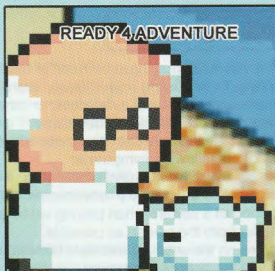


nintendo
Wi-Fi
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NINTENDO DS™

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ALL SPACED OUT



[info | [VirtuaDiary user info](#)]
[archive | [diary archive](#)]

Contact

INSTRUCTION BOOKLET

ATLUS
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Virtua's Lair

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.

CAUTION - Stylus Use

Vimm's Lair

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.

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



Game Experience May
Change During Online Play

LICENSED BY



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



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

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The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D(L)



⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

MAKING CONTACT

Insert the Contact Game Card into your Nintendo DS and turn the power on. You will see the title screen. Use the stylus to make a selection on the Touch Screen.

F1: NEW GAME

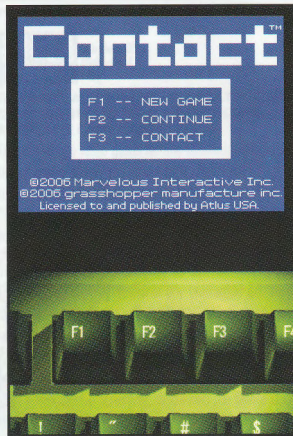
You'll start a new game from the very beginning. Select this option the first time you play the game, and tell your friends to do the same.

F2: CONTINUE

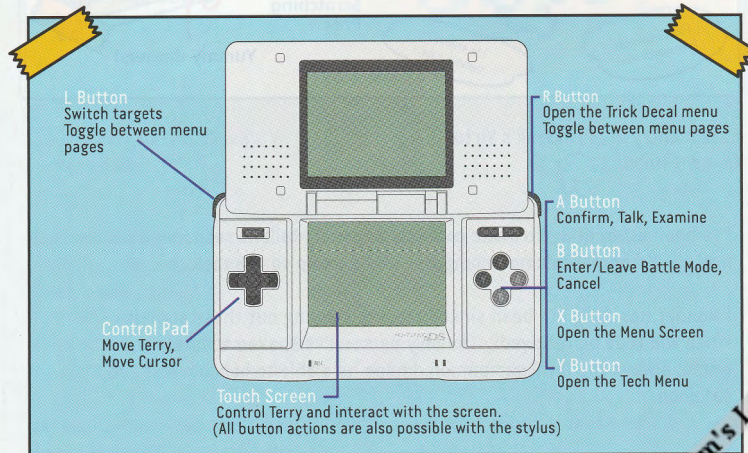
This will allow you to resume a game where you previously left off from. Up to two different files can be stored.

F3: CONTACT

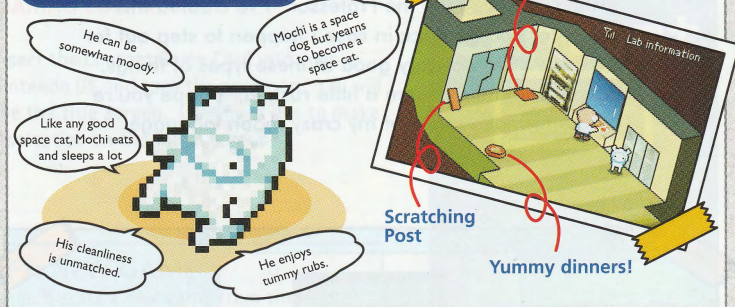
(see page 33 for details)



Hello, they call me the Professor. I've created this manual for you to check in case I happen to step out for a minute. I'm not very good at these types of things, though, so it might seem a little rushed. I hope you're able to make sense of my crazy moon language.



ALL ABOUT MOCHI



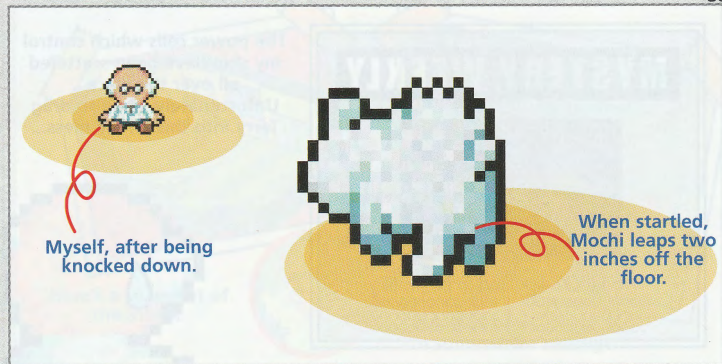
Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



I've been attempting to make contact, as usual. Still no responses worth noting. I'd hoped this new computer would be up to the task.

I wonder how long it's been since I started sending out these signals. When will they be received? The only person I've spoken to lately is Mochi, always the loyal companion. I hope he's able to become a space cat soon.



Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



During today's experiment, somebody reached out and touched me! At last, it's the person I've been looking for! I didn't know how to react at first, quite frankly.

It seems a device called the "DS" was able to pick up my signal. They're pretty keen little doodads; I'd like to pick one up for myself.

My excitement was short-lived, though, as we were soon attacked by hostiles and I spilled my soda.

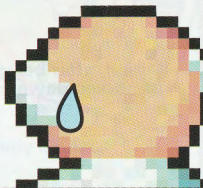
MYSTERY WEEKLY



Two UFO's Spotted in Night Sky

XXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXX

The power cells which control my ship have been scattered all over the place... Unfortunately, I had to drag Terry into this whole mess...



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

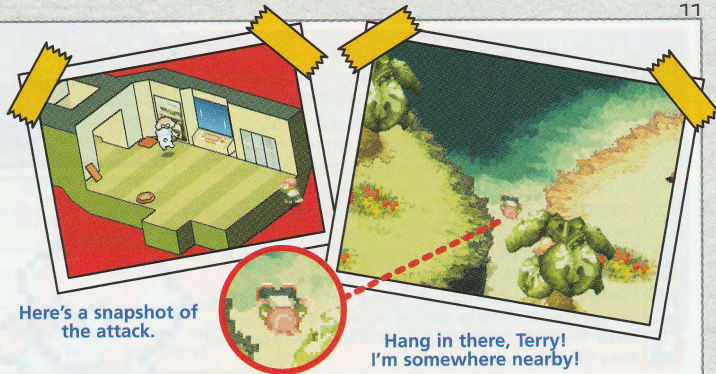
Current Mood:



The attack knocked the power cells out of my ship—this couldn't have happened at a worse time.

I did meet a kid named Terry, though. I was in a hurry, so I had no choice but to bring him on board and make a quick getaway.

Still in pursuit, our attackers didn't give us much breathing room, so I made an emergency landing on a strange planet.



Here's a snapshot of the attack.

Hang in there, Terry!
I'm somewhere nearby!

Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



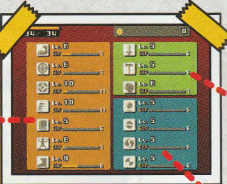
That certainly was something... We've drifted to a deserted island, and Terry's unconscious on the beach.

I've asked for some help from the person who received my signal (and witnessed the whole ordeal), so hopefully I'll have time to work on fixing the ship.

I combined my laboratory with an abandoned galleon, but can do little else without those power cells.

TERRY'S STATS

- STRENGTH:** This will influence offensive ability. It can be developed by attacking—stronger targets mean faster development.
- DEFENSE:** This is Terry's defense ability (obviously). Being hit will toughen him up—though that's dangerous, so keep an eye on him.
- DEXTERITY:** This will determine his hit ratio. Hitting fast enemies will increase its value just as quickly.
- AGILITY:** Not just Terry's speed with weapons, but also his evasion ability! As he dodges, this stat will increase in value.
- WISDOM:** This factors into Terry's Magic ability. Using elemental techniques is a good way to exercise Wisdom.
- STAMINA:** This stat determines the number of HP Terry has. As he takes damage, he'll build up stamina. No pain, no gain!
- SPEED:** The speed at which Terry can move. As he jogs around, he'll slowly increase in speed.



Latest entry in [_Pr0f3ssR's VirtuaDiary:](#)

Current Mood:



I developed a new invention called the M.E.N.U. while waiting for Terry to show up. It measures its wearer's limits and abilities and displays them in an easy to understand graphical display. I think I'll give it to Terry to aid in his exploration of the island.

By pressing the X Button, Terry will be able to clearly see how strong he is. I do intend to add more functions, of course, but time waits for no man! Mediocrity is temporal, but delays can take forever, as they say!

TERRY'S SKILLS

- SLASHING:** A numerical representation of the damage and hit ratio of bladed weapons like swords.
- STRIKING:** A quick way to tell how effectively Terry can fight with blunt weapons like maces.
- PUNCHING:** Terry will equip some weapons on his hands—this hints at the result.

Make sure to keep tabs on Terry's progress!

TERRY'S MAGIC ABILITY

- EARTH:** Use Earth Techs to influence the potency of Earth Magic.
- WATER:** Use Water Techs to influence the potency of Water Magic.
- FIRE:** Use Fire Techs to influence the potency of Fire Magic.
- WIND:** Use Wind Techs to influence the potency of Wind Magic.

Latest entry in [_Pr0f3ssR's VirtuaDiary:](#)

Current Mood:



I uploaded new software to the MENU which allows it to display various Attack indicators. Terry will use three different types of weapons along his journey, so I'm sure he'll want a way to understand how well he can use each one. Hopefully he'll spend some time attacking strong enemies to develop in these areas.

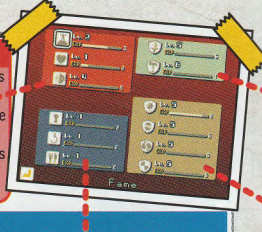
The different costumes Terry can wear will correspond to the four elements of Magic Ability. By equipping the proper costume, Terry will be able to tailor those stats to his liking.

TERRY'S PERSONALITY

- FAME:** This indicates how popular Terry is with others. It goes up as he defeats enemies.
- COURAGE:** This shows how well people think of Terry. It will increase if he defeats enemies stronger than himself.
- KARMA:** Displays how others will treat Terry. It increases as he does good things, but if he does bad things, people will treat him accordingly.

VOCATIONAL SKILLS

- THIEVERY:** Terry's prowess as a thief. He will improve as he steals things or breaks locks while wearing the Shadow Thief costume.
- FISHING:** How adept Terry is with a line and lure (both while fishing and attacking). He will improve as he spends time on the lake. Make sure he's wearing the Fisher King outfit.
- COOKING:** Shows how well Terry can fix up a meal, as well as his fighting abilities with cookware. The more difficult his recipes, the faster he will develop—just put him in the Mr. Cuisine clothes and stand back.



Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



Terry can learn a lot about himself by pressing the MENU's X Button. Not only can he see his raw attributes, but he can also learn how he's been using them. It's like a numerical recording of his various deeds. If he goes around bullying others, his Karma will drop and people will treat him badly.

They might even attack him on sight! I guess it's true that every action has a consequence, even for Terry.

TERRY'S DEFENSE

- SLASHING:** Buffers damage from bladed weapons like swords.
- STRIKING:** Protects against damage from blunt weapons like maces.

MAGIC ENDURANCE

- EARTH:** Terry's defense against Earth Magic will increase the more he's affected by it.
- WATER:** Terry's defense against Water Magic will increase the more he's affected by it.
- FIRE:** Terry's defense against Fire Magic will increase the more he's affected by it.
- WIND:** Terry's defense against Wind Magic will increase the more he's affected by it.



Make sure he isn't over-worked...

Oh No!



Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:

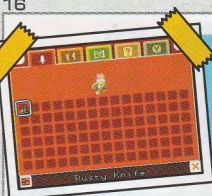


I've noticed that Terry gets tougher when he's attacked repeatedly, though I suppose this is natural. The more he defends and evades attacks, the better he gets at it. The same goes for magic attacks.

Thinking about this, I believe the world would be a better place if we could all learn from Terry's example. People need to develop thicker skins, because there's nothing you can do about being attacked. Still, nobody likes pain...

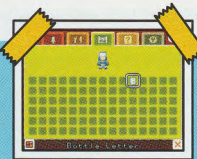
WEAPON MENU

You can equip Terry with different weapons, as well as view information on any that he's come across.



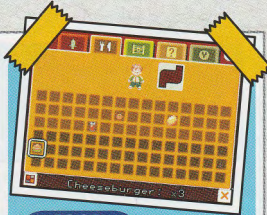
ITEM MENU

A list of the various tools Terry's accumulated. Select one to view information, and use it, if necessary.



FOOD MENU

A listing of all the food Terry is carrying. He can eat many food items, but some will only be good once he has cooked them. If his stomach is full, Terry will have to wait before eating again.



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:

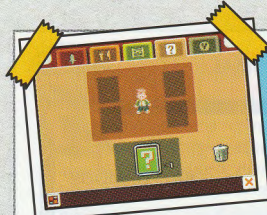


One of the other handy features I programmed into the MENU was a way to keep track of its wearer's inventory clearly and efficiently. It seems like Terry's been gathering a lot of different items, so I hope he takes advantage of this feature.

Just look at all the food he's picked up! I hope he knows some of those things need to be cooked before they're edible... I wish I was better at cooking, myself. Sometimes I feel like our onboard kitchen is just going to waste.

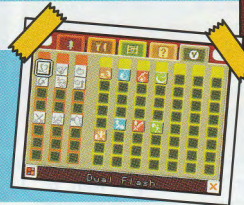
DECAL MENU

Decals are powerful tools which improve Terry's stats or general abilities. Wise use of decals may prove the difference between victory and defeat.



TECH MENU

There are techniques which are used in battle as well as those which are always "on." Learn to use both effectively in order to continue learning even stronger techniques.



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



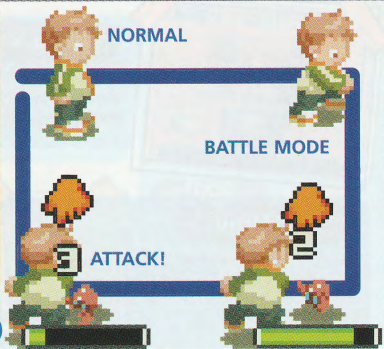
Decals are what Terry gains from those little "?" cards he finds all the time. I've discovered there are different decals and each one has a different influence over Terry—they can even give him new skills! It seems that Terry can equip up to four decals at any one time.

In addition, I have developed a final program for the MENU which allows Terry to view all the Techs he can currently use. I think the MENU will do Terry a lot of good out there in the world.

WATCH OUT FOR MONSTERS!

When it's time to battle, press the B Button to put Terry in Battle Mode. He'll draw whatever weapon he has equipped and stand at the ready. He will then attack at regular intervals. Terry will move slowly in Battle Mode, so if you need to run away, press the B Button again to exit Battle Mode entirely! If Terry needs to target a different enemy, press the L Button.

Remember, "Battle" begins with "B!"



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



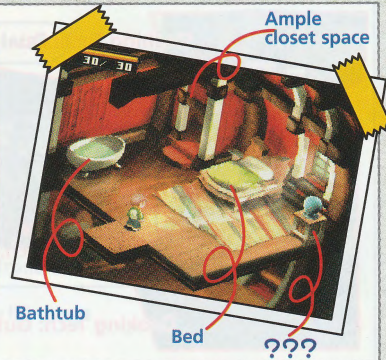
I'll admit I was a little worried about Terry, but the person who received my signal offered to help him out. They are going to look for my power cells together (though Terry thinks he is alone). Without them, I'm not sure what I would do!

I've been able to spend a bit of time tinkering around the ship while they're out exploring the island. Thanks to the MENU I developed, and my mysterious friend, Terry should be just fine (at least for the time being).

ALL COMFY?

TERRY'S ROOM

Terry can relax in his room by taking a nice warm bath or crashing on his bed. You can also save your game here. Costumes Terry comes across will be stored in his spacious walk-in closet, so guide him back whenever he needs to change clothes. The mysterious device in the corner is still being developed.



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



While waiting for my friend to bring Terry back, I put a lot of effort into remodeling the boy's room. I made sure he saw it, but all he wanted to do was take a bath and turn in for the night.

I understand how he was feeling, but a little gratitude wouldn't have killed him. Oh well, he deserves the rest after falling into the ocean and washing ashore.

Tomorrow is another busy day, Terry...



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



Terry's already getting used to using Techs in battle. It seems like just yesterday I told him to press the Y Button to bring up the Tech Menu, but now he's doing it like a pro (even selecting different techniques by pressing left and right on the Control Pad)!

I'm glad he knows that using Techs (A Button once he's chosen one) will consume units from the Tech Meter.

Hopefully as he gains in ability and switches between Costumes, he'll learn a variety of interesting Techs.



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



Based on those decals Terry's been collecting, I have developed a cool new invention: Trick Decals! I gave these to Terry, but they're really for my friend to use (shhh!). By pressing the R Button or touching the Trick Decal icon, they can access these little wonders. They're simple to use: just peel off the decal you wish to use and then stick it wherever you want.

This may even be the key to recovering the cells, as they're highly radioactive and Terry probably can't handle them with his bare hands. I'll need to research this...



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



Terry managed to track down a cell today! Just like I thought, it was deep within the western cave. Terry's been getting stronger, so he had an easy time of it.

This discovery means two things: first, we can leave this island. Second, now I can invent even more cool gadgets.

I'm excited because my new Cell Decal effectively contained the cell's radioactive material—just like I had hoped.



Latest entry in [_Pr0f3ssR's VirtuaDiary](#):

Current Mood:



With our ship in better shape, it's time to leave the island. I've already located another power cell and everything. But, before we get to that, Terry wanted to check out a remote island.

It seems that he found a message in a bottle and wants to meet up with a gourmet at La Chef Beach. I can't say I'm crazy about going out of my way for some stranger... but at least the food should be good, right?

STEP INTO THE CLOSET...

By wearing different clothes, Terry will be able to use various techniques. The more he practices in one outfit, the more powerful its techniques will become.



Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



Terry, like any child his age, cares a lot about style. So, I wasn't the least bit surprised when he came back from the cave wearing a new outfit. It seemed like a powerful costume, so I made room in the closet where Terry can keep it. He's been in there for hours, just staring into the mirror and wondering what to wear. Or, he could have fallen asleep—I can't tell.

I'm sure he'll come across more clothes to wear, which is a natural part of his continued development.



Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



Well, today we went to La Chef Beach to meet Terry's mystery cook. He seemed like a nice enough guy, but a monkey showed up out of nowhere and stole his clothes.

I will never understand people's fascination with monkeys. I like my clothes where they are, thank you very much!

Anyway, Terry went after the monkey and cornered it inside a cave... but there was a monster in there too, and it started to attack the monkey. I hope he can save the monkey, or that poor chef is going to get the world's worst sunburn.

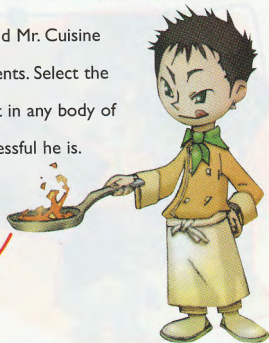
VOCATIONAL SKILLS

Terry can fish or cook by wearing the Fisher King and Mr. Cuisine outfits, respectively.

To cook, approach the pan and select 1 or 2 ingredients. Select the pan again to start cooking.

Fishing can be done by equipping a rod and casting it in any body of water.

In both cases, Terry's skill level will dictate how successful he is.



Latest entry in _Pr0f3ssR's VirtuaDiary:

Current Mood:



Our friend the naked chef let Terry keep the Mr. Cuisine outfit. Now he'll be able to use the kitchen I built across the hall from my lab. I hope he can find recipes or experiment with his own; I'm looking forward to taste-testing!

(Here are two of my old standbys: cook Mystery Meat to make Mystery BBQ. Also, Coffee Beans in Water end up as Coffee!)

However, Terry's going to need some practice before he can whip up gourmet-level dishes. He'll have plenty of meat to practice on if he takes up fishing while we sail from one island to the next, though! Wait till the bobber is submerged, Terry!



Latest entry in _Pr0f3ssR's VirtuaDiary:

Current Mood:



Once things calmed down at La Chef Beach, we moved on to Caldoaxa, a city of ancient ruins. I'm starting to think this might be Terry's first big challenge.

First things first, we need to gather some information. I suggested that Terry go speak with the village elder to get a lay of the land. I guess there's a big monster in the ruins or something.

We also ran into some strange guy... I'm going to keep an eye on him.



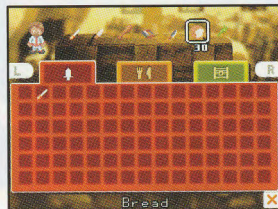
Check all over town for shops.

Some stores may be hidden!



Running errands can be fun

Shopping is the best way to buy and sell equipment. You can even sell failed cooking experiments.



Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



Today I learned that Caldoaxa is home to many fine shops. Terry bought some new items and sold equipment he didn't need anymore.

Buying and selling is very easy—he just spoke with the shopkeeper, selected the item in question, and confirmed! I will admit I'm a little worried about Terry spending too much money, though. I hope he saves some for later.

CHARACTERS



Tough

Genius

Stylish

TERRY



Witty



Cuddly

(ME)

MOCHI

Latest entry in [_PrOf3ssR's VirtuaDiary](#):

Current Mood:



I don't usually post pictures of myself here (too many depressed teenagers use VirtuaDiary as an amateur 'modeling' resume), but today I'm feeling photogenic.

As you can see from the picture, I'm hard at work concentrating on ways to find and retrieve those missing power cells.

Mochi, as always, is my loyal space dog and friend, who may one day become a cat.

Terry is along for the adventure (though that's partially my fault). I'm sure I can find a way to take him home once this is all over with.

MUTE

NEW FRIEND REQUEST!

MIRIAM



The band **Mute.4.Life** sent you a message:

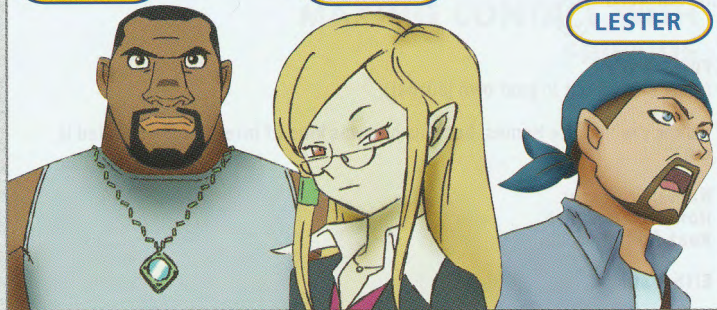
Hi, this is Mute, the rising pop idol everyone is talking about (hee hee)! My new page on VirtuaDiary is the best way to keep tabs on my upcoming concerts and other fun news about the band! Join the millions of people already in love with my haunting vocals and see if you can "Unlock the Real Me" (3 other singles available for download).

Don't forget to link to our store page and buy TShirts and other merch featuring Miriam, our mascot. Isn't she cute?

BULL

NADIA

LESTER



You can also learn tons of fun facts about the rest of the band (after all, I can't take all the credit!)

Did you know that our drummer, Bull Beatnix, is a wiz with machines?

Nadia doesn't just play keyboards—she's like a computer genius and I am sooo jealous (all I know how to do is play SweepMiner)...

Lester is totally a big brother to me (the hunk on bass guitar, duh). He spends his spare time exploring these creepy huge ruins and stuff—talk about an archaeology nut!

That's all for now, though. See you on our page!



Add as a friend

Latest entry in _Pr0f3ssR's VirtuaDiary:

Current Mood: 

Fun Survey

(copy and repost in your own journal)

I know you all hate Memes, but this one was kind of interesting so I filled it out.

Name: Professor

Hometown: Space

Best friend: Mochi

Either/Or

Health nut or slob: I try to eat well to keep up my strength.

Shower or bath: There is nothing quite like a good bath when I'm exhausted.

Beard or goatee: beard (it makes me look distinguished)

Slow and steady or full speed ahead: I like to take things one step at a time. More training will make survival easier once the going gets tough.

Cats or dogs: Why not both?

Random

Last person you talked to: Terry

What about?: He wanted to go somewhere new with the SeaNavi, so I reprogrammed it. To revisit old locations, he should be able to handle it himself.

What advice would you give him/her: I know you want to go home, but please be patient. Stay out of trouble and don't take unnecessary risks.

Are you keeping any secrets from him/her: Yes

MAKING CONTACT WITH FRIENDS



IT'S TIME FOR "FRIEND CONTACT!"

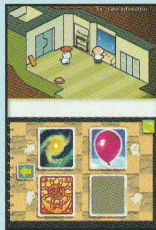
Put your friends in the game with the Nintendo Wi-Fi Connection!



Your friends live in your game.

The Wi-Fi Connection will enhance your experience!

Successfully Contacting a friend will allow you to transfer data with each other. Once you've made Contact, your friend's name will be registered on your Contact Friend List. Registered friends will appear in your game on WiFisland as Non-playable Characters. What information will be exchanged when you use the Wi-Fi Connection...?



Maybe you can find new decals...?

Things to remember about the Nintendo WFC

To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo WFC Instruction booklet included with this game for directions on setting up your Nintendo DS.

To complete the Nintendo WFC setup, you will also need access to a wireless network connection (such as a wireless router) and an active broadband internet account. If you do not have access to a wireless network device, you can order a Nintendo Wi-Fi USB Connector directly from Nintendo. See the separate Nintendo WFC Instruction Booklet for more information.

You can also play Nintendo WFC compatible games at selected internet hot spots without additional setup.

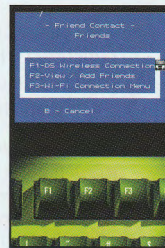
For additional information on the Nintendo WFC, setting up your Nintendo DS or a list of available internet hot spots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).



So many ways to Contact Friends!

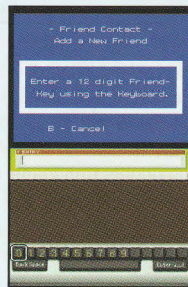
● DS Wireless Communication

- ① Touch the F3 key to select CONTACT on the title screen, the file you wish to use, and "Friends." Then select DS Wireless Communication.
- ② One of you will serve as the Host, and the other will Connect to them. If more than two people are in range and trying to connect, the first one will be your partner for Friend Registration. Registration will be completed automatically once you are connected.



● Friend Registration

- ① Select CONTACT and then choose a save file to use. After choosing "Friends," you can register new entries by pressing F1.
- ② Input your friend's 12-digit friend code. Your own code is displayed on the Register Friend screen. If you input a number incorrectly, press the X Button to delete it.



● Nintendo Wi-Fi Connection

- ① Select Wi-Fi Connection from the CONTACT menu on the title screen.
- ② Once you're connected, your Friend List will be displayed. Any registered friends currently online will be shown on the list. If a friend's name is blinking, he/she is requesting connection. By selecting a name which is not blinking, you will request that they connect.
- ③ If you and your friend select each other, data exchange will begin. This will complete the registration.

When you are asked to confirm your Wi-Fi settings...

Selecting Yes will automatically save the game and take you to the Wi-Fi Setup screen. After confirming your settings, you will be returned to Contact's title screen. For further details, please refer to the Nintendo Wi-Fi Connection instruction booklet.

Please remember that personal information you tell the Professor may be transmitted to others when you play online. To protect your privacy, do not give out personal information such as your last name, phone number, birth date, age, e-mail or home address when communicating with others.

The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms. If you have technical issues trying to get online, please refer to the troubleshooting section of the Nintendo Wi-Fi Connection instruction booklet.

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