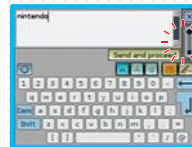
USING THE SOFTWARE KEYBOARD



Using the character type selection keys, select the type of character you want to input.



When you select a character from the keyboard and tap it, the character will be displayed in the input area.

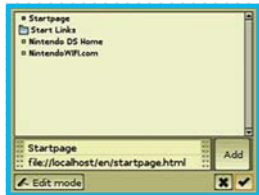


When you have input all the characters, tap send (see page 27). When you tap close (see page 27), the character-input operation will be terminated.

BOOKMARKS

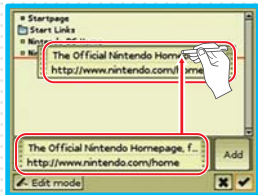
Your bookmarks are a kind of address book in which you keep notes of your favorite URLs. You can organize your bookmarks in separate folders.

BOOKMARK SCREEN



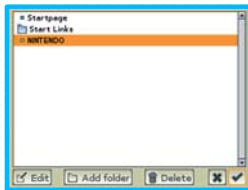
When you tap (Bookmark), the **Bookmarks Screen** will be displayed. By selecting and tapping the desired page from those registered in your bookmarks, you can move to that page. If you register a link to your favorite page in the **START PAGE FOLDER** in Bookmarks, you can display the link on the Start Page (see page 34).

REGISTERING BOOKMARKS



If you tap (Bookmark) when the browser is displaying a page you want to bookmark, you can register that page by sliding the information about the page currently displayed to your bookmarks, or to a particular folder. By tapping the **ADD** button to the right of the page information, you can register the current page in your bookmarks. When you have finished registering the page, tap to save your bookmarks.

EDITING BOOKMARKS



By tapping **EDIT MODE** on the **Bookmarks Screen**, you can edit your bookmarks. By sliding the names of pages you have registered, you can rearrange their order. If you register a bookmark in the **Start Page folder**, a link will be displayed on the Start Page.

EDIT

Use this to change details of your

ADD FOLDER

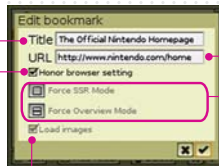
bookmarks and folders. Use this to create a new folder.

DELETE

Use this to delete a bookmark or folder.

PAGE TITLE

PAGE URL



SCREEN MODE

- Force to display in **SSR Mode** (see page 20).
- Force to display in **Overview Mode** (see page 18).

LOAD IMAGES

If you check this box, the images on the page will be displayed.

HONOR BROWSER SETTING

If you check this box, the page will be displayed in accordance with the toolbar settings (see page 14).

SEARCHING

Using  (Search), you can search by keyword for the Web page you want, or search for a particular word within the page displayed.

DOING A WEB SEARCH



Tap  (Search).

Tap SEARCH THE WEB.

Input a keyword and then tap send (see page 27).

Tap the link on the Search Results page.

NOTES ON WEB SEARCHES

- Not all the pages displayed in your search results will necessarily have content relevant to your keyword. Be aware that some websites might have offensive content.
- Nintendo accepts no responsibility for the content of websites displayed in your search results.

SEARCHING WITHIN A PAGE



Tap  (Search).

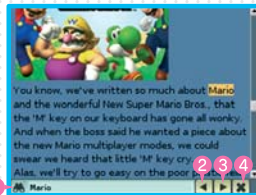
Tap FIND IN PAGE.

Input a keyword and then tap send (see page 27).

Check the search results. The instances of the keyword will be highlighted on the page.


THE SEARCH BAR

In Search Mode, the Search Bar will be displayed on the lower screen.




- 1 SEARCH** Tap this to display the *Keyword Input Screen*.
- 2 BACK** Tap this to move to the previous keyword.
- 3 FORWARD** Tap this to move to the next keyword.
- 4 STOP** Tap this to terminate the search.

SETTINGS

When you tap  (Settings), the *Settings Screen* will be displayed. You can then tap the desired setting from a list of categories of settings.

WEB SETTINGS

LOAD IMAGES

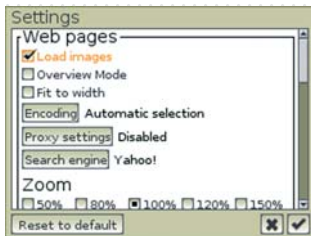
This enables or disables the display of images on the page. The pages will be displayed faster if you choose to disable this option. You can also change this setting by tapping  on the toolbar.

OVERVIEW MODE

This sets *Overview Mode* as your normal display mode.

FIT TO WIDTH

This automatically adjusts the display size of the Shrink page in the *Overview Mode* so that it fits the Nintendo DS system screen.



ENCODING SETTING

This sets the encoding method. Usually we recommend leaving it set to AUTOMATIC SELECTION. You should only change it if the text is not being displayed correctly.



PROXY SETTINGS

This specifies the use of a proxy server.

Proxy Password - This sets the password for the proxy server.

PROXY

This is where you input the URL or IP address of the proxy server to be used.

PORT

This is where you input the port number for communications with the proxy server to be used.

USE FOR HTTPS

Check this box if you want to use a proxy server for HTTPS communications.

USE AUTOMATIC AUTHENTICATION

Check this box if you want to use automatic authentication for proxy servers requiring authentication.

USERNAME

This is where you input the user ID for an automatic-connection proxy server.

PASSWORD


This is where you input the password for an automatic-connection proxy server.



SEARCH ENGINE SETTING

This specifies the website to be used when doing Web searches. If you want to use a website other than the one originally set, input the URL of the desired search engine in the User-Specified Engine box.

ZOOM

This changes the size of the text and images on the page displayed on the Browser Screen. To change the size, tap  on the toolbar (see page 19). The Zoom setting will be saved if you change it on the Setup Screen. However, if you change it on the toolbar, it will not be saved.

USER INTERFACE SETTINGS

SHOW TIPS

If you check this box, helpful hints on operations will be displayed on the upper screen.

PLAY EVENT SOUNDS

If you check this box, sounds will be played.

HELP DIALOGS

If you check this box, explanations of operations will be displayed on input screens and so forth.

SHOW DIALOG ON LOW MEMORY

If you check this box, a **Warning Screen** will be displayed when there is not enough memory to save the data for the page. If the system runs out of memory, sometimes the page may not display correctly. If this happens, switch the power OFF and then ON again.



HANDWRITING AS DEFAULT

If you check this box, Handwriting Recognition will be set as the default input method.

LOCK BROWSER

This is used to set a password that must be entered to launch the Nintendo DS Browser.

Notes on Passwords

- Try not to forget your password.
- Do not let anyone else know your password.

KEYBOARD LANGUAGE

This sets the language used for the Keyboard.

NETWORK CONNECTION SETTINGS

In case of incorrect Network Connection settings, see the Error Code Explanation Table on pages 50-51.

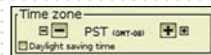


CONNECTION This sets up your network connection (see page 40).

DISCONNECT Use this to disconnect from the network.

TIME ZONE SETTING

This is used to set the time zone for your location. Use the + and - icons to set the time. If a summer-time system is used in the time zone you have set, check the DAYLIGHT SAVING TIME box.



ADDRESS ENTRY

This is used to set the URL shortcuts to be displayed on the **URL Input Screen**. You can add new shortcuts or frequently used keywords here.

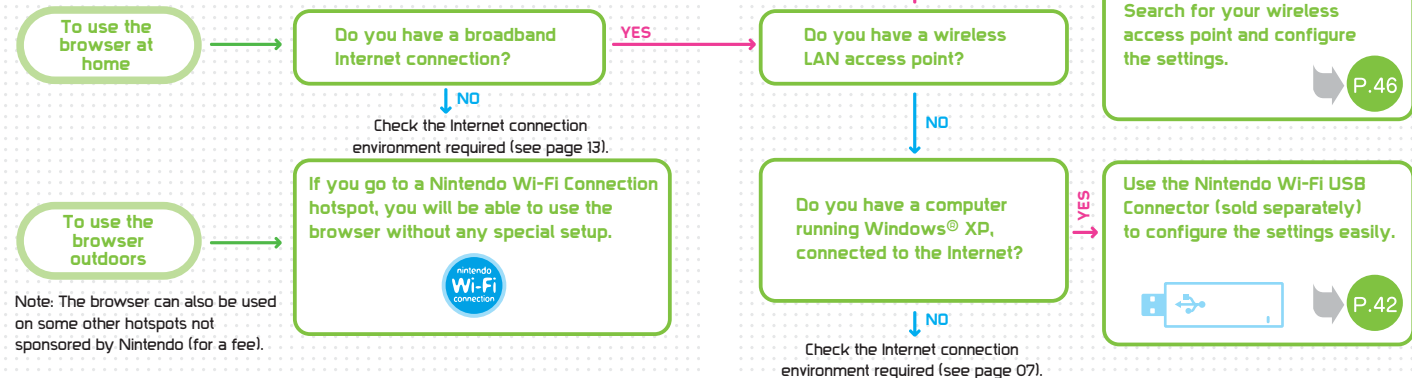


NINTENDO WI-FI CONNECTION SETUP

To use the browser, you will need to configure the Nintendo Wi-Fi Connection settings. These settings can be configured easily on the *Nintendo Wi-Fi Connection Setup Screen*.

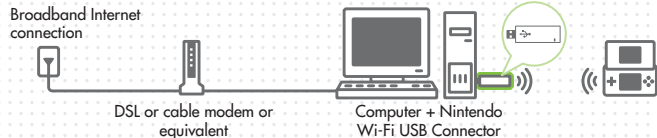
Choose a Setup Method

When you launch the browser for the first time, or if you select NETWORK CONNECTION SETUP from the settings and then select CONNECTION, the *Nintendo Wi-Fi Connection Setup Screen* will be displayed. As shown below, select a setup method, then proceed through the setup on the *Nintendo Wi-Fi Connection Setup Screen*.



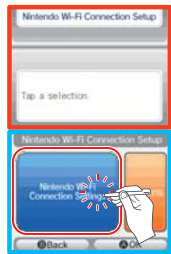
USING THE NINTENDO WI-FI USB CONNECTOR (SOLD SEPERATELY)

Before carrying out the procedure explained below, you will need to install the Nintendo Wi-Fi USB Connector Registration Tool on your computer and configure it for use. For details, refer to the Nintendo Wi-Fi USB Connector Instruction Booklet. Note: If your access point supports AOSS (by Buffalo Inc.), you can configure the settings easily using the functions of the system in question. For details, refer to the instruction booklet for your access point.



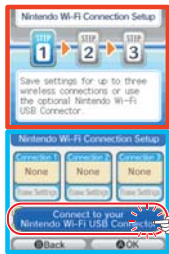
OPERATIONS CARRIED OUT ON THE COMPUTER

1 NINTENDO WI-FI CONNECTION SETUP SCREEN



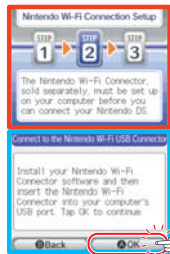
Tap the NINTENDO WI-FI CONNECTION SETTINGS Panel.

2 NINTENDO WI-FI CONNECTION SETTINGS SCREEN



Tap the CONNECT TO YOUR NINTENDO WI-FI USB CONNECTOR Panel.

3 NINTENDO WI-FI CONNECTION CONNECTION SCREEN



Check that the Nintendo Wi-Fi USB Connector has been configured and then tap NEXT.

4 NOTIFICATION AREA ON WINDOWS TASKBAR



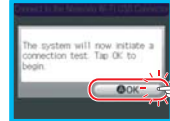
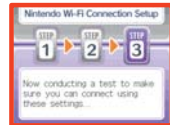
Double-click here!

REGISTRATION TOOLSCREEN



Click on the names you want to allow access to!

5 CONNECTION TEST SCREEN



Tap to begin connection test!

When you double-click the Nintendo Wi-Fi Connection icon in the notification area on the Windows taskbar, the **Registration Tool Screen** will be displayed. From the list of Nintendo DS system nicknames displayed on that screen, click the ones you want to allow access to, then click GRANT PERMISSION TO CONNECT on the menu displayed.

If the connection test fails, refer to page 50.

SETUP COMPLETE

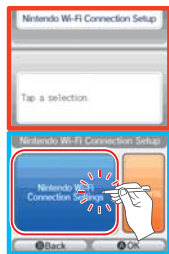
When you have completed the setup, tap **B** (BACK) to exit from the configuration operation.

USING A WIRELESS ACCESS POINT

Note: If your access point supports AOSS (by Buffalo Inc.), you can configure the settings easily using the functions of the system in question. For details, refer to the instruction booklet for your access point.

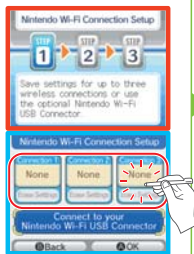
CONFIGURATION METHOD ② : USING AOSS

1 NINTENDO WI-FI CONNECTION SETUP SCREEN



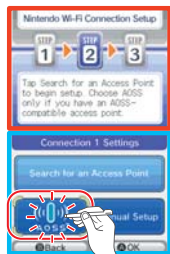
Tap the NINTENDO WI-FI CONNECTION SETTINGS Panel.

2 NINTENDO WI-FI CONNECTION SETTINGS SCREEN



Tap an UNCONFIGURED connection.

3 CONNECTION SETTINGS SCREEN



Tap AOSS!
Tap these, depending on your access point.

Broadband Internet connection



Note: If you have configured the settings using AOSS but failed several times to establish a connection, wait about three minutes before trying again.

OPERATIONS CARRIED OUT ON THE ACCESS POINT

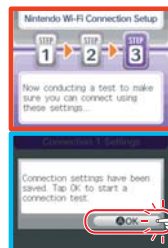
4 WIRELESS ACCESS POINT



Press the AOSS button on your access point until the corresponding indicator light blinks (or comes on).

Press the buttons on your access point, following the instructions on the *Nintendo DS System Screen*.

5 CONNECTION TEST SCREEN



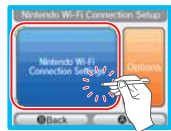
After saving the settings, tap here to start the connection test!
If the connection test fails, refer to page 50.

SETUP COMPLETE

When you have completed the setup, tap **B** (BACK) to exit from the configuration operation.

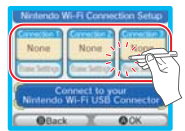
CONFIGURATION METHOD (b) :
CONFIGURING THE SETTINGS BY SEARCHING FOR AN ACCESS POINT

1 NINTENDO WI-FI CONNECTION SETUP SCREEN



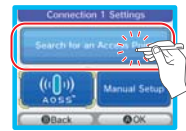
Tap the NINTENDO WI-FI CONNECTION SETTINGS Panel.

2 NINTENDO WI-FI CONNECTION SETTINGS SCREEN



Tap an UNCONFIGURED connection.

3 CONNECTION SETTINGS SCREEN

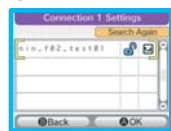


Tap the SEARCH FOR AN ACCESS POINT Panel.

You do not need to input the WEP key (see page 53).

An encryption method not supported by the Nintendo DS system has been set (see page 53).

4 ACCESS POINT LIST SCREEN

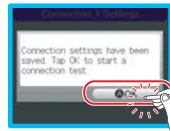


If you tap an access point that has a next to it, the **WEP Key Input Screen** will be displayed. You should then input the same WEP Key that has been registered on the access point.

Choose an access point and tap it! The search results will be a list of nearby access points. Choose one and tap it.

Note: If no access points are found, configure the settings using method C.

5 CONNECTION TEST SCREEN



If the connection test fails, see page 50.

SETUP COMPLETE

Tap **(B)** (BACK) to exit from the configuration operation.

CONFIGURATION METHOD (c) :
CONFIGURING THE SETTINGS MANUALLY OR CHANGING THE SETTINGS

1 NINTENDO WI-FI CONNECTION SETUP SCREEN



Tap the NINTENDO WI-FI CONNECTION SETTINGS Panel.

2 NINTENDO WI-FI CONNECTION SETTINGS SCREEN



Tap an UNCONFIGURED connection.

Note: You can also tap a CONFIGURED connection and change it.

3 CONNECTION SETTINGS SCREEN



Tap the MANUAL SETUP Panel.

4 CONNECTION SETTINGS SCREEN



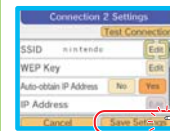
Tap an item to edit!



Edit the item!

Edit the items and carry out a connection test.

5 CONNECTION SETTINGS SCREEN



Touch the SAVE SETTINGS box to start the connection test.

SETUP COMPLETE

Tap **(B)** (BACK) to exit from the configuration operation.

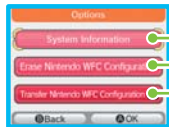
USING OPTIONS

The **OPTIONS** Panel on the *Nintendo Wi-Fi Connection Setup Screen* enables you to view system information, delete your Nintendo WFC user information, or move your user information to another Nintendo DS system.

1 NINTENDO WI-FI CONNECTION SETUP SCREEN



2 OPTIONS SCREEN



Choose one and tap it!

SYSTEM INFORMATION

If you want to check the MAC Address and Nintendo WFC ID of your Nintendo DS system, tap this.

ERASE NINTENDO WFC CONFIGURATION

To delete your user information, tap this.

TRANSFER NINTENDO WFC CONFIGURATION

If you want to transfer your user information to another Nintendo DS system, tap this.

Note: Once the Nintendo DS system is no longer connected to Nintendo WFC, it no longer contains any user information other than the connection point settings, so your information cannot be deleted or transferred from it. In this case, the deletion of the connection point settings is carried out from the *Connection Settings Screen*.

CAUTION

- Before discarding or giving away your Nintendo DS system, erase your user information.
- If you are going to switch to another Nintendo DS system, transfer your user information to the Nintendo DS system you are going to use.
- When you delete or transfer your user information, your friend roster and connection settings will be removed from your Nintendo DS.

TRANSFERRING USER INFORMATION TO ANOTHER NINTENDO DS

Your user information is transferred using DS Wireless Communications (Single-Card Play). Note: Bear in mind that when user information is transferred, the information on the destination Nintendo DS system is overwritten by the information from the source Nintendo DS system.

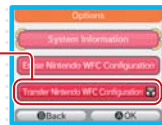
EQUIPMENT REQUIRED

- TRANSFER SOURCE** Nintendo DS system and Nintendo DS Browser DS Card
- TRANSFER DESTINATION** Nintendo DS system (no DS Card required)



TRANSFER SOURCE

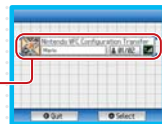
- 1 Tap **TRANSFER NINTENDO WFC CONFIGURATION** on the *Options Screen*.
- 2 A transfer caution message will be displayed. If there is no problem, tap **OK**.
- 3 During the transfer, a confirmation request will be displayed. Confirm, then tap **OK**.



OPTIONS SCREEN

TRANSFER DESTINATION

- 4 When you turn the Nintendo DS system power switch ON, the *Nintendo DS Menu Screen* is displayed.
- 5 When you tap **DS DOWNLOAD PLAY**, the *Game List Screen* is displayed.
- 6 When you tap **NINTENDO WFC CONFIGURATION TRANSFER**, the *Download Confirmation Screen* is displayed.
- 7 Check the game, then tap **YES**.



GAME LIST SCREEN

TRANSFER SOURCE

- 8 Check the user name for the destination Nintendo DS system, and if it is correct, tap **YES**.

TRANSFER DESTINATION

- 9 A transfer caution message will be displayed. If there is no problem, tap **YES**.

TRANSFER SOURCE

TRANSFER DESTINATION

- 10 When the transfer terminates, a confirmation request message is displayed. If you tap **YES**, the Nintendo DS system will be switched off.

QUESTION	ANSWER
I still can't connect to the Internet. What should I do?	▶ Visit www.nintendowifi.com for additional information and instructions.
Can I use the wireless access point at school or the office?	▶ It depends on the connection environment. Contact your network manager for more information.
Some websites won't display on the browser.	▶ Websites using Flash, pdfs and so forth cannot be displayed.
Movies and sound won't play on the browser.	▶ Movies and sound are not supported.
Websites seem slow to display on the browser.	▶ Depending on their specifications, certain image-heavy websites may not be able to display comfortably on the browser. Deactivating the Image Display will speed things up.
Can I use e-mail on the browser?	▶ You can use ordinary Web mail services.
Can I use the browser to write to bulletin boards and update my blog?	▶ Yes.
Can I save images and Web pages?	▶ No: when the Nintendo DS system is switched OFF, the images and Web pages are lost.
What should I bear in mind while viewing websites?	▶ Refer to "Consumer Information" on pages 5.
Can I set restrictions on the use of the browser by young children?	▶ Please refer to the Astaro Content Filtering booklet.

- On the **Connection Point Settings Screen**, the WEP key will be displayed as a string of asterisks (*).
- Normally, up to four WEP keys can be registered for an access point. In the Nintendo DS system's connection point settings, the WEP key should be input in the first of the four slots, and the access point settings should also be configured for the use of the same WEP key.
- The WEP key can be input using either ASCII characters or hexadecimal code consisting of the numbers 0 to 9 and the letters "a" to "f."
- The number of characters to be used for the WEP key is as follows:
ASCII: either 5, or 13, or 16 characters
Hexadecimal: either 10, or 26, or 32 characters
- The only encryption system supported by the Nintendo DS system uses the WEP key. If the access point uses some other encryption system, the encryption system used on the access point will need to be changed.
- For information on configuring the access point settings, refer to the instruction booklet provided with your access point.

TERMINOLOGY

SSID

The name assigned to an access point. Also known as the ESS-ID or network name.

WEP key

The WEP key is a numerical value used to encrypt the communications data between the Nintendo DS system and the access point. The same value must be set on the access point and the Nintendo DS system. It is also known as an encryption key or a network password.

IP address

The number used to specify the destination and transmission source of communications data on the network.

Subnet mask

The numerical value indicating which part of the IP address is the number identifying the network it belongs to.

Gateway

The exit / entrance to the network in question. Its IP address is specified in the connection point settings.

Primary DNS / Secondary DNS

The server that matches the names of computers on the network to their IP addresses. The IP address of this server is specified in the connection point settings.

DHCP server

The server that specifies the IP address and other information required for communications on the network.

MAC Address

The unique number assigned to each device on the network. Your Nintendo DS system also has a MAC Address.

URL

A string of text expressing the location of a website on the Internet. Also known as an address.

Proxy server

A server from which your Nintendo DS system acquires information instead of acquiring it directly from the Internet.

Time zone

Indicates how many hours' difference there are between GMT (Greenwich Mean Time) and the local time in your own region.

Encoding

A system for converting information so that errors will not be generated when communications are carried out. Encoding methods differ depending on the language to be represented. If the encoding has not been set correctly, the text on the page will not be displayed properly.

Search engine

An Internet server used when carrying out a search. There are various search engines.

TERMS OF USE AGREEMENT

The Nintendo DS System ("DS") comes equipped with the ability for wireless game play through the use of the Nintendo Wi-Fi Connection service and access to the Internet through the use of the Nintendo DS Browser, which must be purchased separately, (collectively the "Service"). Such Service is provided by Nintendo of America Inc., together with its subsidiaries, affiliates, agents, licensors and licensees (collectively, "Nintendo," and sometimes referenced herein by "we" or "our"). Nintendo provides the Service to you subject to the terms of use set forth in this agreement ("Agreement").

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

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

User Conduct

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

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

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

TERMS OF USE AGREEMENT (cont.)

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Through your access to the Service, you may obtain, or third parties may provide, access to other World Wide Web resources where you may be able to upload or download content, data or software. Because Nintendo has no control over such sites and resources, we explicitly disclaim any responsibility for the accuracy, content, or availability of information found on such sites or through such resources. We do not make any representations or warranties as to the security of any information (including, without limitation, credit card and other Personal Information) you may provide to any third party, and you hereby irrevocably waive any claim against us with respect to such sites and third-party content.

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As part of the Service, Nintendo may provide you with access to and use of a friend roster where you may store user IDs provided to you by others ("Friend Roster"). We cannot and do not represent the security of the contents of such Friend Roster from unauthorized third parties. Transfer or disposal of your DS, or failure to safeguard your DS from loss or misuse, may lead to unauthorized access to and use of your Friend Roster. In addition, unauthorized persons may gain access to one or more Friend Rosters that contain your information without your knowledge. Nintendo will not monitor use of or access to individual Friend Rosters and it is your responsibility to monitor your interactions with other users of the Service.

Privacy

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Disclaimer of Responsibility for User Content and Submissions

We have the right, but are not obligated, to strictly enforce this Agreement through self-help, active investigation, litigation and prosecution. Nintendo does not warrant, verify or guarantee, and is not liable for, the quality, accuracy or integrity of any User Content or Submissions that you may access. However, we reserve the right to, at our sole discretion, remove, take down, destroy or delete any User Content or Submissions at any time and for any reason. We may access, use and disclose any Submissions or User Content transmitted by you via or in connection with the Service, to the extent permitted by law, in order to comply with the law (e.g., a lawful subpoena); to protect our rights or property, or to protect users of the Service from fraudulent, abusive, or unlawful use of the Service. Any use of the Service in violation of the foregoing is in violation of these terms and may result in, among other things, the termination or suspension of your rights to use the Service.

General

This Agreement constitutes the entire agreement between you and Nintendo and governs your use of the Service, superseding any prior agreements between you and Nintendo with respect to use of the Service. You also may be subject to additional terms and conditions that may apply when you use affiliate services, third-party content or third-party software. Nintendo's failure to exercise or enforce any right or provision of this Agreement shall not constitute a waiver of such right or provision. By using the Service, you agree that the laws of the State of Washington, without regard to principles of conflict of laws, will govern this Agreement and any dispute of any sort that might arise between you and Nintendo. If any of the terms of this Agreement shall be deemed invalid, void or for any reason unenforceable, that term shall be deemed severable and shall not affect the validity and enforceability of any remaining terms. Nintendo may terminate this Agreement, or terminate or suspend your access to the Service at any time, with or without cause, with or without notice.

Contact Us: Nintendo of America Online Privacy Administrator, 4820 150th Ave NE, Redmond, WA 98052 or visit www.nintendowifi.com.

Warranty & Service Information

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

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

SERVICE AFTER EXPIRATION OF WARRANTY

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

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