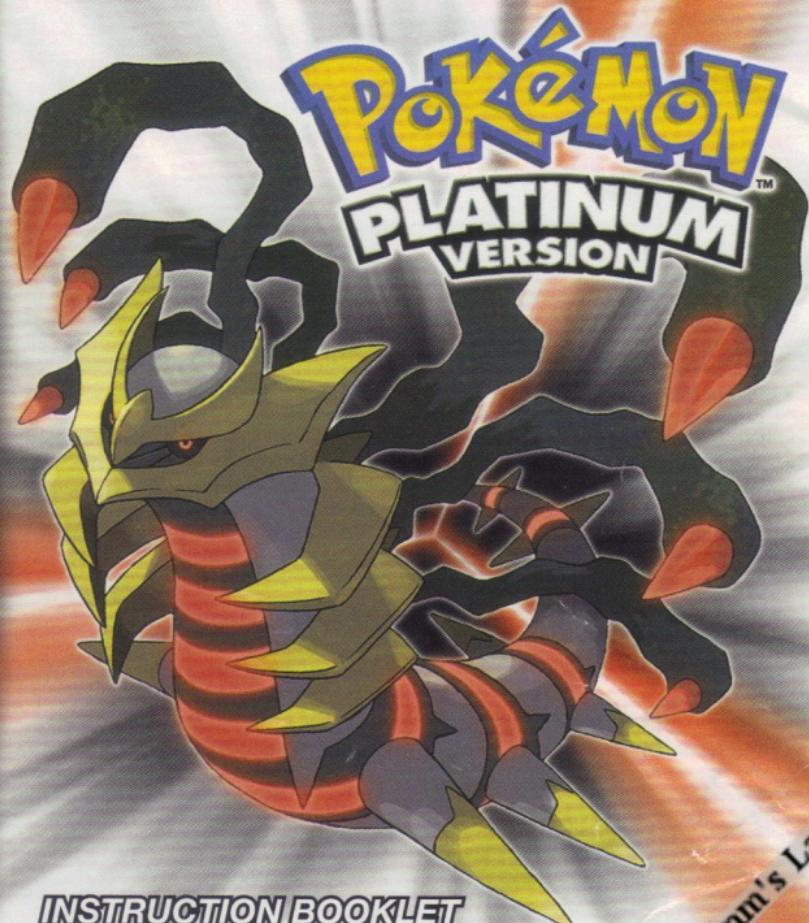


NINTENDO DS™

nintendo
Wi-Fi
connection



INSTRUCTION BOOKLET

Vimm's Lair

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

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

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Coughing
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

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

⚠ WARNING - Radio Frequency Interference

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

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

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

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

⚠ WARNING - Battery Leakage

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

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

To avoid battery leakage:

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

Important Legal Information

REV-E

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.

Vinn's Lair

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



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

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

NEED HELP PLAYING A GAME?

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

For more information about our forums, visit www.nintendo.com/community.

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



The Pokémon Company

Nintendo

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This is the Platinum version of Pokémon, an extension of the Diamond and Pearl versions with new story elements and expanded play features, including different types of Pokémon. Pokémon Platinum Version can communicate with the Diamond and Pearl versions and Pokémon Battle Revolution using Nintendo DS Wireless Communications. It can also be linked to the Ruby, Sapphire, FireRed, LeafGreen, and Emerald versions using the Dual Slot function of the Nintendo DS. It is not possible to communicate with the Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is also NOT compatible with Pokémon Stadium or Pokémon Stadium 2 for the Nintendo 64, nor Pokémon Colosseum, Pokémon XD, or Pokémon Box for the Nintendo GameCube.

*It is also not compatible with Pokémon Battle e-Cards or the WiWare title My Pokémon Ranch.

*The Dual Slot function is available only with Nintendo DS and Nintendo DS Lite.



Vimm's Lair

YOUR ADVENTURE BEGINS

In this world live creatures called Pokémons. Humans and Pokémons have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists—such as Professor Rowan of Sandgem Town—have dedicated their lives to Pokémon research.

One day you and your friend decide to travel to nearby Sandgem Town. You plan on asking the famous Professor Rowan to give you each a Pokémon. However, outside your hometown, the grass grows wild, and so do the Pokémons living in that grass. You both know that it's dangerous to walk in the grass without Pokémons of your own to protect you, but your friend says he's got a plan to keep you both safe...

*In Pokémon Platinum Version, you can choose from either a boy or girl character. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

*Pokémon Platinum Version uses the clock feature of the Nintendo DS system. Please do not change the Nintendo DS system you are using or change the time setting of your Nintendo DS system. This will affect many aspects of your game, including Berry growth, lucky-number drawings, massages, and the Pal Park.



OBJECT OF THE GAME

• Set out for adventure in the Sinnoh region!

The Sinnoh region is filled with many strange and mysterious wonders. Your adventure will mature you as a Trainer and have you cross paths with many people. Only with the help of friends and the cooperation of your Pokémons will you be able to complete this daring adventure.



• Catch Many Different Pokémons!

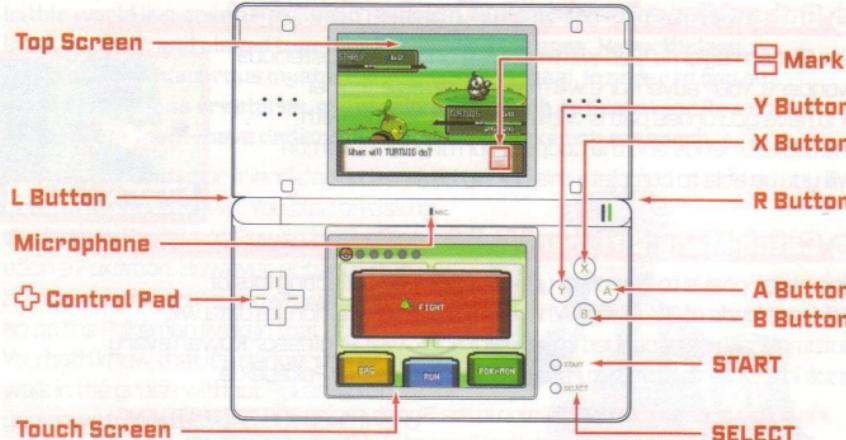
One major goal is to complete your Pokédex by collecting lots of different kinds of Pokémons. When you catch a Pokémon, its data will automatically be recorded in your Pokédex. Visit Professor Rowan every once in a while to have him rate how complete your Pokédex is.

*In order to catch all the Pokémons in the Sinnoh region and complete your Pokédex, you must trade with the Diamond and Pearl versions, as well as with other Pokémon versions. Work together with your friends to get your Pokédex as complete as possible!

• Become the Best Trainer Ever!

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle wild Pokémons, as well as other Trainers. Both types of battle will help you and your Pokémons become stronger. There are also Pokémon Gyms in the Sinnoh region, each of which has a very talented Trainer known as the Gym Leader. Only those who defeat the Gym Leaders will be accepted as true Trainers. It will be a tough fight, but you must be brave and charge into battle!

BASIC CONTROLS



*Closing the Nintendo DS while playing will automatically put it into Sleep Mode. Opening the Nintendo DS will resume the game.

+ 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.

*If you have the Running Shoes, you can run while holding down the B Button.

X Button Open the Menu [see page 10].

Y Button Use a Key Item that you have Registered [see page 25].

L or R Button Cycle through selections when available.

*Cannot be used if you set button mode to L=A [see page 13].

START Start the game, move the cursor, or quit the slot machine.

SELECT Organize or switch items.

Mark The top square means top screen, and the bottom square means Touch Screen. When this is displayed in red, it means control has moved to the Touch Screen. When displayed in blue, it means to pay attention to the top screen.

Touch Screen Controls

The Touch Screen is used at various times during your adventure. When control has moved to the Touch Screen, touch or slide icons for control according to the situation. In this Instruction Booklet, an orange frame surrounds the top screen and a red frame surrounds the Touch Screen.

During Battle [See Page 15]

Displayed during battle. Touch any button to select.



Pokémon Watch [Pokéwatch]

You will receive a Pokéwatch during your adventure. The Pokéwatch has many useful functions that will aid you along the way. As you progress on your journey, you will receive many more Pokéwatch apps [functions].

Other than the above, there are other situations that will use the Touch Screen for control.



Pokéwatch scroll button

Vimm's Lair

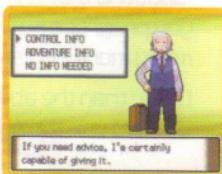
STARTING THE GAME

1. Make sure the Nintendo DS system is turned off. Insert the Pokémon Platinum 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]. After fully reading the information, touch the Touch Screen to continue.
3. Touch the Pokémon Platinum panel on the Nintendo DS Menu Screen to start the game.
*If you set the Nintendo DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.
4. Press the A Button or START on the title screen to start the game.

Starting a New Game

At first, Professor Rowan will explain the game to you. When you are done reading, select "NO INFO NEEDED" and press the A Button.

*Only one game may be saved at a time [one main character]. If you select "NEW GAME" and already have a saved game, you will not be able to save. You will need to delete your saved data if you would like to restart the game from the beginning [see page 9].



Choose a Gender

Select your gender. Use the + Control Pad to highlight one, then press the A Button to decide.



Decide on Your Name

Enter a name for your character. To enter a name, touch a letter on the Touch Screen, or use the + Control Pad to highlight a letter and press the A Button. If you make a mistake, touch "BACK" or press the B Button to go back one letter. When you've finished entering your name, select "OK" to start your journey!

*To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, email, or home address when communicating with others or use such personal information in areas that will be seen by others.

*Remember: your gender and name cannot be changed later.

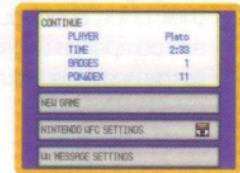


Continue

Continue playing from the last place you saved [see page 12].

*"CONTINUE" will be added to the Start Menu after you save the game.

*Saving the game can be done by selecting "SAVE" on the Menu Screen [see page 12].



Deleting Your Saved Game

To delete your saved game, go to the title screen, and then simultaneously press Up on the + Control Pad, SELECT, and the B Button. Once your saved data is deleted, it CANNOT be restored. Please be careful when deleting your saved data. [All Pokémon and items will be deleted.]

THE MENU SCREEN

Press the X Button to bring up the Menu Screen.

*Some selections will be added to the Menu Screen by progressing through the adventure.



...POKÉDEX [see page 10]



...POKÉMON [see page 11]



...BAG [see page 11] *Bag styles will differ for boy or girl.



...TRAINER CARD
[see page 12]



...SAVE [see page 12]



...OPTIONS [see page 12]

Pokédex

Information is recorded here about Pokémon you see and catch. Use the Touch Screen or + Control Pad for control. "SEARCH POKÉMON" will enable you to search for Pokémon by alphabetical or numerical order.

Check Pokédex

In addition to reviewing a Pokémon's data, you can listen to their cries, check out where they live, or see how large they are compared to you. "BACK" on the Touch Screen takes you to the previous Pokémon and "NEXT" takes you to the next Pokémon.

Dial

Slide to rotate it. The list on the top screen will move back and forth.

☰

Touching the icon takes you to the beginning or end of your Pokédex.



Pokémon

View information on the Pokémon in your party, or change their order. Use the + Control Pad to highlight a Pokémon, and press the A Button to bring up the following options. If a Pokémon has learned a hidden move [see page 23], it can be selected for use here.

Summary

The Pokémon's level, held item, gender, and other information can be checked here. Touch the icons on the Touch Screen or press Left and Right on the + Control Pad to switch pages. Press Up and Down on the + Control Pad to switch Pokémon.

Switch

You can change the order of the Pokémon in your party. Use the + Control Pad to highlight the Pokémon whose position you'd like to change, and press the A Button to select it.

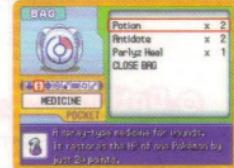
Item

Give an item or Mail to your Pokémon to hold, or take it back.

Bag

You can store your items here. Items are automatically divided in your bag. Touch the Touch Screen or press Left or Right on the + Control Pad to change screens.

*Bag styles will differ for boy or girl.



Arranging Items in the Bag

Open your Bag, move the cursor to an item you want to move, and press SELECT. Next, move the cursor to the place where you want to move the item, and then press SELECT or the A Button. You cannot move an item to a different pocket.

④ Your Name (Trainer Card)

View your own Trainer Card. On the front it displays information such as your ID Number, the amount of money you have, the number of Pokémons you've seen, and how long you've been playing. By pressing the A Button, you can also see the back side. After having traded or fought, it will display how many times you've traded Pokémons and your battle record with friends. You can also view the Gym Leaders you have defeated and Badges you have obtained by touching the Touch Screen.

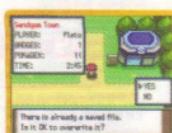


⑤ Save

You can save your game at any time, except during a battle or Contest. By choosing "CONTINUE" on the Start Menu, you can continue playing from the last place you saved (see page 9).

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

*Warning! If you select "NEW GAME" and already have a saved game, you will not be able to save (see page 9).



⑥ Options

Change certain game settings, such as Text Speed and Battle Style. Press Up and Down on the Control Pad to select a setting, then press Left and Right on the Control Pad to change it. After any settings are changed, select "CLOSE" on the bottom of the menu and select "YES" using the A Button to save the changes. Select "NO" to cancel changes.

① Text Speed

Set the speed at which the text will appear to "SLOW," "MID," or "FAST."

② Sound

Choose either "STEREO" or "MONO."

③ Battle Scene

Turn Battle Animations "ON" or "OFF."

*If "OFF" is selected, the actions of Pokémons during a battle will be displayed only by text on the screen.

④ Battle Style

Choose one of these Battle Styles to use when fighting Pokémon Trainers.

Shift You may switch Pokémons when your opponent's Pokémons has fainted.

Set You will continue to battle with your currently selected Pokémons after your opponent's Pokémons has fainted.

⑤ Button Mode

You can choose a type of control from the following three types.

Normal Basic Control Type (see page 6).

START=X You can use the START Button instead of the X Button.

L=A You can use the L Button instead of the A Button.

⑥ Frame

Select a design to appear around the edges of different screens.

⑦ Exit

Press either the X Button or B Button to close the Menu Screen.

ABOUT BATTLES

There are two kinds of battles. One is when you fight against wild Pokémon, and the other is when you battle other Pokémon Trainers. When a battle starts, the Pokémon on the top left of your Party Pokémon will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points (see page 19). However, if all your Pokémon faint, you will lose the battle, lose some of your money, and be returned to the last Pokémon Center you used.

○ Fighting Wild Pokémon

When you pass through places where Pokémon live, such as caves and grassy areas, wild Pokémon may attack. When they do, you can use a Poké Ball (or another type of Ball) to catch them (see page 18).



○ Battling a Pokémon Trainer

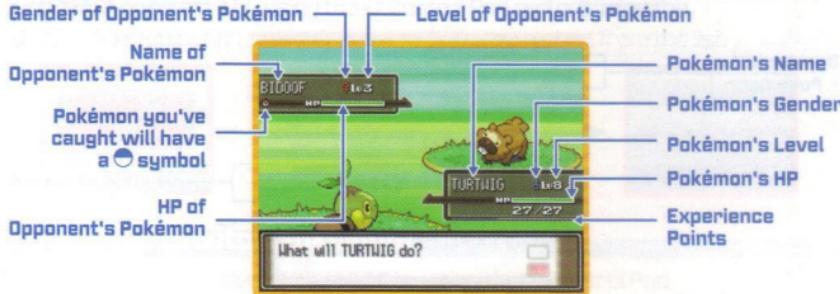
If you make eye contact with a Trainer or walk in front of one, the Trainer will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until one of you loses all of your Pokémon. If you are victorious, you will be rewarded with prize money.



*You cannot capture an opponent's Pokémon.

During a battle against a Trainer, the number of Pokémon you each have will be indicated by a symbol. To win the battle, defeat all of your opponent's Pokémon.

○ The Battle Screen/Single Battle



HP Pokémon's health. When its HP reaches 0, the Pokémon faints and can't battle anymore.

Experience Points Displays the Experience Points in the current level. When the gauge becomes full, the Pokémon's level goes up (see page 19).



Fight Display the Pokémon's Moves. Select one to attack.

Bag Open your Bag. Gain access to helpful items.

Run Attempt to escape from a battle. You cannot run from a battle against a Trainer.

Pokémon Switch Pokémon or look at a Pokémon's summary.

..... Watch for shaking Poké Balls as they contain Pokémon that are close to gaining a level.

④ The Battle Screen/Double Battle



⑤ Fight [Use a Move]

Touch "FIGHT" or select "FIGHT" by using the \oplus Control Pad and pressing the A Button. Next, touch a Move or select one by using the \oplus Control Pad and pressing the A Button. While in a Double Battle, select which Pokémon you want to target with a Move. Touch "CANCEL" to return to the previous screen.



PP.....The number of times a particular Move can be used. When PP reaches 0, the PokéMon can't use that Move anymore.

⑥ Bag [Use an Item]

Touch "BAG" or select it by using the \oplus Control Pad and pressing the A Button. Then select an item category and choose an item from the list.



⑦ PokéMon [Switch PokéMon]

Touch "POKÉMON" or select "POKÉMON" by using the \oplus Control Pad and pressing the A Button. On the next screen, choose the PokéMon you want to switch, then confirm by selecting "SHIFT."

⑧ When Status Is Affected

When your PokéMon gets hit by an opponent's attack, your PokéMon's status might be affected. However, you can use your items to help your PokéMon recover. Alternatively, you can take it to a PokéMon Center where it will recover completely.

Poison.....Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished.

*When affected by Poison, the screen will shake and a sound will be heard.

Confuse.....If a confused PokéMon uses a Move during battle, there is a chance it could attack itself. The PokéMon will recover when it goes back to its Poké Ball.

Faint.....When its HP reaches 0, the PokéMon faints and can no longer battle.

There are other status problems, such as **Paralyze**, **Sleep**, **Frozen**, **Burn**, and so on.



CATCHING POKÉMON

You can catch wild Pokémon with Poké Balls (see page 22). While in battle, touch "BAG" or select it by using the Control Pad and pressing the A Button, then select "POKÉ BALLS." Select a Poké Ball you want to use and throw it at the Pokémon to try to catch it. After you have caught the Pokémon, you can give it a nickname.

*If your Pokémon party is full with six Pokémon, the new Pokémon will automatically be transferred to Someone's PC [the Pokémon Storage System].



Where to Find Pokémon

Pokémon inhabit caves and areas with tall grass. If your Pokémon's HP is low, and you don't want to fight, avoid walking in those areas. Certain Pokémon only appear in the morning or in the late evening. Water-type Pokémon might appear when you are crossing a lake or ocean by using the HM Surf. You can also use a Fishing Rod by the water, or while crossing water, to catch some Pokémon. Press the A Button when "!" appears.



Tips for Catching Pokémon

If you use a Poké Ball on a Pokémon that has taken very little damage, it will break free of the Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.

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RAISING POKÉMON

Experience Points

When you win a battle, Experience Points are given to Pokémon that fought in the battle. When the Experience Point gauge fills completely, a Pokémon's level goes up. When a Pokémon gains a level, its stats—such as Attack and Defense—get higher, and it might learn a new Move.



Tips on Raising Pokémon

Place the Pokémon whose level you want to raise in the first slot of your Pokémon party. Immediately switch to another Pokémon as soon as you enter a battle. As long as you win the battle, even the Pokémon that didn't fight will receive a portion of the Experience Points. By repeating these steps, you can slowly but steadily increase the level of a weak Pokémon.

Pokémon Evolution

There are some Pokémon that evolve and change form as they grow. A Pokémon can evolve when its level increases, through the use of certain items, if it is traded (see page 31), and so on. Try to find all the different ways Pokémon evolve.



A Pokémon Egg

If you leave a couple of your Pokémon at the Day Care you find along your journey, you may return to find an Egg. Eggs will hatch if you keep them in your party long enough.



Vinn's Lair

BUILDINGS IN TOWN

There are many different buildings and houses in the Sinnoh region. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

● Pokémon Center (PC)

The people here will heal your injured Pokémon for free. You can also use the PC here. A Pokémon Center is the most useful place a Pokémon Trainer can visit!

*Communication play can be done with your friends on 2F and B1F of a Pokémon Center (see page 30).



● Healing Your Pokémon

Give your Pokémon to the lady behind the counter to completely recover their HP and PP. Your Pokémon will also recover completely if they have fainted, are poisoned, and so on.

● PC

By using a PC, you can store or withdraw your Pokémon you've caught.

*PCs can be found in other buildings besides a Pokémon Center.

Someone's PC

Store or withdraw Pokémon you've caught. You can store up to 30 Pokémon in each of the 18 boxes. You can carry up to six Pokémon in your party.

Your PC

You can store Mail here, and set or edit the Ball Capsule.

Ball Capsule

Ball Capsule lets you change the animation when a Pokémon is sent out from a Poké Ball. You can apply Seals that you own to the Capsule. Once you've finished applying Seals, touch the ● and watch what happens!

Rowan's PC

Professor Rowan will rate your current Pokédex. He will give you an important message according to the number of Pokémons recorded.

● Poké Mart

Here, you can buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things. Also, the number of Badges you have will affect what you can buy.

● Super Contest

The Pokémon Super Contest is held somewhere in the Sinnoh region. This Contest allows Pokémons to compete using their charms. There are five competition categories to choose from: Cool, Beauty, Cute, Smart, and Tough. Your Pokémons will compete through three types of Contest: Visual, Dance, and Acting. You can even compete against friends using DS Wireless Communications (see page 37). Giving your Pokémons a Poffin can improve its Condition (see page 24). Be sure to feed your Pokémons lots of Poffins, so they can do their best.

● Battle Frontier

Once you have defeated the Elite Four and the Pokémon Champion, you can visit the Battle Frontier; a place for Pokémons battles. You can also team up and battle with friends using DS Wireless Communications at the Battle Frontier (see page 57).

VARIOUS ITEMS

There are various kinds of items in the Sinnoh region. Items can be obtained by buying them at stores and finding them during your journey.

Items

These items improve PokéMon stats, relate to PokéMon evolution, and so on.

Exp. Share Your PokéMon will receive Experience Points even if it didn't participate in the battle.

Repel Prevents weak wild PokéMon from attacking for up to 100 steps.

Escape Rope Used for escaping from places such as caves.

Medicine

These items heal PokéMon or cure PokéMon status problems.

Potion Restores PokéMon HP by 20.

Antidote Cures poisoned PokéMon.

Ether Restores PokéMon PP by 10.

Poké Balls

These are necessary for catching PokéMon. Use the different Poké Balls creatively, depending on the types of PokéMon you encounter to increase your chance of catching them.

Poké Ball Catches wild PokéMon.

Master Ball Catches wild PokéMon 100% of the time.

Dusk Ball Catches wild PokéMon easily at night or in dark places like caves.

TMs & HMs

Both Technical and Hidden Machines allow your PokéMon to learn new Moves. A Technical Machine (TM) can be used only once, but you can use a Hidden Machine (HM) as often as you like. Different kinds of PokéMon will be able to learn different Moves.

Moves Can Be Used in the Field

There are Moves that can be used both in battle and in the field. They can even be used in the field when the PokéMon who has learned the Move has fainted. Note that HM Moves cannot be used in the field until you obtain certain Gym Badges. To use the HM Moves, select the PokéMon, and then the HM Move you want to use. Be aware that HM Moves cannot be forgotten by learning new Moves. However, it's rumored that there is a way to forget your PokéMon's HM Moves.

Hidden Moves

Cut Instantly cuts down trees that block the road.

Fly Instantly returns you to a town you've previously visited.

Surf Lets you move across water, such as the sea or rivers.

Strength Pushes heavy rocks.

Defog Clears deep fog.

Rock Smash Smashes rocks that block the road.

Waterfall Lets you climb up torrential waterfalls.

Rock Climb Lets you scale rocky walls.

Moves

Flash Lights up dark caves.

Sweet Scent When used in an area where wild PokéMon live, it lures the wild PokéMon out.

Berries

Berries can be given to PokéMon to hold or they can be used as ingredients in making Poffins (see page 24). Picking Berries makes the plant disappear, but you can plant Berries to grow more of them.

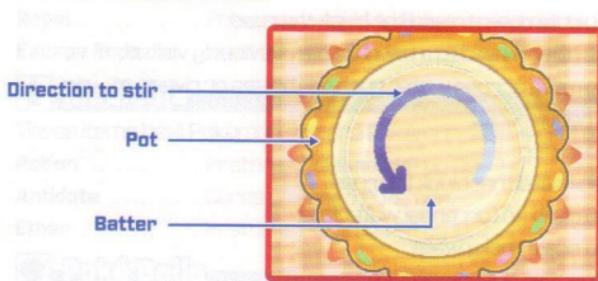
Oran Berry A PokéMon holding this Berry will use it during a battle to restore some HP.

Occa Berry A PokéMon holding this Berry lessens a super effective Fire-type attack against it.

Poffins

Poffins are sweets that increase the Condition of your Pokémon. The higher a Poffin's level is, the more you can increase a Pokémon's Condition. If its Condition is high, a Pokémon will enjoy greater ratings in a Pokémon Contest [see page 21]. You can make better Poffins if your friends help you [see page 38]. You will need the Poffin Case, obtained during your journey, before you can start making Poffins.

How to Make a Poffin

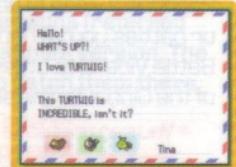


First, select the Berry to cook into a Poffin, and then touch the Touch Screen to stir the Pot in the direction of the arrow. At first, stirring too fast will cause the batter to overflow. Later on, stirring too slowly will cause the Poffin to burn. The fewer overflows and burns you have while creating a Poffin, the better it will be! Because each Pokémon has its favorite Poffin, try feeding various kinds of Poffins to your Pokémon.

Mail

Give Mail to your Pokémon to hold. Trade Pokémon holding Mail with friends to exchange letters.

Air Mail Stationery that features a colorful design and letters.



Battle Items

Items that can be used to give you the advantage in battle.

X Attack Raises the Attack stat of a Pokémon in battle.

Key Items

Important items for your adventure. Some can be obtained during your journey.

Pal Pad Check friends you battled or traded with [see page 42].

Town Map Map of Sinnoh region.

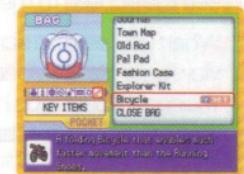
Fashion Case Keep Pokémon Accessories.

Explorer Kit Provides access to the Underground [see page 36].

Vs. Recorder Record videos of battles you've had with friends, or battles that you've had in special areas [see page 26].

Register Items

Some of your Key Items can be assigned to the Y Button. Once you have registered an item, simply press the Y Button while you are in the field. For example, if you register your Bicycle, you can ride it by pressing the Y Button.



MIGRATE POKÉMON FROM THE GBA

Vs. Recorder

Records a video of battles you've had with friends over Nintendo® Wi-Fi Connection, or battles you've had in the Battle Frontier (see page 57). You can show off your Battle Videos to other Trainers by visiting the Battle Video Corner on the third floor of the Global Terminal (see page 53).

* You can only save one of your own battles as a Battle Video. Saving another Battle Video will overwrite your previous video, so please use caution. You can save up to three Battle Videos from other Trainers.

* Wireless router and broadband access required for online play.
For more info, go to Nintendo.com.

Save a Battle Video of a Battle Against a Friend

After battling a friend, you will see the message, "Press the A Button to save a Battle Video of this battle." Press the A Button to save the Battle Video to your Vs. Recorder.

Save a Battle Video at the Battle Frontier

After the battle, you will see the screen to the right. Select "RECORD" and then "YES" to save the Battle Video.

Watch Saved Battle Videos

Select the Vs. Recorder from the KEY ITEMS Pocket. When you see the screen to the right, touch the Touch Screen.

When you see the screen to the lower right, touch "MV VIDEO" to view your Battle Video, or touch "OTHER VIDEOS" to watch other Trainers' videos you have saved by visiting the Global Terminal (see page 46). Next, touch the ▶ button to play back the video.

Delete Records

Delete Battle Videos that you have saved. To do so, select the video you'd like to delete, and touch "YES."

You can migrate Pokémons caught in the Game Boy™ Advance Pokémon series: Pokémons Ruby, Sapphire, Emerald, FireRed, and LeafGreen versions (referred to collectively below as GBA Pokémons), to Pokémons Platinum Version. The migrated Pokémons show up in the Pal Park. You will be able to catch them there.

* To migrate Pokémons, you'll need to have obtained the National Pokédex in Pokémons Platinum Version. You can do this by making sure you see all the Pokémons listed in the Pokémons Platinum Sinnoh Pokédex.

How to Migrate Your GBA Pokémons

1 Make sure that the Nintendo DS system is turned off. Insert the Pokémons Platinum Version Game Card into the Game Card slot on the back of the system and push until it clicks into place. Then insert a GBA Pokémons series Game Pak into the Game Pak slot of the Nintendo DS system and push until it clicks into place.

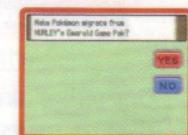
2 Turn the power on and touch the Pokémons Platinum panel on the Nintendo DS Menu Screen to start the game.

* If you set the Nintendo DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.

3 Select "MIGRATE FROM [VERSION NAME]" on the Start Menu.

* The screen on the right shows when Pokémons Emerald Version is used.

4 Touch "YES" when you are asked if you would like to migrate Pokémons from [your name]'s [version name] Game Pak. Touch "YES" when you see the message "Pokémon CANNOT be returned to the Game Boy Advance Game Pak. Make Pokémon migrate to the Pokémons Platinum Game Card?" to complete the migration.



5 The Pokémons you can migrate will be displayed. Touch a Pokémon to select and touch again to deselect. You can only migrate six Pokémons a day (24 hours) per Game Pak. The game will automatically proceed once you select six Pokémons to migrate.

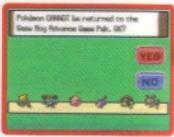
6 Once you touch "YES," the Pokémons will migrate to Pokémon Platinum Version, as seen on the screen to the right. Touch "NO" to cancel if you decide not to migrate. After you choose "YES," restart the game and visit the Pal Park to see the Pokémons you've migrated.

*Pokémons that are holding Mail or have learned a hidden move cannot migrate.

*The Pokémons migrated will disappear from their original GBA Pokémon series Game Pak. Please be careful. Once migrated, Pokémons will never be able to go back to their original GBA Pokémon series Game Pak.

7 The Pal Park has a competition to see how quickly you can catch six Pokémons. You are given six Park Balls upon entering the competition. Pokémons migrated will appear in the Pal Park. Throw your Park Balls to catch six Pokémons. How well you score depends on how long it takes you to catch all six Pokémons.

*New Pokémons cannot be migrated until you finish catching the six Pokémons already in the Pal Park.



GYM LEADERS AND BADGES

There is a Leader in every Pokémon Gym. If you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these badges allows you to use HM Moves that previously could not be used in the field, even if your Pokémons had learned them.

The number of Badges you obtain determines what level of traded Pokémons will follow your orders.

- | | | |
|--------------------|--------------------|--------------------|
| 0 ... up to Lv. 10 | 2 ... up to Lv. 30 | 4 ... up to Lv. 50 |
| 6 ... up to Lv. 70 | 8 ... any level | |

Allows you to use Rock Smash, even when outside of battle

Oreburgh City Gym / Roark **COAL BADGE**



Allows you to use Cut, even when outside of battle

Eterna City Gym / Gardenia **FOREST BADGE**



Allows you to use Defog, even when outside of battle

Hearthome City Gym / Fantina **RELIC BADGE**



Allows you to use Fly, even when outside of battle

Veilstone City Gym / Maylene **COBBLE BADGE**



Allows you to use Surf, even when outside of battle

Pastoria City Gym / Wake **FEN BADGE**



Allows you to use Strength, even when outside of battle

Canalave City Gym / Byron **MINE BADGE**



Allows you to use Rock Climb, even when outside of battle

Snowpoint City Gym / Candice **ICICLE BADGE**



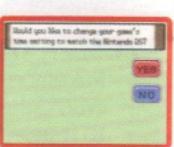
Allows you to use Waterfall, even when outside of battle

Sunyshore City Gym / Volkner **BEACON BADGE**



Only Six Pokémons Can Migrate per Day

When you see the message "Pokémons cannot be made to migrate for 24 hours," you cannot migrate Pokémons to the Pal Park for 24 hours, even if you change the Nintendo DS's clock settings or try to play Pokémons Platinum Version in a different Nintendo DS system. When you see the screen shown at the right, select "YES," and wait 24 hours.



COMMUNICATION

You can connect to nearby Nintendo DS systems using Nintendo DS Wireless Communications. You can also connect to a person who lives far away by using Nintendo Wi-Fi Connection [Nintendo WFC]. Please check the following pages for more information.

*While Pokémon Platinum Version can communicate with Diamond and Pearl versions, there are some wireless features that are exclusive to Pokémon Platinum Version [see page 58].

DS Wireless Communications [Connect to Nearby Nintendo DS Systems]

On the second floor of a Pokémon Center, you'll find the Union Room counter, Colosseum counter, and Trainer Sign reception [where you can sign the back of your Trainer Card].

Pokémon Wireless Club Union Room

The Union Room is a room where people can gather to enjoy battles, trade Pokémons, and chat with each other. You need to check in at the Union Room counter and save your game before entering. Once inside, press the A Button while facing someone to speak to that person. There are various features you can enjoy in the Union Room, including Chat.

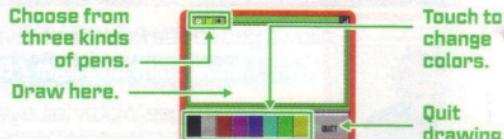
*If you trade Pokémons, you will be given the option to add the player you trade with to your Pal Pad [see page 42].

Greet

Show your Trainer Card to each other. Press the B Button to end.

Draw

Draw a picture with up to five friends. The people participating will be displayed on the top screen.



Battle

For a Single Battle [see page 16], choose two Pokémons that are Lv. 30 or under. After choosing your Pokémons, select "CONFIRM" to start the battle.

*You need at least two or more Pokémons that are Level 30 or below in your party in order to participate in a Union Room battle.



Trade

Trade Pokémons with your friends. Talk to other players to offer to trade Pokémons. Also, you can receive offers from other players to trade Pokémons. When players agree to trade, the screen on the right will be displayed.

Select a Pokémon you want to offer for trade using the \pm Control Pad. By checking "SUMMARY," detailed information about the selected Pokémon will be displayed. Touch the image of the Pokémon on the Touch Screen to watch it move and hear its cry. Select "TRADE" when you have decided which Pokémon to trade.

Once you and the other player have selected Pokémons to offer for a trade, select "YES" and press the A Button to complete the trade.

*Pokémons that evolve by being traded will evolve at this time.



Choose "Quit" after trading to return to the Union Room.

*Pokémon are saved once the trade has been completed.

Give a Pokémon an item to hold before trading!

You can give an item to your Pokémon to hold before trading. By doing this, you are essentially trading items using Pokémon. You can give rare or useful items to your friend this way. Also, if the Pokémon hold Mail with a message, you can exchange letters. Remember; certain Pokémon will evolve when they are traded holding certain items.

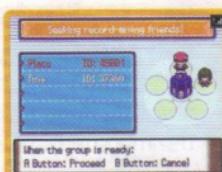


Mix Records [Up to 5 Players]

You can exchange your own various records with up to four friends. Once your records are mixed with those of your friends, the records of those friends have a chance to be broadcast on TV in the game.

To mix records, talk to the person you would like to mix your records with. You can also accept offers to mix records with other players. Once each player is ready to mix, the screen on the right will be displayed.

Other players can also take part in record mixing if they are in the Union Room. The player listed at the top of the list needs to press the A Button after all players participating in record mixing have entered. After mixing is completed, all players return to the Union Room.



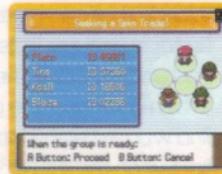
Spin Trade [Up to 5 Players]

*Pokémon Platinum Version only

Trade Pokémon Eggs with friends. You won't know whose Egg you'll get until the trade has finished. To do a Spin Trade, talk to the person you would like to trade with. You can also accept offers to Spin Trade with other players. Once each player is ready to trade, the screen on the right will be displayed. Other players can also take part in the Spin Trade if they are in the Union Room. The player at the top of the list needs to press the A Button after all players participating in the Spin Trade have entered.

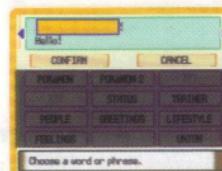
During the Spin Trade, touch the Touch Screen to spin the Eggs around. After the Spin Trade is completed, all players return to the Union Room. The fun is in not knowing what kind of Pokémon Egg you've received until the Pokémon hatches!

Bonus Area
If your Egg lands on a spotted area, you'll receive a Berry!

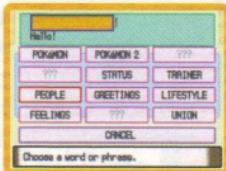


Chat [Everyone in the Union Room]

You can send messages to the people who are in the Union Room. Press the X Button to bring up the Union Room menu and select "CHAT" listed at the top. Create a message by selecting a word for each text box. When \blacktriangleleft is displayed, you can switch the sentence by pressing Left and Right on the \pm Control Pad.



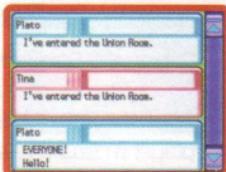
Words that can be entered in the text box are categorized by topic groups. Select a text box by using the + Control Pad and pressing the A Button. Next, choose a topic group. When you choose a group by pressing the A Button, you'll find words related to that group. Touch the Touch Screen to switch the list between the following two modes.



Group Mode Search for a word based on the topic groups.

ABC Mode Search for a word in alphabetical order.

When you send a message, it will be displayed on the Touch Screen of everyone in the Union Room.



Leaving the Union Room

Step onto the yellow circle to exit the Union Room.

Pokémon Communication Club Colosseum (2 or 4 Players)

Two or four players can do battle here. First choose a type of battle, and then select a Cup. Different Cups set rules for which Pokémons can participate in the battle. You can use any Pokémons if you select "NO RESTRICTIONS."

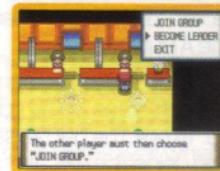
Two-Player Battle

Single Battle Use one Pokémon each for the battle.

Double Battle Use two Pokémons each for the battle.

Mix Battle Choose three Pokémons. Each Trainer chooses one of the opponent's Pokémons, mixes them with his or her party, and then battles the other Trainer.

① Decide who will "BECOME LEADER" after saving the game. The other player will need to select "JOIN GROUP."



② After selecting your opponent, press the A Button to confirm.



③ A battle will begin after each player steps on the correct spots located on the right and left sides of the room. When you play a Mix Battle, the battle will start after choosing a Pokémon to switch. To quit a battle, select "RUN." You can leave the Colosseum by using the exit at the bottom of the room.



*You are given the option to register the player you battled in your Pal Pad after battling (see page 42).

Four-Player Battle

Multi Battle Four players will be split into two teams. Each player uses one Pokémon.

* You cannot enter the Colosseum without each player having three or more Pokémon in his or her party.

① Decide who will "BECOME LEADER" after saving the game. The other players will need to select "JOIN GROUP."

② The leader will need to press the A Button to confirm the participants. The players who selected "JOIN GROUP" need to select the leader from the name list and press the A Button.

③ A battle will begin after each player steps on the correct spots located on the right and left sides of the room. Players on the same side will team up. To quit the battle, select "RUN." You can leave the Colosseum by using the exit at the bottom of the room.

* You are given the option to register the players you battled in your Pal Pad after battling (see page 42).

Underground [Up to 8 Players]

Using Nintendo DS Wireless Communications, you can play in the Underground with friends. This is a broad tunnel complex spread beneath the Sinnoh region. You will need the Explorer Kit, obtained during your journey, in order to gain access to the Underground.

Traps Place a Trap. You can also dig holes into the wall using the Digger Drill. You can rescue someone from a Trap by talking to them.

Spheres If you bury Spheres, they will grow.

Goods Items used to decorate your Secret Base are stored here.

Treasures Treasure you have found is stored here.

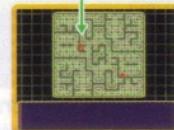
Your Name Check your records for the Underground.

Go Up Return to above ground.

Menu



Radar
The red dot is you. The red square is your Secret Base.



Menu

Secret Base

You can create your own Secret Base wherever you like.

All you have to do is use the Digger Drill while facing a wall.

You can decorate your Secret Base with goods you have

collected by using the PC inside the Secret Base. When

you find the Secret Base of a friend, capture his or her flag and return it to your own base. Capturing other players' flags increases the rank of your flag.



Digging for Buried Treasure

Throughout the Underground are items buried within the walls. Watch

the Radar for yellow dots. These are places where objects can be found.

Once close to the yellow Radar dots, touch the Touch Screen to ping the

exact location of the Treasure. Stand next to the wall where a dot was seen

and press the A Button to start digging. Obtain Spheres and Treasure by

using the sledgehammer and pickax before the rock wall collapses.



Super Contest [2 to 4 Players]

You can participate in the Contest with your friends

(see page 21). First, speak to the receptionist on the far

left end of the room. Then, decide which category and

which Pokémon you would like to compete with. Decide

who will become the leader; and then have everyone else

choose "JOIN GROUP." The Contest begins when all the players are ready.



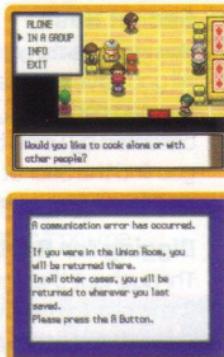
Vimm's Lair

● Making Poffins (Up to 4 Players)

Make Poffins with your friends (see page 24). Speak to the lady at the Poffin House near the Contest Hall. Then, choose "IN A GROUP" when the screen on the right is displayed. After saving, decide who will become the leader, and then have everyone else choose "JOIN GROUP." The Poffin making begins when all the players are ready.

Communication Error

In some cases, there is a chance an error, such as on the screen on the right, might occur during communication. In such cases, press the A Button to return to the last place you saved.



■ Establishing the Nintendo DS Wireless Link (Nintendo DS Wireless Play)

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

■ What You Will Need

- Nintendo DS System** One per player (up to 8 systems)
- Pokémon Platinum Version Game Card**
or **Pokémon Diamond Version Game Card**
or **Pokémon Pearl Version Game Card** One per player (up to 8 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. Touch "Pokémon Platinum," "Pokémon Diamond," or "Pokémon Pearl."
4. Follow the instructions on page 30.

● Nintendo Wi-Fi Connection

Using Nintendo Wi-Fi Connection (Nintendo WFC), Pokémons Platinum Version will enable you to connect with a friend and play over the Internet.

There are four ways to play over Nintendo Wi-Fi Connection.

- **Battle, trade, cook Poffins, visit the Wi-Fi Plaza, or voice chat with friends who you have registered to your Pal Pad. You can also battle with friends at the Battle Frontier** (see page 45).
- **Trade your Pokémons with other Trainers at the Global Terminal, and view records** (see page 46).
- **Play games with other Trainers at the Wi-Fi Plaza and play with Tap Toys** (see page 54).
- **Battle with other Trainers in the Wi-Fi Battle Room in the Battle Tower** (see page 57).

*When you use Nintendo Wi-Fi Connection, your Trainer name and Pokémons nicknames will be shown to people all over the world. As players are free to choose their own names, we ask that you please refrain from using offensive language.

*Nintendo Wi-Fi Connection may discontinue service at any time without warning. We ask for your understanding.



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.

Nintendo Wi-Fi Connection allows multiple Pok  mon Platinum Version 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 separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS system.
- To complete 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 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.

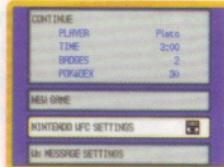
*The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

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

For additional information on Nintendo Wi-Fi Connection, 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).

Setting Up Nintendo Wi-Fi Connection

- ① You will need to establish a broadband Internet connection to use Nintendo Wi-Fi Connection. From the Start Menu, select "NINTENDO WFC SETTINGS" to access the Nintendo Wi-Fi Connection configuration. 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 DS.



*If you change the configuration of your Nintendo DS system and Pok  mon Platinum Version, you need to do the setup again to connect. The registration on the Pal Pad will be also deleted (see page 42).



- ② Start and continue your game. Visit either the Pok  mon Wi-Fi Club at B1F of a Pok  mon Center, the facilities in the Global Terminal, or the Battle Tower to obtain your own Friend Code.

*Without a Friend Code, you cannot connect to Nintendo Wi-Fi Connection.



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.



Vimm's Lair

Pokémon Center (BIF)

Using Nintendo Wi-Fi Connection, you can battle, trade, or voice chat with friends whose Friend Codes you have registered in your Pal Pad (see page 43).

Pal Pad

You can register the player who you battled or traded with using DS Wireless Communications (see pages 30 and 34). You can also manually enter the Friend Codes of your friends.

*You will not exchange Friend Codes after a Union Room battle.

Check Friend Roster

Check Friend Codes that you have registered. There are also details about your interactions with your friends. You can rewrite or delete the Friend Code names. Up to 32 Friend Codes can be registered in the Pal Pad.

Register a Friend Code

To register a Friend Code your friend has given you, enter the friend's name first, and then enter his or her 12-digit Friend Code.

*The Friend Code is designed as a safety precaution, allowing play only with people you personally know well. Posting your Friend Code on a 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 that you do not know.



Your Friend Code

Check your own Friend Code.

*To receive your Friend Code, you must connect to Nintendo Wi-Fi Connection.

*If you erase your saved game and start over from the beginning, your Friend Code will also be erased. Additionally, any Friend data you have registered in your Pal Pad will also be erased.

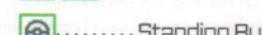
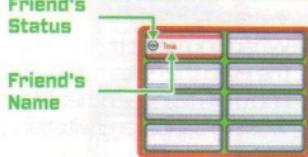
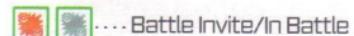


Pokémon Wi-Fi Club

Speak with the receptionist at the center desk on the basement floor of any Pokémon Center. Once you have successfully connected to Nintendo WFC, you will see the Pokémon Wi-Fi Club screen. From the Pokémon Wi-Fi Club, you can connect with others to battle, trade, cook Poffins, visit the Battle Frontier, play minigames at the Wi-Fi Plaza, and voice chat.

*To turn voice chat ON or OFF, press the X Button.

Your friend's status will appear as follows:



Vinn's Lair

If you touch a friend's name on the Touch Screen, his or her play records and Battle Frontier (see page 57) results will be displayed. Touch "CLOSE" or press the A Button or B Button to return.

*Battle Frontier results will only be displayed after you have visited the Battle Frontier yourself.

Voice Chat [Chat with Friends Standing By]

When you select a friend who is on standby, "VOICE CHAT" will let you have a conversation with that player by pressing the A Button and speaking into the microphone. Select it to start a voice chat session. Press the A Button or B Button and select "YES" if you would like to end the voice chat session.

*If the volume is too loud, reduce the volume on the Nintendo DS unit.

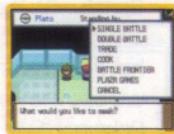
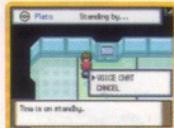
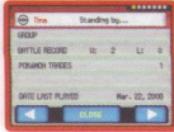
Inviting Friends

When you want to find other people to interact with, go to the PC in the Pokémon Wi-Fi Club and press the A Button. You can select the activity you'd like to invite others to participate in from the menu that appears. When you want to cancel an invitation, press the A Button or B Button and select "YES."

*"Cooking" and "Battle Frontier" will only appear as options on the menu once you have obtained your own Poffin Case or visited the Battle Frontier, respectively. If you have not met these requirements, "Standing By" will be displayed for your friends, even if they are offering invitations to these activities.

Apply [To Friends Offering an Invitation to Battle or Trade]

Friends may invite others to battle or trade. This will be shown on the top screen. If you would like to accept the invitation, approach that friend and press the A Button to talk to him or her.

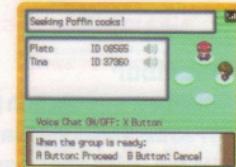


Features only Available in Pokémon Platinum Version

The following features are only available in Pokémon Platinum Version. These cannot connect to Pokémon Diamond or Pearl.

Cooking

Make Poffins (see page 24) with two or three other people. Invite other players, or apply to join the player offering an invitation. Once all players have joined, each player will add a Berry to the Batter, and everyone will stir the Pot. Poffins can be made one after another. Once everyone is done making Poffins, they will return to the Pokémon Wi-Fi Club.



Battle Frontier

Team up with a friend to take the Battle Frontier challenge (see page 57). Invite a friend to join you at the Battle Frontier, or apply to join a friend. Once you've found a partner, you can select one of the five facilities: Battle Tower, Battle Factory, Battle Castle, Battle Hall, or Battle Arcade. Select the Pokémon you'd like to battle with, and you will be transported to the Battle Frontier. Once your challenge has finished, you will be returned to the Pokémon Wi-Fi Club.



Plaza Games

Play minigames (see page 55) in the Wi-Fi Plaza with two to four friends. Select from Swalot Plop, Mime Jr. Top, or Wobbuffet Pop, and invite friends. Alternatively, apply to join a player looking for others to play the Plaza Games. Once all players have joined, the game will begin. Afterward, you will be returned to the Wi-Fi Plaza, where you can play the other games or the same one again.



Exiting the Pokémon Wi-Fi Club

To exit the Pokémon Wi-Fi Club, leave the room.



Global Terminal

You can view Trainer records and trade Pokémons with Trainers all over the world using Nintendo Wi-Fi Connection and the Global Terminal located in Jubilife City.

* Uploaded records may be erased without warning.

1st Floor

Global Trade Station [page 46]

Trainer Rankings [page 53]

Battle Video Rankings [page 53]

2nd Floor

Box Data [page 53]

Dress-Up Data [page 53]

3rd Floor

Battle Video [page 53]



Global Trade Station (GTS)

You can trade Pokémons with Trainers all over the world using Nintendo Wi-Fi Connection. To enter, speak with the receptionist at the GTS Reception Counter, and save your game. When you see the screen shown on the lower right, select "YES."

* You do not need to register Friend Codes to use the GTS.



Deposit Pokémon

Deposit Pokémons you would like to offer for trade. The Pokémons will be traded if there is someone who accepts your conditions. Choose this option to start the GTS trading process.

* Pokémons successfully traded through the GTS will not return.

- 1 Choose a Pokémon you would like to offer for trade from your party or a Box. Use the + Control Pad to move the cursor. Use ←→ to scroll through Boxes.

* Only one Pokémon can be deposited at a time. Take back Pokémons if you would like to offer different Pokémons for trade.

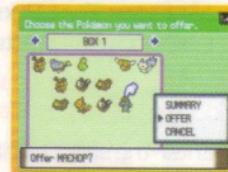
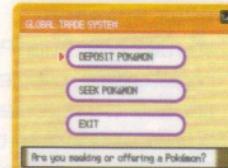
- 2 Select a Pokémon you would like to receive for the Pokémon you have deposited. Once deposited, you are done for now. When someone accepts your conditions, your Pokémon will automatically be traded.

* Only Pokémons that are already recorded in your Pokédex can be entered as conditions for a GTS trade.

* Once you have deposited a Pokémon, you do not have to be connected to Nintendo WFC for the trade to go through.

* There is a chance a Pokémon might disappear if you don't connect to the GTS for a long time. Be sure to check your deposited Pokémons's status once in a while.

* "SUMMARY" is displayed in the menu when a trade has not been made for your deposited Pokémons. Choose "TAKE BACK" if you want to bring back the Pokémons.

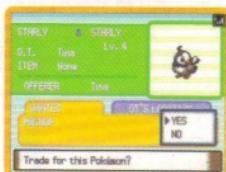


Seek Pokémons

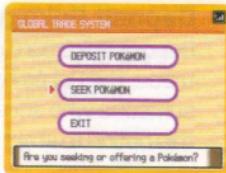
You can search for Pokémons you want from the Pokémons registered by people. Normally, only three Pokémons are found per search regardless of how many Pokémons are registered by people. However, the number of Pokémons you can look for increases a couple of days after a successful trade, and also after you offer a Pokémon for trade. Enter the conditions of a Pokémon you want to seek.

*Only Pokémons that are already recorded in your Pokédex can be entered as conditions for a GTS search.

Enter the search criteria and select "SEARCH" to find a Pokémon that meets your conditions. If no Pokémons meet your conditions, "None were found" will be shown. If you find a Pokémon, touch the Trainer to check his or her conditions for trading Pokémons, which is displayed on the top screen.



If you have a Pokémon in your party that can meet the conditions, you can trade it. If you do not want to trade, press the B Button to cancel the trade.



Wii Message Settings

If you select "WII MESSAGE SETTINGS" and complete the setup, once your Pokémons have traded over the GTS you will receive a Wii message on your Wii™ console (see page 50).

Wii Number Settings

- First, add wfc-mail@nintendo.com to your Wii console's Address Book by selecting "Register" ➔ "Other". Once the address has been entered, return to the Wii Menu Screen.
- From the Start Menu on the Nintendo DS, select "WII MESSAGE SETTINGS" and you will be shown the "Register Wii Number" screen. Use the \oplus Control Pad to read the instructions.
- Enter your Wii number, and reenter it a second time to proceed to the confirmation screen.

Connect to Nintendo WFC to register your Wii number. At the screen to the right, select "YES." A "Registration Code" will be sent to your Wii console. Check your Wii for the Registration Code.

*It may take some time for the Wii message to appear on your Wii Message Board.

*The Parental Control must be deactivated in order for the Registration Code to be sent to your Wii console.



Entering the Registration Code

You will receive a Wii message containing a 7-digit Registration Code. Enter the last 4 digits on the "Enter Registration Code" screen. If there are no errors, your Wii number will be registered.

Example: **012-3456** — Enter these digits

Protecting Your Wii Number

Once your Wii number has been registered, you will be asked to set a 4-digit Wii number password to protect your Wii number. Enter any 4-digit number you like. Do not forget your password.

*If you give your Game Card to another person or discard it, make sure to delete your Wii number by going to the "Delete Wii Message Settings" screen.



Using Wii Messages

Some settings need to be changed on your Wii. In your Wii console's Internet Settings, WiConnect24™ must be set to ON. For more information, please see the Wii Settings and Data Management section of your Wii Operations Manual.



For more information about finding your Wii number, please see the Wii Message Board section of your Wii Operations Manual. When the Registration Code has been registered on your DS, the nickname color will change in your Wii console's Address Book.



Checking Your Wii Number

You can check the Wii number you've registered by going to the "Check Wii Number" screen. Once you've entered your password, your Wii number will be displayed.

*If you've forgotten your password, your Wii number cannot be viewed. If this happens, select "Delete Wii Message Settings" to erase the registered Wii number, and re-register the Wii number from the "Register Wii Number" screen.



Set Wii Message Reception

Select whether or not you would like to be contacted by Wii message once your trade has gone through the GTS. Selecting "YES" will set your Wii message to "Register." Selecting "NO" will set your Wii message to "Don't Register," so the next time you use the GTS you will not receive a Wii message.



Delete Wii Message Settings

Selecting "YES" will erase your Wii number and the password.

Geonet

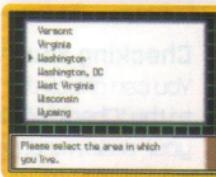
At Geonet in the Global Terminal, you can view a map of the locations of all the friends you have met around the world.

Register

First, register your location on the map. Use the Control Pad to move up and down, and press the A Button to select.

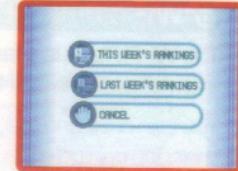
*Once you've completed registration, your location cannot be changed.

Using Geonet, you can view the location information for all the friends you have met around the world. Move the cursor over a point and press the X Button to view the location name.

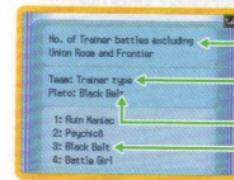


Trainer Rankings *Pokémon Platinum Version Only

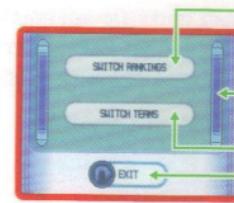
You can view rankings of all the Trainers around the world, divided into teams and ranked by different categories. Your personal results will automatically be sent to your team. Face the rankings machine and press the A Button to connect to Nintendo WFC and start up the Vs. Recorder. You can see this week's and last week's results. When you are finished, touch "CANCEL" to exit.



Viewing the Rankings



Ranking type
Team search criteria
Your team
Ranking



Switch ranking type.
Slide to scroll up and down through the rankings.
Change team search criteria.
Return to the previous screen.

Battle Video *Pokémon Platinum Version Only

Send your own Battle Videos and view other Trainers' Battle Videos. Battle Videos will be assigned a 12-digit number. You can pass this number on to friends so that they can find your Battle Video.

Battle Video Rankings *Pokémon Platinum Version Only

Battle Videos are ranked in order of popularity.

Box Data *Pokémon Platinum Version Only

Show off a PC Box full of Pokémons. Select your favorite wallpaper and arrange your Pokémons according to a favorite theme, and upload your data for all to see. You can also view other Trainers' Box Data.

Dress-Up Data *Pokémon Platinum Version Only

Display Pokémon Dress-Up photos taken on the second floor of Jubilife TV. You can also view other Trainers' Dress-Up Data.

Wi-Fi Plaza *Pokémon Platinum Version Only

The Wi-Fi Plaza is a facility where you can interact with Pokémon Trainers from all over the world.

You can chat and play Plaza Games, or play with Tap Toys. The Wi-Fi Plaza is a place that you can only play in for a set period of time each time you connect. When closing time approaches, a fireworks display is shown, and you can join a Parade.

Entering the Wi-Fi Plaza and Playing with Tap Toys

Talk to the receptionist at the far left counter in the basement of any Pokémon Center. Select "YES" when you see the screen shown on the lower right. Once you have successfully connected, you will be taken to the Wi-Fi Plaza.

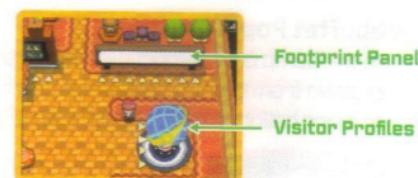
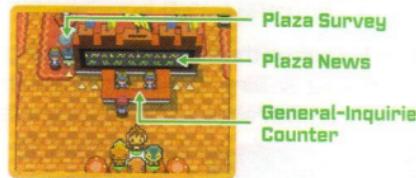


Upon entering the Wi-Fi Plaza, you will be loaned a Tap Toy. You will also be asked to define yourself with up to two Pokémon types. While you are in the Wi-Fi Plaza, your Tap Toy will be displayed on the Touch Screen. Touching the Tap Toy will produce a sound or light effect. You can trade Tap Toys with other Trainers and upgrade your Tap Toy by playing Plaza Games. If you would like to disconnect from the Wi-Fi Plaza before closing time, please exit through the point where you entered the Plaza.



General-Inquiries Counter/Visitor Profiles/Plaza News/Footprint Stamp/Plaza Survey

The general-inquiries counter in the center of the Wi-Fi Plaza can give you information regarding any of the Wi-Fi Plaza features. You can see the location of any of the Pokémon Trainers currently in the Wi-Fi Plaza by checking the Visitor Profiles. The Plaza News will show you how much time is left at the Wi-Fi Plaza, how many people are connected, and the latest survey topic. You can stamp your Pokémon's footprints on the footprint panel in either black or white. The Plaza Survey results will be displayed once the closing time of the Wi-Fi Plaza draws near.



Plaza Games

There are three Plaza Games, for two to four players. At the game's entrance, select "JOIN" to join the game and put out an invitation for other players. Once four players have joined, or if at least two players have joined within the time limit, the Plaza Game will start.

Swalot Plop

Use the Touch Screen to flick Berries into Swalot's open mouth, rotating on the top screen. The more Berries you get in consecutively, the higher your score will climb. The player with the highest score at the end of the game will receive a Tap Toy upgrade.



Mime Jr. Tap

Use the stylus on the Touch Screen to roll the ball and keep Mime Jr. from falling off. The player who keeps Mime Jr. standing on the ball the longest receives a Tap Toy upgrade.



Wobbuffet Pop

Press the pump on the Touch Screen to pop the balloon on the top screen. Pressing the pump down from the top center will produce the most air, filling up the balloon faster. If ten or more balloons are popped, then all participants will receive a Tap Toy upgrade.



Time Events

As the Wi-Fi Plaza closing time approaches, the lights will dim. After that, there will be a fireworks display. At closing time, a Parade will begin, and Floats will appear on the right side of the Wi-Fi Plaza. You can ride on these Floats if you choose, riding the Float right through the exit.



Battle Frontier [Play over Nintendo DS Wireless Communications/Nintendo WFC]

The Battle Frontier is only accessible after you have beaten the Elite Four and the PokéMaster Champion. It's an area with five facilities for PokéMaster Battles, each with its own unique rules. On your own, you can compete in Single or Double Battles, or you can connect with a friend and try a Multi Battle. When you win a battle at the Battle Frontier, you are awarded BP (Battle Points). When you team up with a friend, you can earn even more BP than usual. Collect BP to trade for items or Scratch-Off Cards.

*To do a Multi Battle with a friend over Nintendo WFC, enter the Wi-Fi Club [see page 43] and select the Battle Frontier. Both you and your friend will need to have PokéMaster Platinum Version to compete in a Multi Battle this way.

Battle Tower

Select three of your own PokéMaster for a Single Battle or four PokéMaster for a Double Battle. You can also compete in a Multi Battle by yourself at the Battle Tower. You can connect with Trainers all over the world to battle.

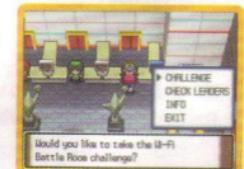
Wi-Fi Battle Room

In this facility, you can battle Trainers over Nintendo Wi-Fi Connection. Beat all seven Trainers in the room to earn BP. If you continue to win, your rank will go up and you'll face tougher Trainers. Aim for the toughest Trainer!

- At the counter, select "CHALLENGE" and select the three PokéMaster you'd like to enter.

*Eggs and select PokéMaster cannot be entered.

- Connect to Nintendo WFC and select a Battle Room, and then select "YES." Your battle against the Trainers will begin.



- ③ Once the battle is over, you will be asked if you would like to upload the results over Nintendo WFC. If you select "YES," your results will be uploaded and the data will be reflected in the other Trainers you fight from then on. If you select "NO," your results will not be sent.

* You can also compete in Single and Double Battles from the center counter without connecting to Nintendo WFC.

You'll also enjoy exploring the Battle Hall, Battle Factory, Battle Castle, and Battle Arcade!

Wireless Interactions

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