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NINTENDO DS™

Pokémon
WHITE 2
VERSION
INSTRUCTION BOOKLET

Vinnin's Lair

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

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

⚠ WARNING - RADIO FREQUENCY INTERFERENCE

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

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

⚠ WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

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

- Avoid excessive play. Parents should 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, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort 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.

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite 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."

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



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The Pokémon Company

THIS GAME CARD WILL WORK WITH ALL NINTENDO DS™ VIDEO GAME SYSTEMS.



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

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Note: This Instruction Booklet explains how to play the game on Nintendo DS™, Nintendo DS™ Lite, Nintendo DSi™, or Nintendo DSi XL™ systems. However, you can play the game in 2D mode on Nintendo 3DS™ systems, too.

■ This is *Pokémon White Version 2*. The types and likelihood of Pokémons that appear differ from *Pokémon Black Version 2*. ■ *Pokémon Black 2*, *Pokémon White 2*, *Pokémon Black*, and *Pokémon White* can communicate, battle, and trade with one another.

Note: After completing the main story, you can communicate with *Pokémon Diamond*, *Pearl*, *Platinum*, *HeartGold*, and *SoulSilver Versions* to transfer Pokémons to your game. Pokémons transferred in this way cannot be sent back.

Note: This game connects with Nintendo 3DS download software *Pokémon Dream Radar*.

Note: It is not possible to communicate with other *Pokémon* series titles or peripherals.

Note: Some game features require a certain amount of time to pass before you can access them again. If you change your Nintendo DS system with another Nintendo DS system or change the time or calendar setting of your Nintendo DS system, you may temporarily lose access to these features.

Note: This game has four seasons. Seasons change once per month of real time, using the clock feature of the Nintendo DS system.

■ If You Need Help during Your Adventure

Visit the Pokécenter and choose "Help" from the PC menu to get information. Also, people you meet during your adventure may give you hints or items for your adventure.



Vinnin's Lair

BASIC CONTROLS



CONTROL PAD

Move around in the field or move the cursor on menu screens.

A BUTTON

Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text.

B BUTTON

Return to the previous screen or cancel a command.

X BUTTON

Open and close the menu (see page 9).

Y BUTTON

Open the Ready button menu.

START

Start the game, organize items in your Bag, or move the cursor to OK to exit.

SELECT

Rearrange items in your Bag and items registered to your Ready button menu.

Tap the buttons on the Touch Screen to confirm or scroll through text.

In this Instruction Booklet, an **orange frame** surrounds the top screen and a **blue frame** surrounds the Touch Screen.

If you close the Nintendo DS while playing, it goes into Sleep Mode automatically. Open it to resume your game.

Note: If you close the Nintendo DS while it is communicating or when the C-Gear is turned on (see page 12), it will **5** not go into Sleep Mode. Please be mindful of battery usage.

STARTING THE GAME

- 1 Make sure the Nintendo DS system is turned off. Insert the *Pokémon White Version 2 Game Card* into the Game Card slot on the back of the system and push until it clicks into place.
- 2 After you turn the power on, the Health and Safety Screen is displayed (shown to the right). Read the information, then tap the Touch Screen to continue.
- 3 Tap the *Pokémon White Version 2* panel on the Nintendo DS Menu Screen to start the game.
Note: The screens shown to the right are those of the Nintendo DSi and Nintendo DSi XL systems.
Note: If you set the Nintendo DS or Nintendo DS Lite to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed.
- 4 Select "NEW GAME" on the Main Menu, and press **A** to start the game.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.



MAIN MENU

The screen shown to the right will be displayed. For details, visit the *Pokémon Center* and choose "Help" from the PC menu.

Note: Mystery Gifts are sometimes distributed at events, retail stores, or via Nintendo Wi-Fi Connection for limited periods of time.



UNOVA LINK

Select "UNOVA LINK" on the Main Menu to use various communication features.

KEY SYSTEM

Use Keys to unlock the Key System settings. Once Keys are obtained, you can change settings, such as the difficulty level of the game, anytime you want.

After you have completed the main story, you'll be able to obtain many different Keys and send them to your friends. Up to that point, the only way you can unlock these settings is by receiving your Keys from your friends.

Sending and Receiving Keys

Connect to *Pokémon Black Version 2* or *Pokémon White Version 2* using Infrared Connection to send and receive Keys. Follow the instructions on-screen and face your Nintendo DS systems toward each other to connect.

Note: Keys in "Keys Held" will be sent to your friend, but you won't lose your Keys, even after sending them.

Note: The Keys that you receive from your friend won't be listed in your "Keys Held." They simply unlock settings.

Key System Settings

SET DIFFICULTY

Change the difficulty level of the game. The default setting is "Normal Mode." "Easy Mode" lowers the levels of Trainers' Pokémon, and "Challenge Mode" raises them.

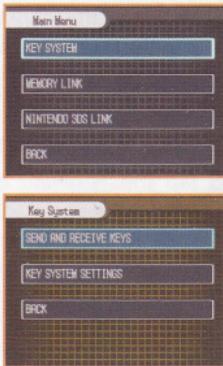
CHANGE CITY

Switch between Black City or White Forest, a city or forest you can visit after completing the main story.

MYSTERY DOOR

Change the chamber you can go to from the "Underground Ruins" in the game.

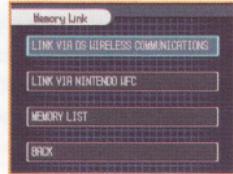
Note: If you were in Black City or White Forest when you saved your game, you cannot use "Change City."



MEMORY LINK

Connect with *Pokémon Black Version* or *Pokémon White Version* and link to a saved game. Depending on how far through the story the saved game is, various events will occur in *Pokémon White Version 2*. There are two ways to connect.

Note: Using Memory Link doesn't erase or change the saved game in *Pokémon Black* or *Pokémon White*. You can link to the saved data as many times as you like.



Link via DS Wireless Communications

Link to the saved game using two Nintendo DS systems via DS Wireless Communications.

- 1 Select "LINK VIA DS WIRELESS COMMUNICATIONS" in *Pokémon White Version 2* to start DS Wireless Communications.
- 2 Use the Nintendo DS system with a *Pokémon Black* or *Pokémon White* Game Card inserted in it, and tap the "DS Download Play" panel on the Nintendo DS Menu Screen. Then, select "Memory Link ID: [Trainer ID number]."
- 3 Follow the instructions in the game.

Link via Nintendo® Wi-Fi Connection (Nintendo WFC)

Link to the saved game from the Pok\u00e9mon Global Link (see page 19) via Nintendo WFC.

- 1 Use Game Sync (see page 21) to tuck in a Pok\u00e9mon in *Pokémon Black* or *Pokémon White*.
- 2 Select "LINK VIA NINTENDO WFC" in *Pokémon White Version 2* to connect to Nintendo WFC, and type your Game Sync ID (see page 20) in *Pokémon Black* or *Pokémon White*.
- 3 Follow the instructions in the game.

Memory List

Use Memory Link, and events will be added to and displayed in the Memory List. You can see hints about what kinds of events will occur where.

NINTENDO 3DS LINK

You can receive research data from the Nintendo 3DS download software *Pokémon Dream Radar*. For details, please see the Instruction Manual of *Pokémon Dream Radar*.

THE MENU SCREEN

During your adventure, you can press **(X)** to bring up the menu on the Touch Screen. Tap the buttons on the Touch Screen to navigate the menu. Alternatively, you can use the **+** to navigate the menu and press **(A)** to confirm the selection.

Note: Some selections will be added to the menu screen as you progress through your adventure.



SAVE

You can save your game at any time, except during a battle, an event, or when using one of the communication features.

Note: Do not turn the Nintendo DS system off or remove the Nintendo DS Game Card until the game has finished saving.

Note: If you select "NEW GAME" and already have a saved game, you will not be able to save. If you would like to start a new game and save, you must delete your existing saved game first.

How to Delete a Saved Game

If you would like to completely delete your saved game, press Up on the **□**, **O SELECT**, and **B** simultaneously at the title screen. Once you have deleted your saved game, it can't be recovered. All Pokémons and items will also be lost.



Title Screen

THE BATTLE SCREEN

When a battle starts, the Pokémons on the top left of your party Pokémons will appear first. If you win, each Pokémon that participated in the battle receives a share of the Experience Points. However, if all of your Pokémons faint, you'll lose the battle, lose some of your prize money, and be returned to the last Pokémon Center you used.



Wild Pokémons You've Caught Will Have a **●** Symbol

Gender and Level of Opponent's Pokémons

Your Pokémons' HP
When HP is 0, the Pokémons faint and can't battle anymore.

Experience Points
When the gauge fills, the Pokémons gain a level.

TRANSFER POKÉMON FROM PREVIOUS NINTENDO DS POKÉMON SERIES TITLES

You can transfer Pokémons caught in the Nintendo DS Pokémon series *Pokémon Diamond*, *Pearl*, *Platinum*, *HeartGold*, and *SoulSilver Versions* (referred to collectively below as DS Pokémon series) to *Pokémon White Version 2*. In order to do this, you must use Poké Transfer in the Poké Transfer Lab located on Route 15.

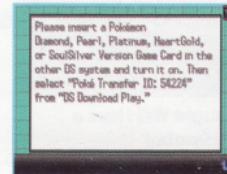
Note: To transfer Pokémons, you'll need to have obtained the National Pokédex after completing the main story of *Pokémon White Version 2*.

Note: You can only transfer Pokémons from an English version of the above DS Pokémon series games.

HOW TO USE POKÉ TRANSFER

1 Insert the *Pokémon White Version 2* Game Card into the Game Card slot of one Nintendo DS system and a DS Pokémon series Game Card into the Game Card slot of another Nintendo DS system. Then, turn the power on.

2 First, use Poké Transfer in *Pokémon White Version 2*. When the screen shown to the right is displayed, use the Nintendo DS system with the DS Pokémon series Game Card inserted in it and tap the "DS Download Play" panel on the Nintendo DS Menu Screen. Then, select "Poké Transfer ID: [Trainer ID number]."



Note: You can view your Trainer ID number in *Pokémon White Version 2* on your Trainer Card.

Note: Poké Transfer cannot be used if you have fewer than six empty spaces in your *Pokémon White Version 2* PC Box.

3 Follow the instructions in the game.

Note: Poké Transfer cannot be used if there are not at least six Pokémons in the PC Box in the DS Pokémon series game.

Note: Some Pokémons and Pokémons that have learned a hidden move cannot be transferred. Any held items will be removed before the Pokémon is transferred.

Note: The Pokémons transferred will disappear from their original DS Pokémon series Game Card. Please be careful—once transferred, Pokémons will never be able to go back to their original DS Pokémon series Game Card.

COMMUNICATION

You can connect to nearby Nintendo DS systems using Infrared Connection and DS Wireless Communications. You can also connect to a person who lives far away by using wireless Internet access and Nintendo Wi-Fi Connection (Nintendo WFC). These communication features become available as you progress through the game.

Note: *Pokémon Black 2*, *Pokémon White 2*, *Pokémon Black*, and *Pokémon White* can communicate.

C-GEAR

Tap the C-Gear button on the Touch Screen to use it. The C-Gear contains various functions for Infrared Connection, DS Wireless Communications, and Nintendo Wi-Fi Connection. Tap  for details.

Note: You will receive the C-Gear after progressing through the adventure to a certain point.

Note: When your C-Gear is turned on, your DS system's wireless communications are always on. Please turn the C-Gear off in places such as airplanes and hospitals where wireless communications are not allowed.

Note: When the C-Gear is turned on, closing the Nintendo DS system will not put it into Sleep Mode. However, if the power indicator LED turns red, the C-Gear will automatically turn off and the Nintendo DS system will go into Sleep Mode.

Note: Please do not send messages that may offend others. 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.



INFRARED CONNECTION

With friends that are facing you, you can enjoy:

- Battle
- Pokémon Trade
- Feeling Check
- Friend Code Exchange

To start an Infrared Connection, choose what you want to do and then face your Nintendo DS systems toward each other to connect.

■ DS WIRELESS COMMUNICATIONS ■

Use DS Wireless Communications to access the Xtransceiver and Entralink. Information about nearby DS Wireless Communications in progress is displayed on the Touch Screen.

■ Xtransceiver

You can use the Xtransceiver to talk with up to three nearby friends who have a copy of the game and whom you've exchanged Friend Codes with, or with friends whom you've played with in the Pokémon Wi-Fi Club. *Pokémon Black Version 2* and *Pokémon White Version 2* players can play minigames over the Xtransceiver.

■ Entralink

Face the Entree in the Entralink and press **A** to accept a Funfest Mission. When you accomplish the mission objective, you'll receive a reward and gain useful Pass Powers. You can play Funfest Missions with people nearby. Use the "Tag Log" in the center of your C-Gear to participate in someone else's mission. (You cannot play certain missions until you progress to a certain point in the game.)

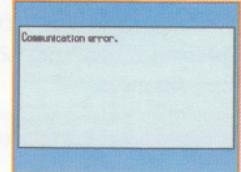
POKÉMON CENTER (2F)

There are various communication facilities on 2F of a Pokémon Center. Please speak to the receptionists for details.



■ COMMUNICATION ERROR ■

In the case of a communication error (for example, see right), press **A** or **B** to be returned to where you were just before the communication error occurred or you will be returned to the last place you saved.



■ ESTABLISHING THE NINTENDO DS WIRELESS LINK (NINTENDO DS WIRELESS PLAY) ■

To establish your Nintendo DS Wireless Link for Nintendo DS Wireless Play:

■ What You Will Need

- Nintendo DS / Nintendo DS Lite / Nintendo DSi /
Nintendo DSi XL system One per player (up to 5 systems)
- Pokémon Black Version 2*, *Pokémon White Version 2*, *Pokémon Black Version*,
or Pokémon White Version Game Card One per player (up to 5 Game Cards)

Steps

- 1 Make sure that all Nintendo DS systems are turned off, then insert a Game Card into each system.
- 2 Turn all Nintendo DS systems on. The Nintendo DS Menu Screen will be displayed.
- 3 Tap "*Pokémon Black Version 2*", "*Pokémon White Version 2*", "*Pokémon Black Version*", or "*Pokémon White Version*".
- 4 Follow the instructions on page 12–13. Please also see "Help" for more info on each communication feature.

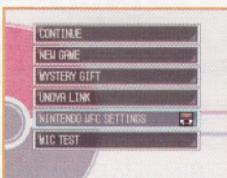
NINTENDO Wi-Fi CONNECTION

Nintendo Wi-Fi Connection (Nintendo WFC) allows multiple *Pokémon Black Version 2* and *Pokémon White Version 2* owners to play together over the Internet—even when separated by long distances.

Note: When you use Nintendo WFC, your Trainer name and *Pokémon* nicknames will be shown to people all over the world. As players are free to choose their own names, do not use any personal information or offensive language.

SETTING UP NINTENDO Wi-Fi CONNECTION

- 1 You will need to establish a broadband connection to use Nintendo WFC. Please see the Operations Manual of your DS system for details. Please see the Nintendo Wi-Fi Connection instruction booklet, also available at www.nintendo.com/consumer/manuals, if you need directions on setting up your Nintendo DS system.



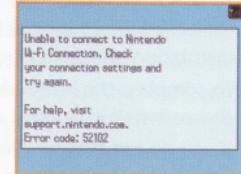
Note: If you change the combination of your Nintendo DS system and *Pokémon White Version 2*, you need to do the setup again to connect. The registration on the Pal Pad (see page 16) and your Rating (see page 18) will be deleted unless you do the following. To transfer your settings to another Nintendo DS system, here's what to do. For the Nintendo DS or Nintendo DS Lite, go to the "Options" menu in the "NINTENDO WFC SETTINGS" menu. For the Nintendo DSi or Nintendo DSi XL, go to the "Options" menu in the "Internet" menu in "System Settings." Then, select "Transfer Nintendo WFC Configuration."

- 2 Connect via the *Pokémon* Wi-Fi Club on 2F of a *Pokémon* Center, or by selecting "ONLINE" on your C-Gear, to obtain your own Friend Code.

Note: In order to connect with your friend through the *Pokémon* Wi-Fi Club, you need to first register his or her Friend Code.

WHEN YOU CANNOT 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.



PAL PAD

Register Friend Codes either by opening the Pal Pad from the Key Items Case of the Bag and manually entering the Friend Codes of your friends or by opening the Infrared Connection menu of your C-Gear and selecting "FRIEND CODE" to exchange Friend Codes using Infrared Connection.

■ Register a Friend Code

You can register up to 32 Friend Codes.

Note: The Friend Code is designed as a safety precaution, allowing play only with people you personally know well. Posting your Friend Code on an Internet message board or trading it with strangers can result in receiving modified data or viewing offensive language. Please do not share your Friend Code with people you do not know.

■ Your Friend Code

After connecting to Nintendo WFC at least once, you can check your Friend Code.

Note: If you switch the Nintendo DS system you use to connect to Nintendo WFC, or erase your saved game and start over from the beginning, your Friend Code will be erased. Additionally, any friend data you have registered in your Pal Pad will also be erased.



■ Nintendo Wi-Fi Connection

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- 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.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendo.com/games/wifi/ds.

Note: The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

Note: 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.

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

POKÉMON WI-FI CLUB

Once you have successfully connected to Nintendo WFC, you will be able to enter the Pokémon Wi-Fi Club, where you can connect to friends registered in your Pal Pad to battle, trade, use voice chat, or use the Xtransceiver. Seek participants for what you would like to play via the monitor, or talk to your friends directly to play. Leave the room to exit the Pokémon Wi-Fi Club.

TRADE

Trades take place in the Pokémon Wi-Fi Club using Negotiation Trade. Both players select up to three Pokémon to offer to each other. Then, both players select one Pokémon that they want from each other's Pokémon to complete the trade. Tap one of the buttons on the Touch Screen, and it will be displayed on the top screen. Use this to communicate your feelings to the other player. Once you've decided on Pokémon to trade, tap on the Touch Screen.

Note: You must have at least two Pokémon in your party to trade.

GLOBAL TERMINAL

Using Nintendo WFC, you can have a Random Matchup battle with other Trainers from all over the world or trade Pokémon over the GTS.

Note: You gain access to the Random Matchup and Battle Video features once you get the Vs. Recorder in Nimbasa City.

Note: You gain access to the Musical Photos feature once you get the Prop Case in the Musical Theater and get the Vs. Recorder.

Note: Uploaded data may be deleted at any time without warning.



RANDOM MATCHUP

Choose a Battle Format and a mode to begin a battle. In Free Mode, you can enjoy casual battles against other Trainers. To gain access to Rating Mode, you need to register on the Pokémon Global Link (see page 19). Your Rating starts at 1,500 and will rise or fall depending on your wins and losses.

Note: Your Rating may drop if you lose connection by getting a communication error during a Rating Mode battle.

Note: If the power is turned off during a battle, you may not be able to have a battle for a while.

POKÉMON GLOBAL LINK

The Pokémon Global Link is a website that connects with this game. You can play in the Pokémon Dream World, customize your C-Gear skin and more, and enter Wi-Fi Competitions.

<http://www.pokemon-gl.com>

Note: The Pokémon Global Link is a website that connects with *Pokémon Black 2*, *Pokémon White 2*, *Pokémon Black*, and *Pokémon White*.

Note: You must become a Pokémon Trainer Club member (no registration fee or annual membership fee required) to use the Pokémon Global Link.

Note: Visit the official Pokémon website to become a member of the Pokémon Trainer Club at www.pokemon.com.

Note: The Pokémon Global Link consists of additional content made to increase your enjoyment of *Pokémon Black 2*, *Pokémon White 2*, *Pokémon Black*, and *Pokémon White* and is completely optional. The Pokémon Global Link does not affect the progression of the main story in any way.

Note: Using Game Sync (see page 21) uploads a portion of your save data to the Pokémon Global Link.

If you keep getting connection errors, check the error code and try one of the following:

- **Error Codes: 13201–13212**

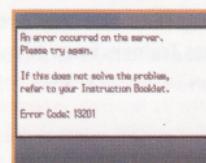
If you receive one of these error codes, it means that there are problems with the Pokémon Global Link site. For help with these error codes, please go to the Pokémon customer support website at Pokemon.com/support.

- **Other Error Codes**

Please consult the Troubleshooting section of the Nintendo Wi-Fi Connection instruction booklet.



Pokémon Global Link Page
(website screen)



REGISTERING YOUR GAME SYNC ID

In order to explore all the fun of the Pokémon Global Link that connects with your game, you must first register your Game Sync ID. Set up Nintendo Wi-Fi Connection (see page 15) to connect to the Internet at home.

- 1 Select "GAME SYNC" from the "ONLINE" menu of the C-Gear (see page 12), and connect to Nintendo WFC to receive a Game Sync ID.
- 2 Log in to the Pokémon Global Link using your Pokémon Trainer Club account, then register your Game Sync ID.

Note: You can register one Game Sync ID for each copy of *Pokémon Black 2*, *Pokémon White 2*, *Pokémon Black*, and *Pokémon White* to your Pokémon Trainer Club account on the Pokémon Global Link.

Note: If you want to register this game to a Pokémon Trainer Club account to which you've already registered another Game Card, log in to the Pokémon Global Link and select "Add Game Card" to add this game.

Note: Once you've registered a Game Sync ID, you cannot register it to another account, change it, or delete it.

POKÉMON DREAM WORLD

You can access the Pokémon Dream World from the Pokémon Global Link. Use Game Sync (see page 21), and your Pokémon will appear in the Pokémon Dream World. In the Pokémon Dream World, you can customize your home and play minigames to befriend Pokémon. You can receive the Pokémon you befriended and the items you picked up in the Pokémon Dream World if you visit the Entrée Forest in the Entralink (see page 13) after using Game Sync to wake up your Pokémon.



Pokémon Dream World
(website screen)

GAME SYNC

Tap "GAME SYNC" from the "ONLINE" menu of the C-Gear to make Pokémons in your PC Box go to sleep or wake up. Tap  to access Nintendo WFC configuration. If you have a Nintendo DSi or Nintendo DSi XL system, select "System Settings" from the Nintendo DSi Menu and then "Internet" to access Nintendo WFC configuration.

If you visit the Pokémon Dream World while your Pokémons are asleep, you will be able to play in that Pokémons' Dream World. You can make the items you found and the Pokémons you befriended while in the Pokémon Dream World appear in your game. After waking your Pokémons up, tap "WIRELESS" on your C-Gear and visit the Entrée Forest in the Entralink. The boy at the entrance will give you the items.

Note: You can tuck in a Pokémons using your C-Gear only once per day.

Note: If you change your Nintendo DS system with another Nintendo DS system, change the time or calendar setting of your Nintendo DS system, or transfer Wi-Fi User Information, you will be temporarily unable to play. In order to play again, you must wait 24 hours or more after saving your game, without changing your Nintendo DS system, the time setting, or the calendar setting.

Tuck In Your Pokémons

Tap "GAME SYNC" on your C-Gear, and connect to Nintendo WFC. Choose a Pokémons from your PC Box, and that Pokémons will go to sleep and disappear from your PC Box.

Note: Some Pokémons will not go to sleep. Please choose another Pokémons in such cases.

Wake Your Pokémons Up

Tap "GAME SYNC" while your Pokémons is asleep, and connect to Nintendo WFC. The Pokémons will wake up and return to your PC Box.

Note: To wake up your Pokémons, choose "Wake up!" in the Pokémons Global Link first.



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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.

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