FOR ADDITIONAL INFORMATION OR ASSISTANCE ON THE NINTENDO WI-FI CONNECTION, GO TO

SUPPORT.NINTENDO.COM
(USA, Canada and Latin America)

or call 1-800-895-1672 (USA and Canada only)

TTY Hearing Impaired: 800-422-4281

Record your MAC Address and Nintendo Wi-Fi Connection ID number here (see page 17):

MAC Address
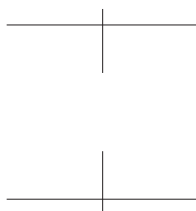
Nintendo Wi-Fi Connection ID

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
PRINTED IN USA

59066F

NINTENDO**DS**™

nintendo Wi-Fi connection

Nintendo®
Wi-Fi Connection
Instruction Booklet

IMPORTANT PRIVACY INFORMATION

• **To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.**

• **Your Nintendo Wi-Fi Connection ID is tied to your friend roster and stored on your Nintendo DS system. Be sure to properly safeguard your Nintendo DS system and delete your user information from the Nintendo WFC setup if you will no longer be using your system or game to prevent a subsequent user from having access to your friend roster.**

• **If you decide to provide personal information to any third party (such as a game publisher) it is subject to the privacy policy of that company, not Nintendo's privacy practices. Be cautious before providing any personal information to any third party.**

FONT **LC**™

RSA SECURED®

TABLE OF CONTENTS

CAUTION: The Nintendo Wi-Fi Connection uses data that is saved in BOTH the game and your DS system. If you use the game in a different DS and save over the original data, you will lose important data including your active friend roster for all your games.

IMPORTANT: Nintendo Wi-Fi Connection gameplay uses more battery power than other gameplay. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.

1
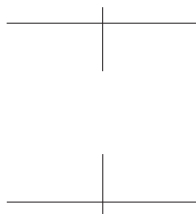
INTRODUCTION

The Nintendo Wi-Fi Connection (Nintendo WFC) allows you to play games over the internet, either at home or at an internet hotspot, using a Nintendo DS and a Nintendo WFC compatible Nintendo DS game.

Look for this icon on Nintendo DS game packaging for games that include the Nintendo WFC feature.

nintendo Wi-Fi connection

To play games at an internet hotspot, please visit support.nintendo.com for the latest list of hotspots that may be compatible with Nintendo WFC.

See next page for more information on **how to play** games at internet hotspots.

To play games over the internet at home, you will need:

• An active broadband internet account.

• A wireless access point, such as a wireless router or the Nintendo Wi-Fi USB Connector.

See pages 4-7 for more information on setting up your Nintendo DS to play games over the internet at home.

GAMEPLAY AT INTERNET HOTSPOTS

Free public Wi-Fi access may be available in your area. Please visit support.nintendo.com for the latest list of hotspots that may be compatible with Nintendo WFC.

NOTE: At a public hotspot, it may be necessary to configure your DS similar to at-home play. Please contact the provider or retail location for additional setup details.

Visit support.nintendo.com to locate the nearest Nintendo WFC compatible hotspot, and once there, follow these instructions:

STEP 1 Insert your Nintendo WFC compatible game into your Nintendo DS and turn on the power.

STEP 2 On the Nintendo DS Menu Screen, select the game title in the DS Game Selection panel.

STEP 3 From the game menu options, select the choice for Nintendo WFC game play modes. The name of this choice may vary from game to game.

STEP 4 From the Nintendo WFC menu, select the choice to connect to the Nintendo WFC service. The name of this choice may vary from game to game.

Review the instruction booklet for the game you are playing for specific information on Wi-Fi game options.

To play Nintendo Wi-Fi Connection (Nintendo WFC) compatible games on your Nintendo DS at home over the internet, you must have a wireless access point, like a wireless router, and an active broadband internet connection, like DSL or a cable modem. **If you have this setup, go to STEP 1 below.**

If you are using the Nintendo Wi-Fi USB Connector, or don't have a wireless access point and would like to purchase this USB Connector from Nintendo, see pages 14-16.

STEP 1 Insert your Nintendo WFC compatible game into your Nintendo DS and turn on the power.

STEP 2 On the Nintendo DS Menu Screen, select the game title in the DS Game Selection panel.

STEP 3 From the game menu options, select the choice for Nintendo WFC game play modes. **The name and menu location of this choice may vary from game to game.** Review the instruction booklet for the game you are playing for specific information.

STEP 4 From the Nintendo WFC menu, select the choice for Nintendo WFC Settings or Setup.

STEP 4 will take you to the **Nintendo Wi-Fi Connection Setup Utility.**

The Setup Utility program will configure your Nintendo DS to connect to your wireless access point. You will use this utility the first time you set up your DS to play games over the internet, if you want to change or add an internet connection, or to erase or transfer your setup information.

STEP 5 On the Nintendo Wi-Fi Connection Setup screen, tap the **Nintendo Wi-Fi Connection Settings** panel.

Nintendo Wi-Fi Connection Settings panel ⎯

STEP 6 Tap the **Connection 1** panel. You can save up to three different connection settings if you have access to more than one wireless connection.

Connection 1 panel ⎯

NOTE: Before going to STEP 7, check your wireless access point for a button labeled with AOSS. If your access point has this button, go to page 8 for information on setting up your DS using AOSS.

STEP 7 Tap the **Search for an Access Point** panel.

Search for an Access Point panel ⎯

STEP 8 The Nintendo DS will search for your wireless access point. If there is more than one access point within range, it will be listed also.

If your access point is not listed, see Troubleshooting, pages 21-24 for assistance.

After the name of the access point, there will be a "lock icon". See the next page for a description of these icons.

List of found access points ⎯

Connection Setting Lock Icons

A blue unlocked icon means you can select that connection and test it without any additional steps.

A red locked icon means you can select that connection but will have to enter a WEP Key. (See Troubleshooting, pages 21-24, for assistance on finding Wep Keys.)

A gray locked icon means that this connection is using a different security setting that doesn't work with the Nintendo DS. (See Troubleshooting, pages 21-24, for assistance on security settings.)

STEP 9 Select your connection from the list. (If you need to enter a WEP Key, you will be prompted for it.) The settings for that connection will be saved. Tap "OK" to test the connection.

If the connection tests OK, you will be given a "Connection successful" message.

You are now ready to play games over the internet. Return to the Nintendo WFC menu in the game and select the option for playing games over internet.

If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems. (Also, see Troubleshooting, pages 21-24.)

AirStation One-Touch Secure System™ (AOSS™)

Routers with AOSS automatically detect and configure other AOSS enabled wireless devices. (Most routers **do not** have the AOSS feature.) AOSS capable routers will have a button on the router identified with the letters "AOSS". Review the documentation for your router to verify if it is AOSS capable.

NOTE: The AOSS button may be on the back of the device.

IMPORTANT: If you already have other wireless devices configured to use your AOSS access point, you may have to re-configure them after setting up the Nintendo DS to connect to it.

If your router has an AOSS button, follow the GAMEPLAY AT HOME - Wireless Router procedure STEP 1 through STEP 6 (pages 4-5), then follow the instructions on the next page.

• If the setup procedure fails repeatedly, wait 3 minutes and try again.
• After completing AOSS setup, the router may reboot, causing the connection test to fail. If this happens, wait a few minutes and try the connection test again.

STEP 7 On the Connection 1 Settings screen, tap the **AOSS** panel.

"AOSS" panel ⎯

STEP 8 Press the "AOSS" button on your router and hold it down **until** the AOSS light on the router begins to flicker or blink (then let go). The DS will be configured to connect to the router. It may take a minute or more for this process to complete.

**STEP 9** After the settings have been saved, you will be able to test the connection. If the connection tests "OK", you will be given a "Connection successful" message.

You are now ready to play games over the internet. Return to the Nintendo WFC menu in the game and select the option for playing games over the internet.

If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems.

Manual Setup

Most users are able to connect successfully using the GAMEPLAY AT HOME - Wireless Router setup steps found on page 4. Manual setup should only be attempted if those steps fail.

For help on Manual Setup and information on many common wireless access points, visit our website at support.nintendo.com.

Manual setup is recommended for users with experience in setting up and configuring wireless access points and internet connection settings. You should be familiar with the following terms, as some of this information may be necessary to complete Manual Setup.

SSID – Service Set Identifier, the the the name of your access point or wireless router. Review the documentation for your router to find the default SSID name. This name can be changed by the user.
WEP – Wired Equivalent Privacy, a standardized encryption process to help protect information sent over a wireless network.
WEP Key – A password used to encrypt the wireless transfer of data between a wireless device (the Nintendo DS) and your wireless access point. Both the access point and the DS must have the same WEP Key. (See Troubleshooting, pages 21-23, for assistance on finding Wep Keys.)
IP Address – Internet Protocol Address, a unique number used to identify the devices sending and receiving data over a wireless network.
Subnet Mask – The part of the IP Address that specifies the wireless network.

names to IP Addresses. When manually setting up a wireless connection, this entry specifies the IP Address of the server that handles DNS functions.
MAC Address – Media Access Control Address, a unique identifier assigned to a networking device.
DHCP Server – The server that automatically assigns IP Addresses.

For Manual Setup, follow the GAMEPLAY AT HOME - Wireless Router procedure STEP 1 through STEP 6 (pages 4-5), then follow the instructions below.

STEP 7 On the Connection 1 Settings screen, tap the **Manual Setup** panel.

Manual Setup panel
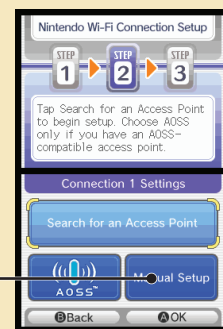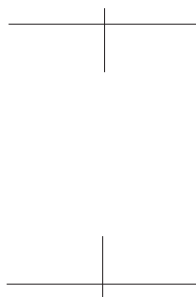
STEP 8 On the Manual Setup screen, tap **Edit** for each setting that you will enter information for.

Test Connection panel

Manual Setup screen
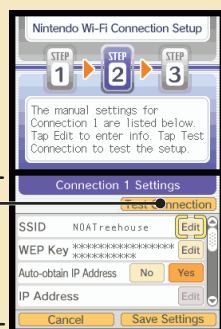
STEP 9 Using the **Keyboard** panel, enter the desired information. You can either use the stylus, or the Nintendo DS +Control Pad and A/B Buttons to enter information.

Keyboard panel
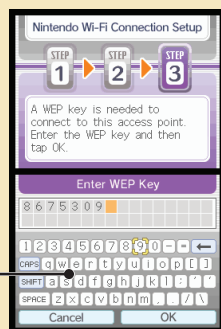
STEP 10 When you are finished editing settings, tap the **Test Connection** panel on the Manual Setup screen (see page 12).

If the connection tests OK, you will be given a "Connection successful" message.

You are now ready to play games over the internet. Return to the Nintendo WFC menu in the game and select the option for playing games over internet.

If the test is unsuccessful, you will be given an error code and instructions to help resolve setup problems. (Also, see Troubleshooting, pages 21-24.)
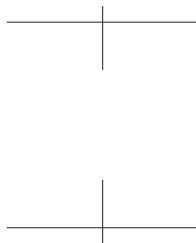
GAMEPLAY AT HOME - Nintendo Wi-Fi USB Connector

Nintendo® Wi-Fi USB Connector

If you do not have a wireless access point, you can purchase (subject to availability) the Nintendo Wi-Fi USB Connector. The Nintendo Wi-Fi USB Connector is a Nintendo WFC dedicated wireless access point, only for use with a Nintendo DS or Wii system, that can be installed in a USB port on your PC.

Note: You must be using the Windows® XP or Windows Vista™ operating system on your PC, with a broadband internet connection, to use the Nintendo Wi-Fi USB Connector. (Check support.nintendo.com for the latest PC driver versions.)

IMPORTANT: Before plugging the Nintendo Wi-Fi USB Connector into your PC, you MUST first install the software on the CD ROM included with the USB Connector.

After installing the USB connector on your PC, you will need to use the Nintendo Wi-Fi Registration Tool to allow your Nintendo DS to communicate with the USB connector. Follow the instructions included with the connector, or see the instructions on the next page.

IMPORTANT: Your PC must be ON when registering your DS, or when connecting up to the USB Connector for Nintendo WFC gameplay.

Follow the GAMEPLAY AT HOME - Wireless Router procedure STEP 1 through STEP 5 on pages 4-5, then follow the instructions below.

STEP 6 On the Nintendo Wi-Fi Connection Setup screen, tap the **Connect to your Nintendo Wi-Fi USB Connector** panel.

If you have installed the USB connector on your PC, select "OK" to proceed.

Connect to your Nintendo Wi-Fi USB Connector panel
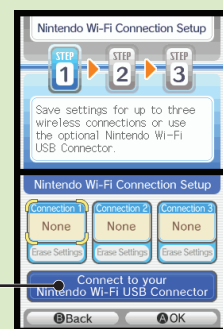
STEP 7 You will be prompted to use the Nintendo Wi-Fi Registration Tool on your PC to grant your DS system permission to access the USB Connector.

Click on the registration tool icon in the task bar at the bottom of your PC screen to start the registration tool.

Registration tool icon

DS username and
select from the menu
to allow or deny access.

More than one
Nintendo DS can be
registered to the USB Connector. Up to five Nintendo DS systems
can connect up to the Nintendo WFC through the USB connector
at one time.

After granting permission, the Nintendo DS will ask to run a
connection test. Select "OK" to begin test.

If the connection tests OK, you will be given a "Connection
successful" message. **You are now ready to play games over
the internet.** Return to the Nintendo WFC menu in the game
and select the option for playing games over the internet.
Review the instruction booklet for game you are playing for
specific information.

If the test is unsuccessful, you will be given an error code and
instructions to help resolve setup problems. (Also, see
Troubleshooting, pages 21-24.)

**IMPORTANT: For more information on the Nintendo Wi-Fi USB
Connector and the latest versions of the PC drivers, go to
support.nintendo.com.**

The Options screen allows you to access your Nintendo Wi-Fi Connection ID
number and the unique MAC address for your Nintendo DS.

The Nintendo Wi-Fi Connection ID is a unique identification number
assigned to each user when you first connect up to the Nintendo WFC.
This ID number is required to play games on the Nintendo WFC.

All of your Nintendo WFC data is associated with your ID number, including
your wireless connection settings and your friend roster information for all
Nintendo WFC compatible games that you have played. This information is
stored in the internal memory of your Nintendo DS. This connection ID
system protects others from using any of your connection settings or friend
roster information.

**CAUTION: The Nintendo WFC uses data that is saved in both the
game and your DS system. If you use the game in a different DS and
save over the original data, you will lose important data including
your active friend roster.**

**To go to Options, follow the GAMEPLAY AT HOME - Wireless Router
procedure STEP 1 through STEP 4 (page 4), then follow the instructions
on the next page.**
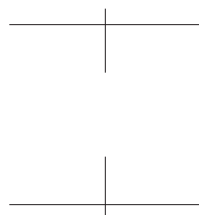
STEP 5 On the Nintendo Wi-Fi Connection
Setup screen, tap the **Options** panel.

Options panel

STEP 6 On the Options screen, there are
three choices:

1. **System Information**

2. **Erase Nintendo WFC Configuration**

3. **Transfer Nintendo WFC Configuration**

See following pages for a description of these
options.

NOTE: Some of these options are not
available until you have made a connection
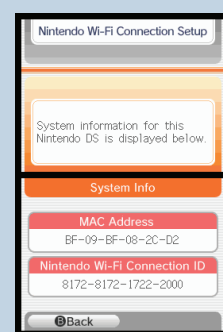to the Nintendo WFC for the first time.
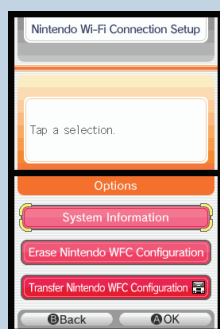

Options screen

1. **System Information**

The **MAC Address** is a unique identification
number assigned to a networking device.
Each Nintendo DS has its own MAC Address.

The **Nintendo Wi-Fi Connection ID** is an
identification number assigned to each user
when you first connect up to the Nintendo WFC.

System Info screen

**IMPORTANT: Please record your MAC Address and Nintendo Wi-Fi
Connection ID on the back cover of this manual for future reference.**
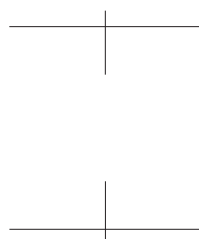
2. **Erase Nintendo WFC Configuration**

This option allows you to erase your Nintendo WFC ID number,
connection settings, and friend roster information.

**CAUTION: If you erase your Nintendo WFC Configuration, all
wireless connection settings and all friend roster information for
ALL games will be permanently lost.**

This option should be used if you will no longer be using your Nintendo
DS and want to erase the information so others are unable to use it.

3. **Transfer Nintendo WFC Configuration**

This option allows you transfer your system information to another
Nintendo DS. **This will permanently delete it from your current DS.**
This option is useful if you want to use your wireless connection settings
and friend roster on another DS system.

• Select **DS Download Play** from the **Nintendo DS Menu Screen** on
the system you want to send the system information to. (See page 10
in the Nintendo DS instruction booklet.)

• Select the **Transfer Nintendo WFC Configuration** panel from the
options screen on the DS system you are sending the information from.

Follow the on-screen instructions after you have set the receiving
Nintendo DS system on DS Download Play.

TROUBLESHOOTING

In many cases where there is a failure to connect to a wireless access point or
the Nintendo WFC, an error code will be displayed on the DS screens.

**For an explanation of error codes and assistance with Nintendo WFC
troubleshooting, visit our website at support.nintendo.com.**

As a first step in troubleshooting, check the following items, and then
review the troubleshooting steps on pages 22-24.

• **Please review Wireless Communication Guidelines (page 25) to be
sure you are maintaining a strong signal when trying to make a
connection.**

• **Make sure your internet connection is working properly.**

• **Make sure your wireless access point is working properly.**

In some cases, if your Nintendo Wi-Fi Connection is configured correctly but
you are unable to make a connection, the authentication server may be busy
or unavailable. Try connecting again later before calling for service.

The Nintendo Wi-Fi Connection may experience unscheduled temporary
service outages to ensure proper server maintenance. Service may be
terminated at some point in the future. For details on server status, visit
support.nintendo.com.

You may need to check your router's settings to troubleshoot the following symptoms. If you are not sure how to change the settings, please consult your router manual, your router manufacturer, or the internet service provider that installed your router. You may also visit support.nintendo.com for more information on router settings.

• You will need to check your router settings through your computer to get your WEP Key. Many routers offer multiple WEP Key entry areas (usually numbered 1 through 4). The Nintendo DS is only compatible with the WEP Key entered in the first (#1) area. Make sure you are entering the actual WEP Key and not a Pass Phrase. If the WEP Key in your router settings is hidden (i.e. *****), then you may need to manually enter a WEP key. Use a 10 digit number that is easy for you to remember.

• WEP is the only security that the Nintendo DS is compatible with. You will need to change the security on your router to WEP or you might consider purchasing a Nintendo Wi-Fi USB Connector (see page14). This will allow you to access the internet without impacting the security settings of your home router.

Connection test unsuccessful or unable to connect to Nintendo WFC.

• Move closer to the access point or re-orient yourself so there is nothing between you and the access point. Review wireless communication guidelines on page 24.

• Make sure you have the latest Firmware Update for your router. Check with the router manufacturer or the internet service provider that gave you the router.

mbps (megabits per second). Most routers transmit at a much higher rate, but are able to adjust for devices that transmit at a slower rate. Your router may have this as a setting that might need to be adjusted. Some routers may have settings with an option like "Turbo Boost" or "G-Nitro." These are settings which maintain a high transmission rate and the Nintendo DS will not be able to connect with the router. You will need to disable this option when connecting with the Nintendo DS.

• Make sure your router is compatible with 802.11b. If your router uses 802.11g, it may default to only the "g" band. This setting will not work with the DS. Check your router's settings (typically in the "Wireless" tab) and make sure that it is set to "Auto," "Mixed," or something similar.

• Change the Wireless Channel of your router. If there are other wireless devices in the area, they can interfere with the signal so much that the DS will not be able to connect to the router. Changing the wireless channel on your router may help. Typically, the channel settings will be found in the router's main "Wireless" tab.

• Your access point may have Mac Filtering enabled. Check your router settings through your computer. You may need to enter your Nintendo DS MAC address (see pages 17-19, on how to find your DS MAC address).

• Your access point may not be broadcasting its SSID. Check your router settings through your computer and either set your router to broadcast SSID, or manually enter the SSID into the Manual Setup screens of your Nintendo DS (see pages 10-13).

• Try assigning the Nintendo DS a static IP address. Access your router's settings and find the available range of IP addresses (This is typically found within the DHCP information.). When you find this information, select one of the available IP addresses and enter this through the Manual Setup screens of your Nintendo DS.
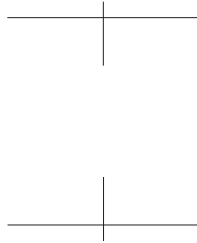
• Errors in this range, and the inability to connect with other player's online, typically indicate problems with your computer's firewall. You may want to consider temporarily disabling, or removing, firewall products installed on home networks to enable game play. If this is not the approach you wish to take, here are some guidelines for how your firewall needs to be adjusted. Please work with the manufacturer of your firewall for details on how to adjust these settings.
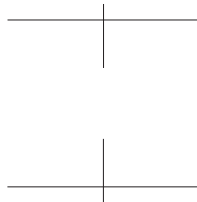
Allowing TCP and UDP Traffic:

The Nintendo DS requires unrestricted access to several sites across various ports and protocols to function correctly. These addresses and ports vary according to game, and may change in the future without notice. Many software firewalls restrict outbound access. Only if your firewall blocks outbound traffic do you need to enable this traffic:

• TCP: Allow traffic to all destinations on ports: 28910, 29900, 29901, 29920, 80, and 443
• UDP: Allow all traffic to all destinations. (Necessary for peer-to-peer connections and game play).

Please note that by allowing the traffic to the destinations listed above, you are essentially removing a significant amount of firewall protection for your network. While Nintendo provides this information for your use, it is up to you to determine what security needs you have for your own networks, and to decide how best to configure your network settings to meet your needs.

For assistance with Nintendo WFC troubleshooting, visit support.nintendo.com (USA, Canada, and Latin America) or call 1-800-895-1672 (USA and Canada only).

WIRELESS COMMUNICATION GUIDELINES

Wireless Signal Strength

During wireless communication setup or game play, an icon will appear on the upper or lower Nintendo DS screens showing the strength of the wireless signal. The icon has four modes depending on the signal strength:

WEAKER 0 ← 1 2 3 → STRONGER

For optimal communication, keep the signal strength at 2 or 3 by moving closer to the wireless access point if necessary.

Follow these guidelines to maintain a strong signal:

• Keep the maximum distance between systems and the access point at 30 feet (10 meters) or less.
• The DS systems should face the access point as directly as possible.
• Avoid having people or other obstructions between the DS systems and the access point.
• Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location if possible or turn off the interfering device.

TERMS OF USE AGREEMENT (cont.)

The Nintendo DS System ("DS") comes equipped with the ability for wireless game play through the use of the Nintendo Wi-Fi Connection service (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.NintendoWiFi.com/terms.
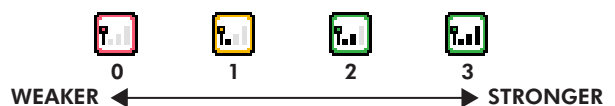
User Conduct
It is important that you do your part to keep the Service a friendly and clean environment. In particular, you may not use the Service to:
• Upload, transmit, or otherwise make available any content that is unlawful, harmful, harassing, or otherwise objectionable;
• harm minors in any way;
• 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 Nintendo determines to be harmful or disruptive to Nintendo, the Service, any user, or any other third party.

Further, we encourage you not to post, reveal or otherwise make available any personal information, such as your real name, birth date, age, location, school, e-mail or home 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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