

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

**NINTENDO CUSTOMER SERVICE
SUPPORT.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)

**BESOIN D'AIDE POUR L'INSTALLATION,
L'ENTRETIEN OU LA RÉPARATION?**

**SERVICE À LA CLIENTÈLE DE NINTENDO
SUPPORT.NINTENDO.COM**

ou appelez le 1 800 255-3700

LUN.-DIM., entre 6 h 00 et 19 h 00, heure du Pacifique
(Heures sujettes à changement)



Pokémon Mystery Dungeon : Explorers of Darkness

The Pokémon Company

Nintendo®

65817A



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

EmuMovies

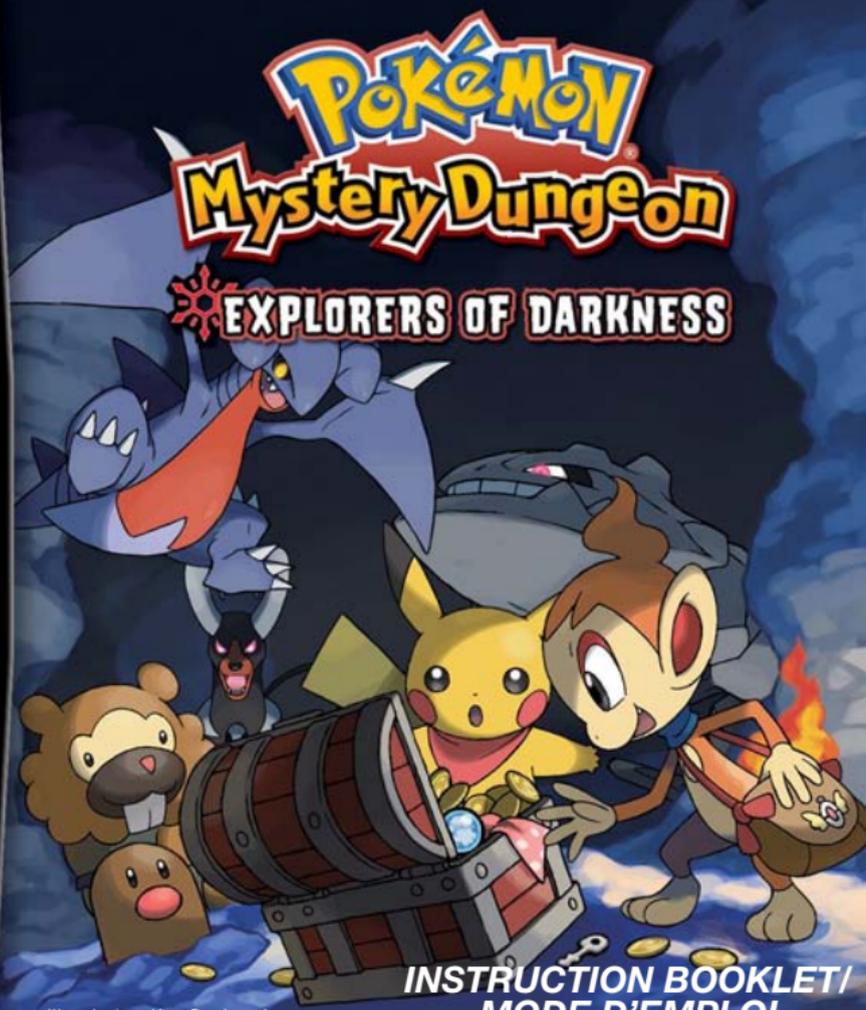
PRINTED IN USA
IMPRIMÉ AUX É.-U.



NINTENDO DS™

**Pokémon
Mystery Dungeon**

EXPLORERS OF DARKNESS



Illus. by/par Ken Sugimori

**INSTRUCTION BOOKLET/
MODE D'EMPLOI**

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	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

⚠ WARNING - Battery Leakage

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

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

To avoid battery leakage:

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

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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



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

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



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

NEED HELP PLAYING A GAME?

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.

If the information you need is not on the Power Line, you may want to try using your favourite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



The Pokémon Company



© 2008 Pokémon. © 1995–2008 Nintendo/Creatures Inc./GAME FREAK inc. © 1993–2008 CHUNSOFT. TM, ® and the Nintendo DS logo are trademarks of Nintendo. © 2008 Nintendo. All rights reserved. Illus. by Ken Sugimori

THE STORY

Welcome to a grand tale of adventure about a human – you! – who has been transformed into a Pokémon.

Arriving in a world of Pokémon, you, as the hero, form an exploration team with a trusted friend to explore dungeons filled with danger and excitement! Playing as this team, you'll search for treasures, solve mysteries, recruit new members, and rank up your team!

Along the way, you'll investigate why you turned into a Pokémon and uncover the truth surrounding the mysteries of time and darkness in this Pokémon world!

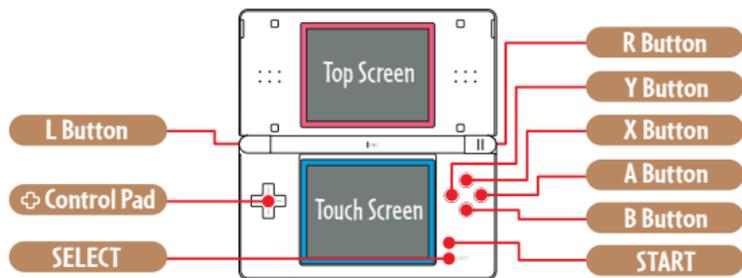


CONTENTS

Controls	6	Communication Play Modes	19
Basic Game Screens	10	Wireless Communication	20
Game Flow	17	Nintendo Wi-Fi Connection	26
Exploring Dungeons	18	Passwords	35
		Manuel en français	42

CONTROLS

This game can be played using buttons and/or a stylus. Learn how the controls work for smooth playing!



* In this Instruction Booklet, a pink frame surrounds the top screen and a blue frame surrounds the Touch Screen (bottom screen).

TEXT ENTRY WINDOW CONTROLS

Move cursor	Control Pad
Enter a letter	A Button, or touch the letter
Delete a letter	B Button
Move input spot	Control Pad and R Button, or touch input location
Move cursor to "End"	START
Change fonts	SELECT

* When you close the Nintendo DS while playing the game, the system automatically goes into Sleep Mode to conserve power. Once you open the system, the game will appear again.

	FIELD	DUNGEON
Control Pad	Move the hero. Move cursor.	Move the hero. Move cursor.
A Button	Confirm command. Talk to the Pokémon you are facing. Advance text.	Confirm command. Talk to the Pokémon you are facing. Advance text. Use regular attack.
B Button	Cancel command. Advance text quickly.	Cancel command. Advance text quickly.
B Button and Control Pad	Run.	Run.
B + A Buttons	Not used.	Pass your turn without moving.
X Button	Open the menu. Select detail in item explanations, etc.	Open the menu. Select detail in item explanations, etc.
Y Button	Select detail in item explanations, etc. Sort items in the Treasure Bag.	Display a grid while turning on the spot. Select detail in item explanations, etc.
L Button	Select multiple items in storage, etc.	Not used.
L + A Buttons	Not used.	Uses the hero's set move (P. 14).
L + B Buttons	Not used.	Check message log.
L + R Buttons	Not used.	Throw set ammo such as rocks (P. 15).
R Button	Talk to the partner.	Not used.
R Button and Control Pad	Advance Items list pages by 10 at Kangaskhan Storage, etc.	Move diagonally. Sort moves on the Moves list.
START	Display more detail on certain menus such as moves and items.	Display a grid while turning on the spot. Display more detail on certain menus such as moves and items.
SELECT	Sort items in the Treasure Bag.	Display map. Set moves in the Moves list.

CONTROLLING WITH THE TOUCH SCREEN

TAP



Tap where you want to go. The hero stops upon reaching that spot.

DOUBLE-TAP



Quickly touch the screen twice to make the hero run to the spot you tapped.

TAP AND HOLD



Touch a spot and keep the stylus on it. The hero will keep moving in the indicated direction.

TAPPING THE HERO (IN A DUNGEON)

- ★ **Tap** Open the main menu.
- ★ **Double-tap** Use regular attack or talk to a team Pokémon facing the hero.
- ★ **Tap and hold** The hero pivots in the direction of the stylus.
- ★ **Double-tap and hold** After tapping the hero twice, then holding the second tap, you'll pass one turn without taking action.

TAPPING A TEAM MEMBER

- ★ **Tap** Talk to the Pokémon, if it's next to the hero.
- ★ **Tap and hold** Switch places with another team member.
- ★ **Double-tap** Talk to the partner in the field.

TAPPING AN ENEMY IN A DUNGEON

- ★ **Tap and hold** Attack the Pokémon enemy being tapped.
- ★ **Tap** Throw the set ammo item like a rock at the tapped enemy. If no ammo is set, a regular attack is used.
- ★ **Double-tap** Use the set move on the tapped enemy.

MENU CONTROLS

- ★ **Tap a selection**
Choose the selection.
- ★ **Tap selection on a multiple-choice window**
Choose multiple selections (such as items). Tap  to confirm.
- ★ **Tap**  
Flip window page.
- ★ **Tap** 
Open Search Menu.
- ★ **Tap** 
Confirm selected command.
- ★ **Tap** 
Sort items. Open Sort Menu.
- ★ **Tap** 
Close window.

WHEN DISPLAYING A MAP IN A DUNGEON



- ★ **Tap the map**
Press SELECT to display the dungeon map on the bottom screen. Tap the map to delete all markers. Tap the map again to turn it off.

OTHER

- ★ **Tap a message window** Advance text.

BASIC GAME SCREENS

The basic game screens offer somewhat different kinds of information, depending on whether you are in the field or in dungeons. Learn how to use all the information so you can do even better!

GAME SCREEN IN THE FIELD



1 EXPLORATION TEAM RANK

Your exploration team's rank. As you complete more jobs, your rank will rise. When you go up in rank, you get to store more items at Kangaskhan Storage and you will receive rewards.

2 MONEY

The amount of money you are carrying. In this world, money is called Poké. You can earn Poké by completing jobs or finding it in dungeons.

DESCRIPTION OF COMMANDS (FIELD)

ITEMS

These item-based commands are for doing such things as using items, tossing out an unneeded item, and finding information about items.

- ★ **Trash** Discard the selected item.
- ★ **Info** Learn about the selected item's effect and usage.
- ★ **Eat** Eat the selected Gummi or other edible item. In the field, a Gummi raises the IQ of the Pokémon that eats it. In a dungeon, the Gummi raises IQ and may boost other stats.
- ★ **Use** Use the selected TM (Technical Machine) for teaching a move to a Pokémon.

TEAM

Team commands let you check information on the hero and your team members.

- ★ **Summary** .. Check the selected Pokémon's stats and so on.
- ★ **Moves** Check the moves the selected Pokémon can use.
- ★ **Check IQ** .. Check the selected Pokémon's IQ skills.

JOB LIST

This is the list of the exploration and bounty-hunting jobs you have accepted. To perform an accepted job, you must choose "Take Job" before going to the dungeon.

- ★ **Take Job** .. Activate the selected job so the team can do it.
- ★ **Suspend** ... Suspend the selected job.
- ★ **Delete** Delete the selected job.

OTHERS

In the field, "Others" lets you check game options and hints about being on an exploration team. The Options commands allow you to change a variety of game settings. The complete list of game settings is shown below. Change game options to suit your playing style.

OPTIONS

- ★ **Touch Screen...** Set the Touch screen for "Use anywhere," "Menu only," or "Off."
- ★ **Top screen...** Set the top screen to display "Controls," "Team stats," "Text log," or "Map and team."
- ★ **Bottom screen...** Set the bottom screen to display "Shaded map," "Clear map," or "No map."
- ★ **Grids.....** When "Off," grid lines are not displayed when the Y Button is pressed.
- ★ **Speed.....** Set the hero's traveling speed.
- ★ **Far-off pals.....** Choose "Look" if you want to see the battles of your team members when they are far away from the hero. Choose "Self" if you would rather not look.
- ★ **Damage turn.....** Choose "Yes" to turn automatically and face the direction from which you are taking damage.
- ★ **⊕ attack** Choose "On" to use a regular attack by pressing the ⊕ Control Pad in the direction of the target.
- ★ **Check direction..** When "On," if you try to use an item or a move, you will be asked to confirm the direction of use.

HINTS

Learn about controls and other useful information.

GAME SCREEN IN A DUNGEON



1 HP

The HP (Hit Points) of team members. A member faints if its HP drops to zero. The maximum HP may be boosted by leveling up or using certain items.

2 Belly

The hero's Belly empties while you are exploring. If the Belly gets empty, the hero starts losing HP. Restore the hero's Belly by eating items such as Apples.

4 Weather

The weather in the dungeon. Depending on the weather, the abilities of Pokémon and the power of moves may be affected. Also, it's possible for weather to cause damage to certain types of Pokémon.

3 Money

The money you currently have. It is counted in Poké. You can obtain money by finding it in dungeons and earn it as rewards for completing jobs.

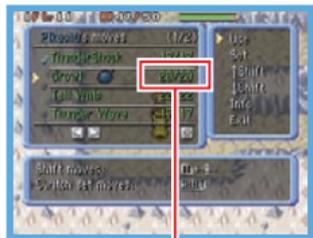
5 Play

Your total play time from the start of the game.

DESCRIPTION OF COMMANDS (DUNGEONS)

MOVES

Lists the moves a team Pokémon can use. All moves have set amounts of PP (Power Points) that cap how many times moves can be used. If you run out of PP for a move, you can restore it with items like a Max Elixir.



Current PP/Maximum PP

HERO'S COMMANDS

- ★ **Use**..... Use the chosen move.
- ★ **Set**..... Set the chosen move for instant use. Once set, the move is used by pressing L + A Buttons.
- ★ **Deselect**... Deselect the move that has been set for instant use.

COMMANDS FOR OTHER MEMBERS

- ★ **Switch**..... Switch on/off the selected move of a team member.

COMMON COMMANDS

- ★ **↑ Shift**..... Switch the selected move's place with the one above it.
- ★ **↓ Shift**..... Switch the selected move's place with the one below it.
- ★ **info**..... Check the effect, range, and so on of the selected move.
- ★ **Exit**..... Exit to the Moves list.

“SWITCH” THE MOVES OF TEAM MEMBERS SMARTLY

Your team Pokémon will automatically move and battle in dungeons, making their own decisions based on the “Tactics” (P. 15) you've assigned. If a member is supposed to use a move, it can only use a move that has been switched on. Those moves will have a  next to them on the Moves list. If there is a move you don't want a member to use, use the “Switch” command and turn off its .



ITEMS

Shows the list of items in your Treasure Bag. When an item is selected, additional commands are displayed for using the item, passing it to a team member, etc.



- ★ **Use**..... Use the chosen item. This will change to “Eat,” “Ingest,” “Hurl,” etc., depending on the chosen item.
- ★ **Give**..... Give the selected item to a team member to hold.
- ★ **Place**..... Put the selected item on the ground at the hero's feet.
- ★ **Throw**..... Throw forward the selected item.
- ★ **Set**..... Set the item for instant use. Once set, the item is used by pressing L + R Buttons.
- ★ **Deselect**.... Deselect the chosen “Set” item from instant use.
- ★ **info**..... Check the effect of the selected item.
- ★ **Exit**..... Exit to the Items list.

TEAM

Lets you check information about your team's individual members.



- ★ **Summary**.... Check the stats, status, and so on of the chosen Pokémon.
- ★ **Moves**..... Access Moves commands (P. 14).
- ★ **Send Home** Return the selected team member to the guild.
- ★ **Talk**..... Talk to the selected team member.
- ★ **Check IQ**.... Check the selected Pokémon's list of IQ skills obtained.
- ★ **Tactics**..... Choose the selected team member's Tactics.
- ★ **Exit**..... Exit to the Team list.

OTHERS

In the dungeon, this command lets you change game options, confirm your mission objectives, check for potential recruits, and so on. "Hints" will give you useful information, such as controls.



★ Options

Same as the Options command in the field (P. 12).

★ Map

Display the floor map on the bottom screen.

★ Message log

Check recently displayed messages.

★ Mission objectives

Check the objectives for all jobs in your current dungeon.

★ Recruitment search

Lists the Pokémon that you may be able to recruit to your team on the floor you are on. It also indicates which ones have already been recruited.

★ Hints

Check useful information about playing the game, such as advice on controls.

GROUND

Check the ground at the hero's feet. If the hero is standing on an item, it can be picked up, used on the spot, thrown, etc. If there is a trap, it can be deliberately triggered.



REST

You can "Rest" while in a dungeon and stop playing. The "Quicksave" command lets you make a temporary save file from which you can resume play later. Choosing "Give Up" will return you to the guild as if you were defeated—without all your money and some of your items.

GAME FLOW

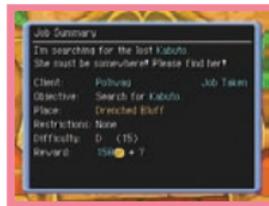
By undertaking the guild's rigorous training, your exploration team is bound to become first-rate over time. Answer the pleas of other Pokémon by taking on their exploration jobs!

🌀 ADVANCING THROUGH THE RANKS

Accepting and performing jobs posted by other Pokémon is the main role of an exploration team. Chatot will also assign new jobs depending on the experience you have gained performing posted jobs. That's why you never want to shirk doing jobs. Jobs rank up in difficulty from E, D, C, and so on. You can accept up to eight jobs at the same time.



JOB BULLETIN BOARD



The Job Bulletin Board is on the left side of Guild Sublevel 1. The jobs listed here include item searches, Pokémon search-and-rescues, item deliveries, escort missions, and so on.

OUTLAW NOTICE BOARD

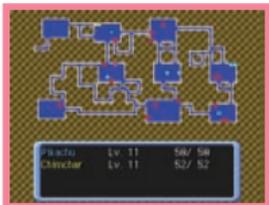


The Outlaw Notice Board is on the right side of Guild Sublevel 1. The jobs listed here all call for the capture or defeat of bad Pokémon with bounties on them.

EXPLORING DUNGEONS

Dungeons are filled with danger. But if you know how things work in dungeons, you may be able to work your way out of sticky situations. This is your chance to learn!

HOW TO CHECK THE DUNGEON MAP



- Hero
- Team Members, Client
- Enemy
- Outlaw Pokémon
- Items
- Stairway
- Wonder Tiles
- Traps

FEATURES OF MYSTERY DUNGEONS

As the name suggests, “mystery dungeons” are mysterious places that change layout every time you enter them. Once entered, you may not exit a dungeon until you reach its final end or you are defeated and expelled. That’s why you should be fully prepared with items before going on a dungeon exploration. If you are defeated, you will lose all your money and some of your items. You will also be sent back to the guild or to a save point. The stairways in dungeons are all one-way: once taken, you can’t return to the previous floor. Also, if you spend too much time on the same floor, you are automatically expelled from the dungeon as if you were defeated.



Stair

COMMUNICATION PLAY MODES

Using communication modes, you can have even more fun with the game by involving your friends. You can get friends to rescue your team if you are defeated in a dungeon. Or you can go out on rescues yourself. This section covers the communication play modes in detail.

WHAT THE VARIOUS MODES CAN DO

	Wireless Communication (P. 20)	Nintendo WFC (P. 26)	Passwords (P. 35)
Friend Rescues	Yes (P. 21)	Yes (P. 33)	Yes (P. 35)
Trade Items	Yes (P. 25)	No	No
Wonder Mail	Yes (P. 25)	Yes (P. 34)	Yes (P. 35)
Trade Team	Yes (P. 25)	Yes (P. 34)	No
E-mail Settings	No	Yes (P. 29)	No

PELIPPER ISLAND

After you progress to a certain point in the story, “Friend Rescue” will appear on the Top Menu. Choosing this command transports you to Pelipper Island, where you may register to go on a Friend Rescue mission. There is also a Kangaskhan Storage, a Duskull Bank, and a Chimecho Assembly so you may prepare for your rescue mission.



WIRELESS COMMUNICATION

You can pair up with another player with a Nintendo DS system nearby to go on Friend Rescue missions, trade items, and trade team data.

ESTABLISHING THE DS WIRELESS LINK (DS WIRELESS PLAY)

This section explains how to establish your wireless link for DS Wireless Play.

What You Will Need to Play Pokémon Mystery Dungeon: Explorers of Darkness:

Nintendo DS or Nintendo DS Lite System One for each player
 Pokémon Mystery Dungeon: Explorers of Time and/or
 Explorers of Darkness Game Card One for each player

STEPS

1. Make sure that all Nintendo DS systems are turned off, then insert a Pokémon Mystery Dungeon: Explorers of Time or Explorers of Darkness Game Card into each system.
2. Turn all DS systems on. The DS Menu Screen will be displayed.
3. Tap the “Pokémon Mystery Dungeon: Explorers of Darkness.”
4. Follow the instructions on page 21.

COMMUNICATION ERROR

In certain situations, the message “There was a communication error” will be displayed. If so, please go back to the Wireless Menu and repeat the procedures for sending or receiving Mail, items, or team data. If there is a communication error with an A-OK Mail or Thank-You Mail, attached items will not be lost.



FRIEND RESCUES

After you progress to a certain point in the story, you can ask to be rescued by another player if your team is defeated in a dungeon. If you are rescued, you won't lose your money or items, and you will be able to resume your exploration from where you were defeated. The rescuing player can be thanked with a reward.

SEEKING RESCUE (PLAYER NEEDING HELP)

1. When you are defeated in a dungeon, the screen shown on the right will appear. Select “Yes,” then press the A Button.

* In some dungeons, you cannot send out for a friend rescue.

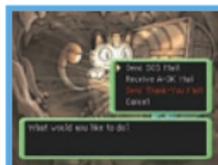
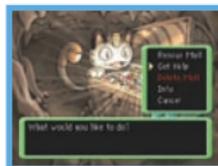
2. You will be automatically returned to the Top Menu. Select “Get Help” under the “Friend Rescue” command, then press the A Button.

3. Select “Wireless Comm.” under the “Send SOS Mail” command, then press the A Button. You can also select “Attach a Message” to include a brief message with your SOS Mail.

Text input mode: You can freely enter your message (P. 6).

Stock phrases: You can make your message using stock phrases.

4. Select and confirm the “Send SOS Mail” command to begin communication.



2 GOING ON A FRIEND RESCUE (PLAYER HELPING)

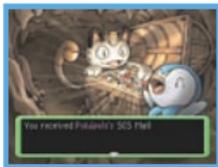
A player accepting an SOS Mail needs to follow these procedures to go on the friend rescue.

* The potential rescuer cannot go on a friend rescue if the player has taken a "Rest" from the game and has a quicksave file. It is also impossible to go on a friend rescue if you are awaiting rescue yourself.

1. On the Top Menu, select "Rescue Mail" under the "Friend Rescue" command, then press the A Button.



2. Select "Wireless Comm." under the "Receive SOS Mail" command, then press the A Button to begin communication. If this step is successful, the screen shown to the right will appear.



3. You will be returned to the Top Menu. Select and confirm "Go Rescue." You will be sent to Pelipper Island. Talk to Pelipper to go on your accepted friend rescue.



* You may not go to a dungeon you have not yet cleared in your adventures.

* In some dungeons, you may only go as far as the floors that you have previously cleared yourself.

4. On the rescue mission, you need to reach the Rescue Point where your friend was defeated, which is marked with a flag. Stand on the flag and select "Rescue" to complete the friend rescue. Beware: many foes will appear around the Rescue Point.



Rescue Point

3 SENDING AND RECEIVING A-OK MAIL

To complete the friend rescue, the rescuer has to send an A-OK Mail to the rescued player, who must then send back a Thank-You Mail.

THE RESCUER

Refer to page 22 and perform Step 1. Then select and confirm "Send A-OK Mail." Select and confirm the SOS Mail of the friend rescue you completed, then select and confirm "Wireless Comm."

* You may attach a message to the A-OK Mail. Follow the same procedures as in Step 3 of the SOS Mail description on page 21.

* You may also send a helper Pokémon or an item to your rescued friend. See page 24 for details.



THE RESCUED PLAYER

Refer to page 21 and perform Step 2. Then select and confirm "Receive A-OK Mail," then "Wireless Comm." to begin communication. After communication, "Revive Team" will appear on the Top Menu. Select it and confirm with the A Button.



WHILE AWAITING RESCUE...

While you are waiting to be rescued, you won't be able to advance in the story or complete any jobs for ranking up. You can, however, still go on explorations at Pelipper Island. At the Top Menu, select and confirm "Standby Adventure." That will allow you to explore some of the dungeons you've already visited up to the floors you've reached. However, you will not be able to quicksave on these explorations. Your team Pokémon will also not retain any Exp. Points, stat changes, or new moves you gain here.



* You may not go to a dungeon you have not yet cleared in your adventures.

THE HELPER POKÉMON AND GIFT ITEM

When sending an A-OK Mail, the rescuer can also send a helper Pokémon or a gift item. The helper Pokémon joins the rescued team until they clear the dungeon. The gift item, which is not returned, will be on the ground near where the rescued party was defeated.



- ✦ **The rescuer:** If a helper Pokémon is sent with an A-OK Mail, it does not disappear from your team.
- ✦ **The rescued player:** Any helper Pokémon received with an A-OK Mail disappears as soon as the team clears the dungeon.

THANK-YOU MAIL

Once a rescued player receives an A-OK Mail, he or she can send a Thank-You Mail back to the rescuer. A message and an item can be sent back with the Thank-You Mail. (The item will be delivered directly to the recipient's Kangaskhan Storage.)



THE RESCUED PLAYER

Refer to page 21 and perform Step 2. Then select and confirm "Send Thank-You Mail," then "Wireless Comm." to begin communication.

When attaching a message: Same as in Step 3 of the SOS Mail procedures on page 21.

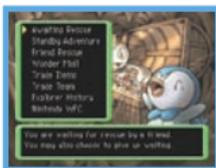
When sending an item: Select and confirm "Send Item," then select and confirm the item.

THE RESCUER

Refer to page 22 and perform Step 1. Then select and confirm "Get Thank-You Mail." Then select and confirm "Wireless Comm."

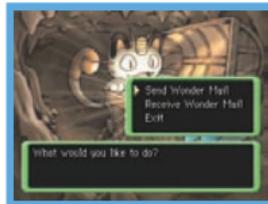
CANCELING A RESCUE

You can give up on waiting for a friend rescue. While waiting to be rescued, open the Top Menu, then select and confirm "Awaiting Rescue." That will give you choices, including canceling the rescue. If you cancel, your team will be treated as defeated and you will have to redo that dungeon from the start. You will also no longer qualify for receiving the A-OK Mail of the rescue you canceled.



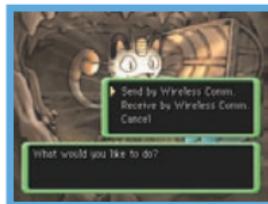
WONDER MAIL

The "Wonder Mail" command in the Top Menu allows you to pass a job you have accepted on to a friend, or vice-versa. The player sending the Wonder Mail needs to select and confirm the command "Wireless Comm." The only jobs that can be sent are those that are suspended. (They can't be those made active with "Take Job.") The person receiving the Wonder Mail should select and confirm "Wireless Comm.," then follow the instructions on the screen.



TRADE ITEMS

The "Trade Items" command in the Top Menu lets you send an item in Kangaskhan Storage to a friend, or receive an item from a friend. After confirming "Trade Items," the player sending the item should select and confirm "Send by Wireless Comm." Likewise, the player receiving the item should select and confirm "Receive by Wireless Comm." The received item is automatically sent to Kangaskhan Storage.



TRADE TEAM

After you progress to a certain point in the story, the "Trade Team" command will be added to the Top Menu. Using it, you may send a team to your friend's Marowak Dojo as training opponents, or you may receive a friend's team. The player sending the team must select and confirm "Send Team," then select and confirm "Wireless Comm." The player receiving the team must select and confirm "Receive Team," then select and confirm "Wireless Comm."



- ✦ **The player sending the team does not lose the Pokémon. They remain with the sender.**

NINTENDO WI-FI CONNECTION



You can arrange for friend rescues with players over the Internet. There is also an e-mail system for receiving notification about SOS Mail and so on by e-mail to mobile phones, etc.

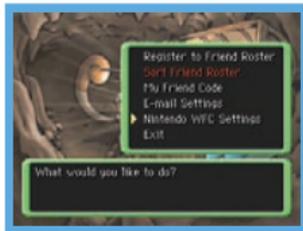


Nintendo® Wi-Fi Connection is an online game-play system provided by Nintendo for people to connect and play games worldwide. You can use compatible hotspots all over the world or your own wireless LAN connection.

SETTING UP NINTENDO WI-FI CONNECTION

You will first need to establish a wireless Internet connection to use Nintendo Wi-Fi Connection. From the Top Menu, select “Nintendo WFC” and choose “Nintendo WFC Settings” to configure the DS system. Please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals, for directions on setting up your Nintendo DS.

- * If you change the combination of your DS system and “Pokémon Mystery Dungeon: Explorers of Darkness,” you need to do the setup again to connect. Your roster of registered friends (P. 28) will also be deleted.
- * Please note that if you choose to use your cell phone for e-mail notifications, standard text-messaging fees apply. Check with your carrier for additional info. Nintendo of America Inc. or Nintendo of Canada Ltd. has no responsibility or liability for such charges.



Nintendo Wi-Fi Connection allows multiple owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals if you need directions on setting up your Nintendo Wi-Fi Connection.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- See the Terms of Use Agreement (see pages 36-38) which governs Nintendo Wi-Fi Connection game play and is also available online at nintendowifi.com/terms.

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

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

WHEN YOU CAN'T CONNECT

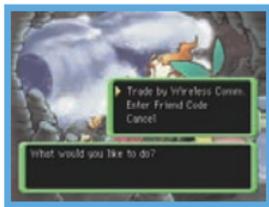
If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please see the Nintendo Wi-Fi Connection Instruction Booklet, available at www.nintendo.com/consumer/manuals, for more information.

**FRIEND CODES**

The friend code is a 12-digit number that is automatically assigned to you when you first connect to Nintendo Wi-Fi Connection. Exchange friend codes with your friends and register them on your friend roster.

REGISTERING TO YOUR FRIEND ROSTER

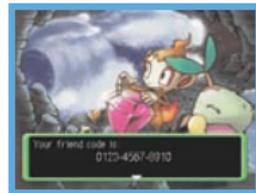
Select and confirm "Nintendo WFC" on the Top Menu, then "Register to Friend Roster." Once a player's friend code is registered, you may directly communicate with that player over Nintendo Wi-Fi Connection. You may exchange friend codes using wireless communication or directly key in the friend code using the command "Enter Friend Code." Your friend roster can register up to 16 players.

**MANAGING YOUR FRIEND ROSTER**

Select and confirm "Nintendo WFC" on the Top Menu, then "Sort Friend Roster." You can check the registered friend codes, edit, and delete them. Select and confirm "Edit" on the selected friend code to alter it and modify the team name. Once you and your friend have exchanged and registered friend codes, whenever you both connect to Nintendo Wi-Fi Connection, **Wi-Fi** will appear.

**YOUR OWN FRIEND CODE**

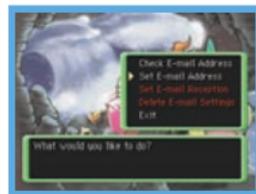
Select and confirm "Nintendo WFC" on the Top Menu, then "My Friend Code" to obtain or check your own friend code. Remember, if you want to link with a certain player over Nintendo Wi-Fi Connection, you both need to register each other's friend codes first.

**E-MAIL SETTINGS**

Select and confirm "Nintendo WFC" on the Top Menu, then "E-mail Settings" to register your e-mail address (P. 31). Once registered, you will be notified by e-mail to your mobile phone, PC, or Nintendo's Wii system if anyone on your friend roster sends SOS Mail or other Mail over Nintendo Wi-Fi Connection.

1 SETTING YOUR E-MAIL ADDRESS

1. Select and confirm "Nintendo WFC" on the Top Menu, then "E-mail Settings," then "Set e-mail address." This will open the screen for entering your e-mail address.
2. Enter the address where you want to receive e-mail. You will be asked to enter it twice for confirmation. If there is a match, you will be asked to confirm the e-mail address. Select and confirm "Yes" if it is correct.



- * Please make certain the e-mail address is correctly entered.
- * Even after registering your e-mail address, it will not be revealed on Nintendo Wi-Fi Connection.
- * Your e-mail address may be up to 54 characters long. There are some symbols that cannot be used, however.
- * The e-mail address shown on the right is merely an example. Please enter the e-mail address you use on your mobile phone, PC, and/or Nintendo's Wii™ system.
- * Please note that in some cases notification e-mails may not be received for up to two hours.
- * If you enter a mobile phone e-mail address, standard text-message rates and charges may apply. Check with your provider for more information. Nintendo has no responsibility or liability for such charges.

3. After setting your e-mail address, connect to Nintendo Wi-Fi Connection and register it. When the screen at the right is shown, get prepared for Nintendo WFC communication, and then enter “Yes.” Within half an hour after connecting to Nintendo Wi-Fi Connection, an e-mail will be sent to your registered address titled “Registration Code.” Check your mobile phone, PC, or Nintendo’s Wii for it.



* Only one e-mail address may be registered.

* If you no longer need to receive e-mail notices, go to the e-mail address entry screen and enter “9999.” Then, connect to Nintendo Wi-Fi Connection. There is no need to enter the Registration Code.

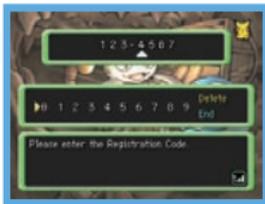
* If your e-mail address is not accessed for a long time, the registered e-mail address may be deleted from the server.



2 ENTER THE REGISTRATION CODE

Your Registration Code is a 7-digit number in an e-mail from **wfc-mail@nintendo.com**. You will be asked to input just the final four digits at the Registration Code entry screen.

Example: 123-**4567**—Input the last four numbers.



3 E-MAIL ADDRESS SECURITY

Once the Registration Code has been confirmed, you will be asked to set a password to hide the e-mail address. The password you set is also set for confirming your e-mail address and so on. Be sure not to lose it.

* After setting and registering your e-mail address, it is recommended that you protect it with a password. If this Game Card is to be passed on to another person or disposed of, please be sure to delete your e-mail address with the command “Delete E-mail Settings.”

* If you want to stop receiving notification messages, you can adjust your settings as desired via the “Delete E-mail Settings” or “Set E-mail Reception” selections. If you have an e-mail address registered and for some reason you are unable to adjust your settings, and you continue to receive unwanted e-mails, please contact Nintendo Consumer Service at nintendo@noa.nintendo.com.



USING A MOBILE PHONE OR PC E-MAIL ADDRESS

Some types of mobile phones may not be able to accept e-mail. In that event, please check the mobile phone’s security settings and ensure it is set to accept e-mail. If you need to enter the domain name, it is **nintendo.com**. Standard text message rates apply.

USING YOUR WII SYSTEM’S E-MAIL ADDRESS

1. On your Wii system, you must first register the e-mail address **wfc-mail@nintendo.com** under “Others” in the Wii Address Book. When you’re done, please return to the Wii Menu.
2. Open the e-mail address setting screen of “Pokémon Mystery Dungeon: Explorers of Darkness” and enter this e-mail address: **w(your Wii number)@wii.com** as shown without brackets.

Example: w1234567890123456@wii.com

The underlined section is the Wii number (refer to your Wii system’s Address Book for its unique Wii number).

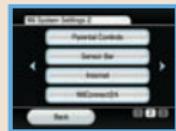


Wii Menu

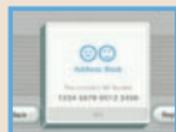


3. For the remaining steps, please refer to page 29.

To use a Wii system in conjunction with this game, the system must be configured for Internet connection and the WiiConnect24 setting must be turned on. For details, please refer to the section titled “Wii Settings and Data Management” in the Wii Operations Manual: Channels and Settings.



For information on your Wii number, refer to the section titled “Wii Message Board” in the Wii Operations Manual: Channels and Settings.



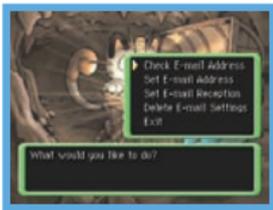
If your Wii receives e-mail linked to this game, its nickname in the Wii Address Book will change colour.



CHECKING THE E-MAIL ADDRESS

You can check the registered e-mail address with the command “Check E-mail Address.” When this command is entered, the password-entry screen will be displayed for you to enter the password you set.

* If you have forgotten the password, you will be unable to check the e-mail address. In that event, please select and confirm the command “Delete E-mail Settings” to delete the registered e-mail settings, and then re-register your e-mail address.



SETTING E-MAIL RECEPTION

The command “Set E-mail Reception” lets you screen who can receive e-mail from you. Select and confirm the command “Sort Friend Roster.” Select and confirm the nickname of the player you are willing to send e-mail to, and then confirm “Switch” to set the system to “Send” e-mail to that player over Nintendo Wi-Fi Connection. **E-mail** will appear beside the nickname. (The player must be one with whom you have exchanged friend codes previously.)



SOS E-MAIL

This e-mail is sent to your registered e-mail address if a registered friend sends out an SOS Mail for a friend rescue over Nintendo Wi-Fi Connection.

* The sender must set the DS system to “Send” e-mail, while the receiver(s) must set their DS system(s) to “Receive” e-mail.

A-OK E-MAIL

This e-mail is sent to the registered e-mail address if a friend sends an A-OK Mail saying that your team has been rescued over Nintendo Wi-Fi Connection.

THANK-YOU E-MAIL

This e-mail is sent to the registered e-mail address if a friend sends a Thank-You Mail over Nintendo Wi-Fi Connection for a friend rescue you completed.

* If your friend has set “Reject” under the command “Set E-mail Reception,” your friend will not receive e-mail notification even when you send an SOS Mail, etc.

FRIEND RESCUES

SEEKING RESCUE (PLAYER NEEDING HELP)

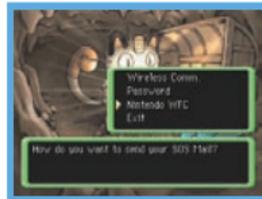
To conduct friend rescues over Nintendo WFC, you first need to perform Steps 1 and 2 described on page 22.

3. Select and confirm “Nintendo WFC” under the “Send SOS Mail” command. Next, choose who should receive your SOS Mail, either “Friends Only” (those people with whom you have exchanged and registered friend codes) or “Anyone.” You can also select “Attach a Message” to include a brief message with your SOS Mail (P. 20). However, you will only be allowed to use “Stock phrases” when you select “Anyone” as recipients.

* Receiving an A-OK Mail (P. 23) and sending a Thank-You Mail (P. 24) over Nintendo Wi-Fi Connection are the same as for the Wireless Mode. The only difference is that “Nintendo WFC” must be chosen as the sending mode.

* All SOS Mail are assigned Rescue Numbers in the sequence that they are received by the game server.

* You can cancel your friend rescue request in the same manner as for the Wireless Mode (P. 24).



GOING ON A FRIEND RESCUE (PLAYER HELPING)

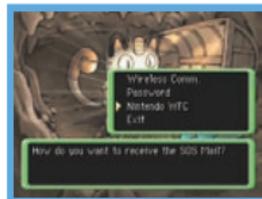
First, perform Step 1 on page 22. Then in Step 2, choose “Nintendo WFC” under the “Receive SOS Mail” command. Then, receive SOS Mail by listing them in one of four ways:

- “Friends Only”: Lists only the SOS Mail of players with whom you have exchanged and registered friend codes.
- “In Registration Order”: Lists all accessible SOS Mail in the sequence of their Rescue Numbers.
- “By Fewest Rescues Underway”: Lists all accessible SOS Mail from those with the fewest teams making the rescue attempt.
- “Enter Rescue Number”: You can also directly enter the Rescue Number and find the specific SOS Mail.

* Sending an A-OK Mail (P. 23) and receiving a Thank-You Mail (P. 24) over Nintendo Wi-Fi Connection are the same as for the Wireless Mode. The only difference is that “Nintendo WFC” must be chosen as the receiving mode.

* Even if you succeed at a rescue, if the other player has already been rescued by another player, you will not receive a Thank-You Mail.

* The other player may also simply not send a Thank-You Mail.



THE HELPER POKÉMON AND GIFT ITEM

Just like for the Wireless Mode, when sending an A-OK Mail, the rescuer can also send a helper Pokémon or a gift item (P. 24). They can even be sent to players with whom you haven't exchanged and registered friend codes.

THANK-YOU MAIL

On a friend rescue over Nintendo Wi-Fi Connection, only one Thank-You Mail can be sent by the rescued player, and then only to the first rescuer. In the same way as for the Wireless Mode, you can send a message and a reward item with your Thank-You Mail, so be sure to show your appreciation to your rescuer.

WONDER MAIL

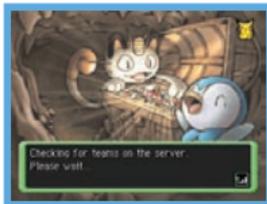
When using Nintendo Wi-Fi Connection, the "Wonder Mail" command only allows you to download jobs. You cannot exchange jobs with other players. The jobs for download here are special ones that are usually unavailable.

* The Wonder Mail service over Nintendo Wi-Fi Connection may be terminated without notice.

TRADE TEAM

Using Nintendo Wi-Fi Connection, under the "Trade Team" command, you can register your team on the game server by selecting and confirming "Send Team." Select and confirm "Receive Team" to download a friend's team. You may only register one team. If you register another team, the first team will be deleted.

* Teams sent to the game server over Nintendo Wi-Fi Connection will be assigned Team Numbers in their order of registration. If a team is left registered for a long time, it may be deleted from the server.



PASSWORDS

You can exchange friend rescue jobs and Wonder Mail by communicating passwords to other players.

FRIEND RESCUES

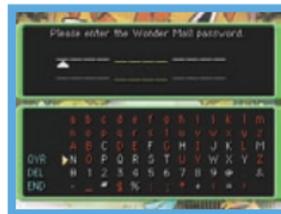
The SOS Mail, A-OK Mail, and Thank-You Mail for friend rescues can be communicated via passwords. When you are asked how you would like to send your Mail, select and confirm "Password." This will display a 54-character password. Likewise, the recipient must select and confirm "Password" as the method of receiving Mail. The recipient must then enter the password to receive the sent Mail. Unlike the Wireless Mode and Nintendo Wi-Fi Connection, a helper Pokémon or an item can't be sent with A-OK Mail.



WONDER MAIL

You may exchange jobs with other players using passwords. Your team's accepted jobs marked "Suspend," as well as those jobs listed on the Guild Sublevel 1's Job Bulletin Board and Outlaw Notice Board, will have the 24-character Wonder Mail password at the bottom of the Job Summary page.

At the Top Menu, select and confirm "Wonder Mail," "Receive Wonder Mail," then "Password." Then, enter the Wonder Mail password to accept the job. Exchange Wonder Mail passwords with your friends so you can mount different challenges.



TERMS OF USE AGREEMENT

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

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

The terms of use contained in this Agreement shall apply to you until you no longer use or access the Service, or until your use of the Service is terminated. If at any time you no longer agree to abide by these or any future terms of use, your only recourse is to immediately cease use of the Service. We reserve the right, at our sole discretion, to change, modify, add, or delete portions of this Agreement and to discontinue or modify the Service at any time without further notice. Your continued use of the Service after any such changes, constitutes your acceptance of the new terms of use. It is your responsibility to regularly review this Agreement. You can review the most current version of this Agreement at any time by visiting www.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 we determine to be harmful or disruptive to Nintendo, the Service, any user, or any other third party, as set forth in a revised version of this Agreement.

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

TERMS OF USE AGREEMENT (cont.)

Submissions

All User Content posted on, transmitted through, or linked from the Service, whether or not solicited by Nintendo (collectively, “Submissions”), is the sole responsibility of the person from whom such Submissions originated. Nintendo is not obligated: (a) to maintain any Submissions in confidence; (b) to store or maintain the Submissions, electronically or otherwise, (c) to pay any compensation for any Submissions or any use thereof; or (d) to respond to any user in connection with or to use any Submissions. Nintendo shall not be liable for any use or disclosure of any Submissions.

Disclaimer of Warranty; Limitation of Liability; Indemnification

THE SERVICE AND THE NINTENDO CONTENT, USER CONTENT, DATA OR SOFTWARE AVAILABLE THROUGH IT (COLLECTIVELY, THE “CONTENT”) ARE PROVIDED ON AN “AS IS” AND “AS AVAILABLE” BASIS. USE OF THE SERVICE, INCLUDING ALL CONTENT, DISTRIBUTED BY, DOWNLOADED OR ACCESSED FROM OR THROUGH IT, IS AT YOUR SOLE RISK AND NINTENDO ASSUMES NO RESPONSIBILITY FOR THE CONTENT OR YOUR USE OR INABILITY TO USE ANY OF THE FOREGOING. WE DO NOT GUARANTEE THE CONTENT ACCESSIBLE OR TRANSMITTED THROUGH, OR AVAILABLE FOR DOWNLOAD FROM THE SERVICE WILL REMAIN CONFIDENTIAL OR IS OR WILL REMAIN FREE OF INFECTION BY VIRUSES, WORMS, TROJAN HORSES OR OTHER CODE THAT MANIFESTS CONTAMINATING OR DESTRUCTIVE PROPERTIES. TO THE FULLEST EXTENT PERMISSIBLE PURSUANT TO APPLICABLE LAW, NINTENDO DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SERVICE AND ALL CONTENT AVAILABLE THROUGH THE SERVICE, INCLUDING WITHOUT LIMITATION ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT.

NINTENDO ASSUMES NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY A USER, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA FROM DELAYS, NONDELIVERIES OF CONTENT, ERRORS, SYSTEM DOWN TIME, MISDELIVERIES OF CONTENT, NETWORK OR SYSTEM OUTAGES, FILE CORRUPTION, OR SERVICE INTERRUPTIONS CAUSED BY THE NEGLIGENCE OF NINTENDO OR A USER’S OWN ERRORS AND/OR OMISSIONS EXCEPT AS SPECIFICALLY PROVIDED HEREIN. YOU UNDERSTAND AND AGREE THAT YOU WILL BE SOLELY RESPONSIBLE FOR ANY DAMAGE TO YOUR DS OR LOSS OF DATA THAT RESULTS FROM THE DOWNLOAD OF ANY CONTENT.

UNDER NO CIRCUMSTANCES, INCLUDING, WITHOUT LIMITATION, NEGLIGENCE, SHALL NINTENDO OR ITS OFFICERS, DIRECTORS, OR EMPLOYEES BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES ARISING FROM OR IN CONNECTION WITH THE USE OF OR THE INABILITY TO USE THE SERVICE OR ANY CONTENT CONTAINED THEREON, OR RESULTING FROM UNAUTHORIZED ACCESS TO OR ALTERATION OF YOUR TRANSMISSIONS OR CONTENT THAT IS SENT OR RECEIVED OR NOT SENT OR RECEIVED, INCLUDING BUT NOT LIMITED TO, DAMAGES FOR USE OR OTHER INTANGIBLES, EVEN IF NINTENDO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

You agree to indemnify, defend and hold harmless Nintendo and its service providers from and against all liabilities, losses, expenses, damages and costs, including reasonable attorneys’ fees, arising from: (1) any violation of this Agreement by you; (2) your violation of any rights of a third party; (3) your violation of any applicable law or regulation; (4) information or content that you submit, post, transmit or make available through the Service, or (5) your use of the Service or the DS.

TERMS OF USE AGREEMENT (cont.)

Access to Third Party Content

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

Friend Roster

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

Privacy

Nintendo cares about the privacy of its users. By using the Service you agree to our Privacy Policy which is available at www.nintendo.com/privacy.

Disclaimer of Responsibility for User Content and Submissions

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

General

This Agreement constitutes the entire agreement between you and Nintendo and governs your use of the Service, superseding any prior agreements between you and Nintendo with respect to use of the Service. You also may be subject to additional terms and conditions that may apply when you use affiliate services, third-party content or third-party software. Nintendo's failure to exercise or enforce any right or provision of this Agreement shall not constitute a waiver of such right or provision.

By using the Service, you agree that the laws of the State of Washington, without regard to principles of conflict of laws, will govern this Agreement and any dispute of any sort that might arise between you and Nintendo. If any of the terms of this Agreement shall be deemed invalid, void or for any reason unenforceable, that term shall be deemed severable and shall not affect the validity and enforceability of any remaining terms. Nintendo may terminate this Agreement, or terminate or suspend your access to the Service at any time, with or without cause, with or without notice.

Contact Us:

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

WARRANTY & SERVICE INFORMATION

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

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 will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

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 will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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.

