

**NEED HELP WITH INSTALLATION,  
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE  
WWW.NINTENDO.COM**

*or call 1-800-255-3700  
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time  
(Times subject to change)*



Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
www.nintendo.com

58289A



PRINTED IN USA

**NINTENDO DS™**

*nintendogs™*

**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:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

- 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.

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



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

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



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

#### NEED HELP PLAYING A GAME?

Nintendo's game pages, at [www.nintendo.com/games](http://www.nintendo.com/games), feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



**Nintendo**

This product uses the LC Font by Sharp Corporation. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

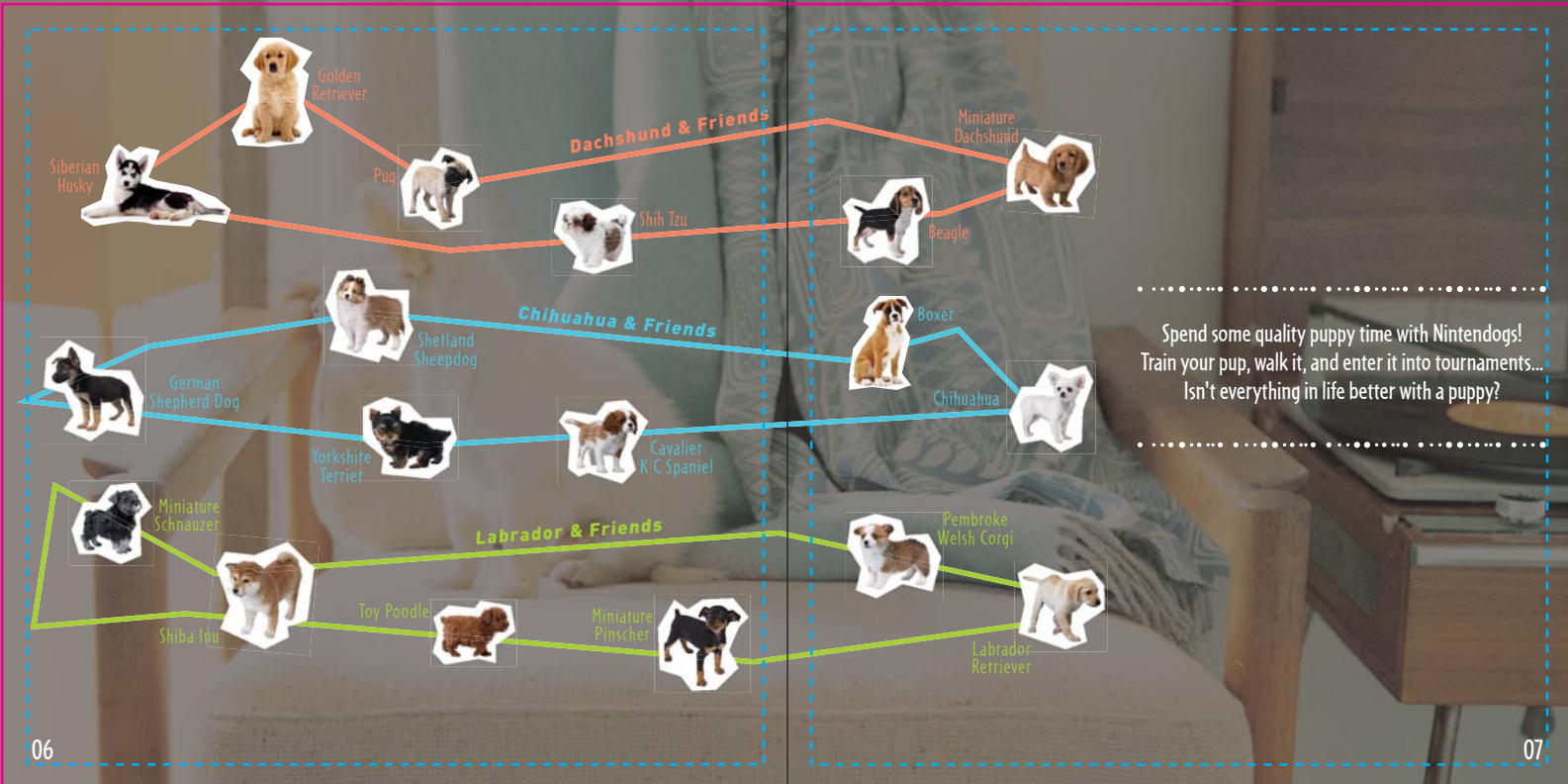
© 2005 NINTENDO. TM, ® AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.  
© 2005 NINTENDO. ALL RIGHTS RESERVED.

## \* Contents \*

• Notice	08
• Starting a New Life With Your Puppy	09
• Interacting With Your Dog	12
• Living With a Dog	16
• Training Your Puppy	18
• Supplies and Toys	20
• Going Shopping	24
• Walking the Dog	26
• Contests	29
• Meeting Your Friends' Puppies	32
• Nintendogs Information	34
• Troubleshooting	38
• Credits	40
• Establishing the DS	42
• Warranty & Service Info	47



In this manual, screenshots with gray borders appear on the Top Screen while those with black borders appear on the Touch Screen.



.....  
 Spend some quality puppy time with Nintendogs!  
 Train your pup, walk it, and enter it into tournaments...  
 Isn't everything in life better with a puppy?  
 .....

\* Notice \*

Nintendogs is an interactive entertainment experience centered on puppies. In the uniquely imaginative world of Nintendogs, the young dogs do not age, always remaining puppies. They boast docile habits and personalities, and are easy to handle.

However, since real puppies are living things, they have habits and personalities that may be different from those of the Nintendogs, so when training and caring for a real puppy, please be sure to be understanding of the real puppy's habits and personality.

When caring for living dogs, the trainer holds ultimate responsibility for the survival and well-being of the dog, so be sure to consult with your family before raising a real dog.


\* Starting a New Life With Your Puppy \*

Insert the Nintendogs Game Card into your Nintendo DS and press the POWER button. When the Nintendo DS start-up screen appears, touch the screen. On the system menu, touch the Nintendogs panel to begin your new life with a puppy.



If your Nintendo DS power-on settings have been set to Auto Mode, you will not need to take all of the steps above. See your Nintendo DS instruction booklet for more details.

● Saving Your Nintendogs ●

Touch the  icon on the home screen (pg. 16) to create a save file—touch this icon wherever you want to save everything you experience and teach your puppy. If you've already created a save file, you will begin with that file already loaded.



If you ever want to erase all of your puppies and saved data, press and hold **A B X Y L R** all at the same time. But beware: if you erase all saved data, it and your puppies can never be recovered.





## The Kennel

Your new life with a puppy first begins at the kennel, where you will choose and purchase your first puppy. You can also spend time at the kennel playing with puppies that have already been trained. After you've purchased your first puppy, you can visit the kennel anytime by choosing the kennel from the Shopping menu (pg. 24). The kennel may add new breeds to its selection, so be sure to check back regularly to see what puppies are available.

- **Buy** •  
Touch the breed of puppy that you would like to purchase.

The initial available breeds are different in each of the three versions of Nintendogs.



Use the stylus to scroll through the list of available breeds.



Touch the puppy you'd like to buy.



- **Look** •  
Here you can play with puppies that have already been trained.

You can keep up to three dogs in your home.

## Naming Your Puppy

After you bring your new puppy home from the kennel, follow the on-screen instructions to name your puppy using your own voice and text.

It is important to hold the Nintendo DS about six inches from your face and say the name clearly into the microphone. If you **pronounce the name the same way each time**, your puppy will understand it better.



Once your puppy learns its new name, you'll use the Touch Screen to register the name in text. Touch **Confirm** to register the name.

- **Using the Keyboard** •



## \* Interacting With Your Dog \*



### + Control Pad

Adjust the camera angle on the Home screen (pg. 16).

### Microphone

Use the microphone to call your puppy's name or say commands like "sit" or "lie down."

### Touch Screen

Touch the icons that appear on the Touch Screen to access the different menus.

### A B X Y BUTTONS

Change the camera's target on the Home screen. Each time you press a button, the camera will switch to another dog or zoom in or out.

### Call Your Dog

- **Touch** the Touch Screen.
- **Say your dog's name, or whistle** into the microphone.




Tapping the Touch Screen is a very effective way of calling all your dogs.

### Touch the Dog

- **Pet** your dog often!



The  icon appears whenever you pet your dog. Your dog will normally love to be petted, but pet it for too long and it may get annoyed.

.....  
\* Your New Life With a Puppy \*  
.....





## \* Living With a Dog \*

### • The Home Screen •

View info about your puppies and save your progress here.

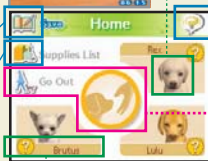


Touch a dog icon to zoom in on that dog on the Top Screen. Touch it once more to zoom out.

Save (pg. 9)

Supplies List (pg.20)

Touch this icon to access your many dog supplies.



Training (pg. 18)

### • Dog Status

Touch a dog's name to check its status. Here you can see the dog's breed, check its current condition, view the commands it has learned, and see how it has performed in contests.

#### Trick List



Choose this option to view a list of the tricks (pg. 19) you've taught your dog.

#### Contest Results

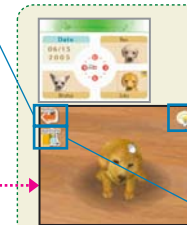


Check to see which contests (pg. 29) your dog has entered and how it has placed.

This will show how many times your dog has won the championship.

Return to the Home screen.

Touch Call Dog's Name Whistle



### • Interaction Screen •

When your puppy appears on the Touch Screen, you can interact with it by petting it and training it.

Training (pg. 18)

Supplies (pg. 20)

Touch Go Out



### • Go Out Menu •

The Go Out menu allows you to go out to a number of different places. You can also change game settings here.

Return to the Home screen.

Money



Shopping (pg. 24)

Walk (pg. 26)

Contests (pg. 29)

Bark Mode (pg. 32)


Info (pg. 34)

The Supplies , Go Out , and Training , icons will appear only after you've named your new puppy and taught it to sit down.

## \* Training Your Puppy \*

Through careful training, you can teach your dog to perform a variety of tricks. You can train your dog from the Home screen (pg. 16) and on the interaction screen (pg. 17). At first your puppy will only be able to do simple tricks, but if you spend time with it, it can learn a wide array of tricks.



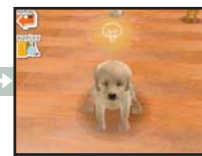
The  icon is the training icon. When it appears on-screen, that is your chance to train your puppy.



Touch the  icon to start the microphone timer . Say into the microphone the command you want your dog to learn for the trick it just performed. The command can be anything you want it to be.



Each puppy can learn up to fourteen commands. If you want to teach it a new command after that, it will have to forget an old command first. To make your dog forget an old command, touch the dog's name on the Home screen, then access the Trick List. Touch any command in the list to make the dog forget that command.




It will take several tries for your dog to learn a command.



Once your dog learns a command, enter the name for that command into your Trick List.

Once your dog learns a command, you can just say that command into the microphone, and your dog will perform that trick. However, make sure your dog is focused on you before saying the command—otherwise, it may not perform the trick.

## \* Supplies & Toys \*

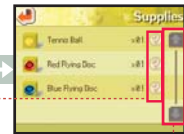
It is important to get familiar with your pet supplies early on to take proper care of your dog. To access your supplies, touch the  icon on either the Home screen or the interaction screen. Then just choose the type of supply you want, and then the particular supply you want to use. There are hundreds of different supplies you can use with your dog, so see if you can find them all.

### Choose a Type



Touch any type to see what supplies you have in that category.

### Choose a Supply

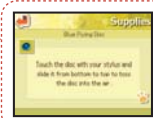



Touch the arrows to scroll up and down the screen.

### Use the Supply





Touch this icon to take the supply out or put it away.



Touch the  icon to read a description of the supply.

## Playing With Your Puppy

Touch either  or  to select supplies that you can use together with your puppy. Learn what you can do with each one, and take time out of your day to play with your puppy.



Touch a supply to grab it.



When you are grabbing a supply, you can slide the stylus to move it around.




Grab a supply, slide the stylus, then lift the stylus off the Touch Screen to throw the supply you grabbed.

If you gently tap the Touch Screen several times when your dog is playing with one of your toys, it will bring the toy to you.



### Grooming Your Dog

Touch the  icon to choose supplies you must use in caring for your pet. These are the supplies you need to feed and groom your dog.


#### • Shampoo Adds Sparkle •

Slide the sponge across your dog's body to lather it up with shampoo. Wash the suds away with the showerhead.



Use these icons to switch from shampoo to showerhead and back, as needed.


### DressUp Your Doggy

Touch the  icon to choose a collar, ribbon, or other accessory that you'd like your dog to wear.



Touch the dog's head to put that accessory on the dog.

### Using the White Record

Touch the  icon to choose from a variety of supplies that play sounds or music. One of these is the white record, which you can use to record your own voice message. Your recorded voice message will be sent to other Nintendogs owners when you communicate wirelessly with them via Bark Mode, so be sure not to record personal information (pg. 32).



To play or record your message, touch the appropriate button and then slide the needle onto the record.

#### **Play Button**

Play the recorded message.


#### **Delete Button**

Touch this to erase your current message. Once erased, messages can't be recovered.

#### **Record Button**

You can record up to five seconds of voice data on the white record, but you can record only one record.

## \* Going Shopping \*

Touch the  on the Go Out menu to go shopping. Next, just touch the icon for the store you want to visit.

Go Back

### • Pet Supply •

You can purchase all the supplies you need at the Pet Supply store.

### • Interior Decorator •

Select a new decor for your home here.

Money

### • Kennel •

Go here to buy more puppies.



### • Secondhand Shop •

Go here to sell supplies you no longer need.

### • Dog Hotel •

You can leave dogs here or come pick them up. At most, you can keep three dogs in your house, so if you want to own more than three dogs, you'll need to keep the others here.



You can keep up to five dogs in the Dog Hotel.

### • Drop Off

Choose this when you want the Dog Hotel to care for one of your dogs for you. Up to five dogs can stay at the Dog Hotel at one time.

### • Swap

Take a puppy out of the Dog Hotel and replace it with one of the puppies currently in your home.

### • Pick Up


Choose this option to pick up one of the dogs you've left at the hotel. If you already have three dogs at home, you'll have to swap one of those for a dog in the hotel.

### • Donate

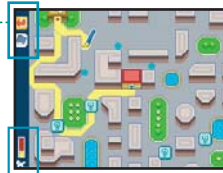
Choose this option when you want to part ways with your puppy. But remember, once you donate a puppy to the hotel, they will find a new trainer for it, and you'll never be able to see that puppy again.



## \* Walking the Dog \*

Touch the  icon on the Go Out menu to choose a route and take your puppy for a walk. You can have a lot of fun exploring the town together.

### • Choose Your Route •



Use the stylus to draw the route for your walk on the map. To enter a building or park, just draw your route to the entrance. However, your route must always lead you back to your house. Use **+** or **A**, **B**, **X**, or **V** to scroll around the map.

This is your puppy's stamina. Your puppy can walk only as far as its stamina will allow.

If your puppy poops while on a walk, be sure to touch the poop to scoop it up!

Laws in most places require dogs to be on a leash at all times. When walking a real dog, never let your dog off its leash.

 Pass through these areas



### Park



You can practice for disc competitions (pg. 30) on this nice open lawn.

### Discount Shop



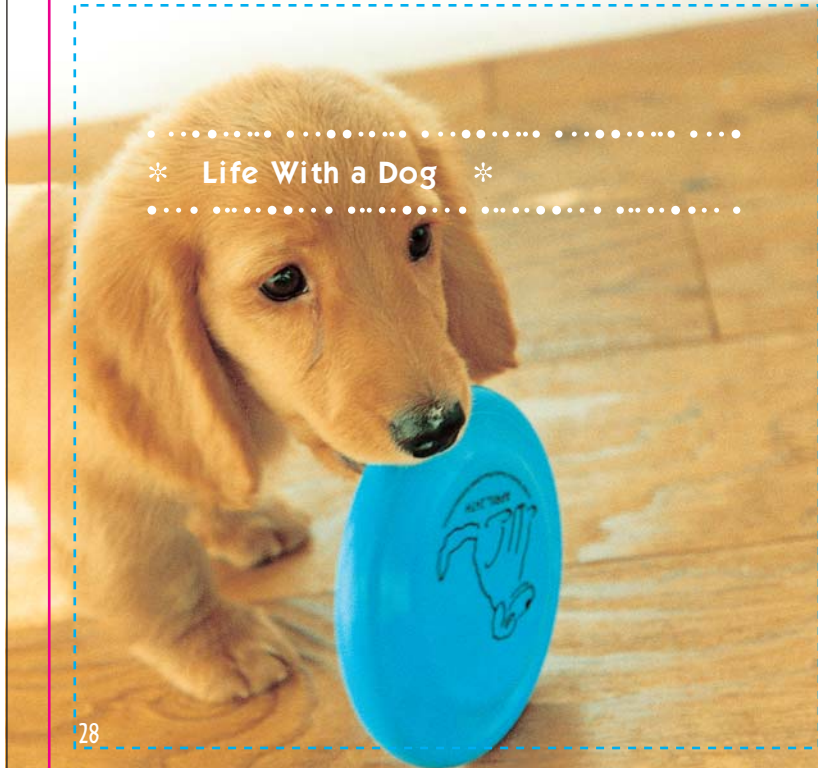
Come here to buy supplies at lower prices than you can get them at the pet supply store.

### Gymnasium




Come here to practice for agility trials (pg. 30).

.....  
\* Life With a Dog \*  
.....



\* Contests \*

Touch the  icon on the Go Out menu to enter your dog in one of three different types of contests: obedience trials, agility trials, and disc competitions. Each contest has five different levels of competition. When you place in a contest, you'll move up to the next level. If you fail to finish in the top three, you'll drop down one level. Participating in a contest with your dog is always a memorable experience.



Touch the name of the contest you want to enter.

Be sure to practice hard before entering a contest. You can also read up on the different contests in the competition books found under the Care category of your supplies.

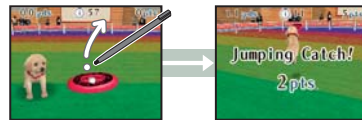


When you win a contest, the results will be displayed under your Trainer Info (pg. 35). Additionally, if you win the championship level of competition, a ribbon will be shown, along with the number of consecutive championships you've won.

When raising real puppies, remember that training a dog for strenuous activities like disc competitions and agility trials before the dog is fully grown can be dangerous for the puppy.

### Disc Competition

This is a competition to see how many points your puppy can earn by catching discs you've thrown within a given time limit. The points earned for catching the disc depend on how far the disc was thrown.

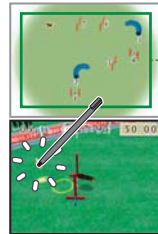


Slide the stylus to throw the disc. Your puppy will chase after it.

Catching the disc in midair results in higher points.

### Agility Trial

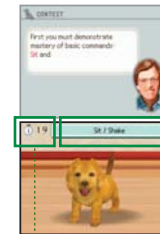
This competition requires you to use the stylus to guide your puppy through the course, clearing obstacles along the way. Tap the map with the stylus or slide it along the map to help guide your puppy.



The map shows the order in which the obstacles must be cleared. If your dog strays from this order, points will be deducted from your score.

### Obedience Trial

This contest measures your dog's ability to follow commands. Speak clearly as you issue commands to your puppy.



Try to complete all the required commands within the given time limit.

#### • Required Skills


**Perform Skills**  
Dogs must first perform several skills consecutively in a particular order.

**Maintaining a Skill**  
Dogs must perform particular skills and hold that pose for a specific minimum time frame.

#### • Free Performance

This is the dog's opportunity to shine. There are no prescribed skills. Instead, the trainer issues commands freely within a given time frame to demonstrate the dog's different abilities.

### \* Meeting Your Friends' Puppies \*

On the Go Out menu, touch the  icon to communicate wirelessly with another Nintendogs owner via Bark Mode. To do this, you simply put your Nintendogs Game Card into wireless mode, and then when you pass by another Nintendogs owner in wireless mode, you will automatically communicate. Your trainer info (pg. 35) will also be traded.

See pgs. 42-43 regarding using the Nintendo DS wireless function.



First, choose a puppy to communicate with.

Next, decide whether or not you want to give a present to the other trainer. If so, choose the present you want to send.

Once your preparations are complete, tap Yes.



Note that Bark Mode uses more battery power than searching for a PictoChat session (pg. 37). If the battery runs out while playing or while in Sleep Mode, you will have to restart your game from the last time you played.

When another trainer with Bark Mode activated is nearby...



If the trainer you're communicating with has recorded a voice message on his or her white record, you will hear the voice message.




Even if you close your Nintendo DS, it will continue its wireless search. See pages 2-3 for important information about the wireless feature.

Success! You will now have an opportunity to play with the other trainer's dog. After playing together for a while, you and your puppy will return home.

Your Friend List (pg. 34) will record the date of your encounter with the other trainer, and the number of times you and that trainer have communicated.

## \* Nintendogs Information \*

The Go Out menu also features the  icon. This is where you can go to find all of your personal information, such as your Trainer Info and Friend List.



### • Trainer Info

Read this to see what you've done as the trainer of your dogs.

### • Friend List

Go here to view a record of the Nintendogs trainers you've linked up with via Bark Mode. Other trainers' information will automatically get saved here when you link up with them. You can save information for up to 50 people. If you link up with more than 50 people, your list will be updated by erasing the information from your list, starting with the oldest information.


### • Trainer Accomplishments

Go here to check your best performances in the various contests (pg. 29).

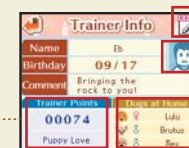
### • System Settings

Choose this option to change system settings for Nintendogs. See pg. 37 regarding searching for active PictoChat rooms.

## Trainer Info

Touch the  icon to change the name, birth date, comment, or trainer icon used in the game. Initially, the information in your Nintendo DS system settings will be used automatically, but even if you change your trainer info, it will not affect your Nintendo DS system settings. The information you've input will automatically get sent to another trainer when you communicate with them wirelessly in Bark Mode.

As you become closer to your puppy, your trainer points will increase. Your trainer title will change based on your trainer points.



Trainer Icon

The dogs you are raising at home appear here.

When changing your name or comment, be sure to use a nickname and do not include personal information. See the Nintendo DS instruction booklet for additional privacy information. You will use the keyboard on the Touch Screen to input text. When you're done, touch Confirm to finish. See pg. 11 for info on how to use the keyboard.





## System Settings

Touch the   icons to adjust all settings. Touch  when you're done.



### • Battery Save Settings

When set to On, the system's backlight will automatically turn off after 10 minutes without any input.

### • Mic Sensitivity

Adjust the sensitivity of the built-in microphone.

### • Time Display

When set to Off, the clock will not appear on the Top Screen.


### • PictoChat Search

Turn this option on to search for active nearby PictoChat chat rooms. You can also choose how you will be notified.

### • PictoChat Search •

Turn this option on to search for active PictoChat chat rooms while playing Nintendogs. First you will need to access the system settings and turn the PictoChat search function on. When you do so, your Nintendo DS will continue searching wirelessly—even if you close it—but it will consume more battery power than standard Sleep Mode.



If there are people using PictoChat nearby, the  icon will appear on-screen. You cannot automatically switch to PictoChat from Nintendogs, so you will first need to save your progress (pg. 9) on the Home screen and then power-off your Nintendo DS. Next, turn your Nintendo DS on again and access PictoChat.

In some cases, the PictoChat chat room you've found may become inactive before you are able to switch from Nintendogs to PictoChat. Please refer to your Nintendo DS hardware instruction booklet for help using PictoChat.

\* Troubleshooting \*

**Q Even if I call my puppy it won't respond to me.**

**A** To ensure that your puppy can hear you clearly, hold your Nintendo DS so that the microphone is about six inches from your face. Also, if there is a lot of background noise where you are playing, choose the System Settings option in the Go Out menu to adjust microphone sensitivity.

**Q How many voice messages can I receive at one time?**

**A** You can only receive one voice message each time you communicate via Bark Mode. Once you communicate with another Nintendogs trainer, the wireless mode automatically shuts off. To communicate again, you will need reactivate Bark Mode. Additionally, until you turn your Nintendo DS off, you will be able to replay the last voice message you received at any time by going to your Friend List.

**Q Is there a way to earn money?**

You can earn money by entering and placing in contests (pg. 29). You can also earn money by selling unneeded supplies at the secondhand shop.

**Q Even though my friend and I both have the same breed, our dogs have very different personalities...**

**A** Even dogs of the same breed can have different personalities. Additionally, how the dog is raised can also affect its personality. What personality your dog ends up with will be affected by you, its trainer.

**Q When I use a different Nintendo DS system to play Nintendogs, I can't go for a walk or enter any contests...**

**A** If a message appears indicating you cannot go for walks or enter competitions, you will need to wait for a period of time before you can do so. This will not occur if you always play Nintendogs on the same Nintendo DS system.

**Q My dog is gone...**

**A** Sometimes, dogs are able to sneak out of the house and have fun without you realizing. If your dog is gone, don't panic. Just wait a little bit. Sometimes your dog will return with a present.

\* Staff List \*

**GENERAL PRODUCER**

Shigeru Miyamoto

**PRODUCER**

Hideki Konno

**DIRECTOR**

Kiyoshi Mizuki

**SYSTEM DIRECTOR**

Takayuki Shimamura

**DOG/SCRIPT DIRECTOR**

Kunio Watanabe

**OBJECT/WALKING-MODE**

**DIRECTOR**

Katsuhito Nishimura

**PROGRAMMING DIRECTOR**

Tsutomu Kaneshige

**DOG PROGRAMMING**

Yoshitaka Ajioka

**UI PROGRAMMING**

Yuzuru Ogawa

Hiroyuki Kono

**OBJECT/UI PROGRAMMING**

Soichi Nakajima

**OBJECT/WIRELESS SYSTEM**

**PROGRAMMING**

Yasushi Ebisawa

**DESIGN DIRECTOR**

Junji Morii

**3-D DESIGN**

Michiho Hayashi

Akito Osanai

Kenji Shinmoto

Masaaki Ishikawa

Masanobu Sato

Mieko Ajima

Hideaki Takamura

**UI DESIGN**

Tomoko Ichikawa

Takahiro Hamaguchi

Satoshi Furukawa

**EFFECT DESIGN**

Keiji Inoue

Motoaki Fukuda

**DESIGN ADVISOR**

Yoshiki Haruhana

**SOUND DIRECTOR**

Ryoji Yoshitomi

**MUSIC**

Hajime Wakai

**SOUND EFFECT**

**PROGRAMMING**

Masato Mizuta

**VOICE INPUT PROGRAMMING**

Yoji Inagaki

**PROGRESS MANAGEMENT**

Keizo Kato

**TECHNICAL SUPPORT**

Hironobu Kakui

Shingo Okamoto

**DEBUG**

Naoki Takami

Yuki Tanikawa

Super Mario Club

**3-D LIBRARY PROGRAMMING**

Kenji Nishida

**PROGRAMMING SUPPORT**

Tetsuya Sasaki

Satoru Osako

Tetsuya Nakata

Yohei Tsukada

Atsushi Masaki

Programming Support Group

**PACKAGE/MANUAL**

Hisayo Osanai

Daiki Nishioka

Ryuichi Suzuki

Ross Hirai

Hitomi Ross

**ARTWORK ADVISOR**

Yusuke Nakano

**PHOTOGRAPH**

Orie Ichihashi

**NOA LOCALIZATION**

Nate Bihldorff

Bill Trinen

**LOCALIZATION**

**MANAGEMENT**

Leslie Swan

Jeff Miller

**NOA PRODUCT TESTING**

Yoshinobu Mantani

Kyle Hudson

Sean Egan

Arnie Myers

Mika Kurosawa

Teresa Lilygren

**SPECIAL THANKS**

Wannyanmura, Inc.

Koji Kondo

Kazumi Totaka

Tomoaki Kuroume

Asako Haruhana

Yasuki Tawaraishi

Shinobu Tanaka

Yi-Hong Lin

All EAD

Takahashi

**EXECUTIVE PRODUCER**

Satoru Iwata

### Establishing the DS Wireless Link (DS Wireless Play)

This section explains how to establish your DS wireless link.

#### What You Will Need:

Nintendo DS ----- One for each player  
Nintendogs Game Card ----- One for each player

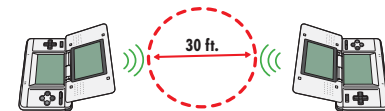
#### Steps

1. Make sure that all DS systems are turned off, then insert a Nintendogs Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Nintendogs" panel.
4. Now follow the instructions on page 32.

### Wireless Communication Guidelines:

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

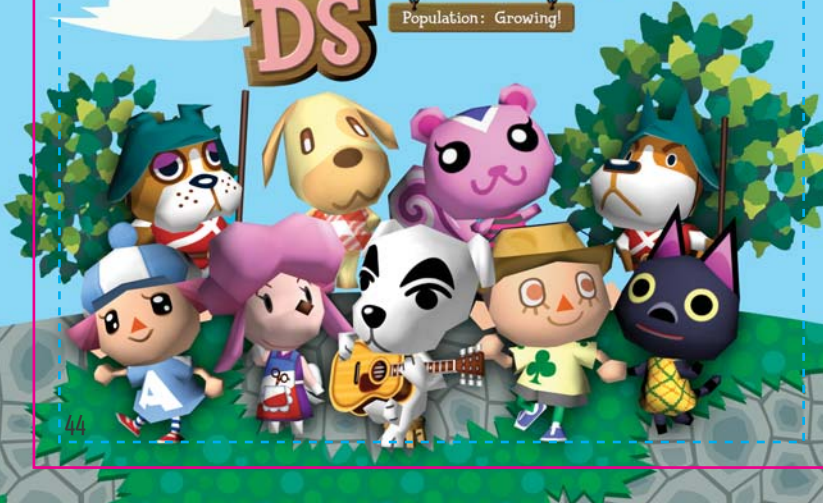


- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- 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 or turn off the interfering device.



Coming soon on  
NINTENDO DS

Welcome to  
**Animal Crossing**  
DS  
Population: Growing!



44

## Cross Over to a Brand New World

Live an alternate life in this all-new sequel to the wildly popular Nintendo GameCube game. Join up to three of your friends in the same virtual town and interact in real time – either through wireless LAN or over the Internet. Now you can visit a friend from thousands of miles away! Whether you want to collect brand new items like hats and sunglasses, catch bugs and fish, decorate your home, or just chat with the characters in your town, there's always something to do.



45



## Important Legal Information

REV-D

Copying of any video game for any Nintendo system 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.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play.

If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

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.

For further information or assistance, please contact:

Nintendo Consumer Service  
www.nintendo.com  
or call 1-800-255-3700  
(U.S. and Canada)

## Warranty & Service Information

REV-D

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

### HARDWARE WARRANTY

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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair 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.

### GAME & ACCESSORY WARRANTY

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 or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

### SERVICE AFTER EXPIRATION OF WARRANTY

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

### WARRANTY LIMITATIONS

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.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.