nintendo **Wi-Fi** connection

NINTENDO DS ™

TETRIS®
DS

INSTRUCTION BOOKLET

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

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

⚠️WARNING - Seizures

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

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

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

⚠️WARNING - Radio Frequency Interference

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

⚠️WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠️WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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

Wireless DS Single-Card Download Play
2-10

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Wireless DS Multi-Card Play
2-10

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

CONTENTS

CONTROLS

These are the basic controls. You can use the stylus to select and confirm your choices, but the controls will be explained in this instruction booklet using the buttons.

Top Screen

POWER

+Control Pad
Choose an item
↔ Move Tetrimino
↓ Increase Tetrimino drop speed
↑ Hard Drop (see page 11)

Touch Screen
Select item. Tap to confirm.

L/R Buttons
Hold Tetrimino (see page 11)

SELECT

START
Confirm
Display Pause Menu

A Button
Confirm
Rotate Tetrimino right

B Button
Cancel
Rotate Tetrimino left

*Press the L Button, R Button, START and SELECT at the same time to reset the game.

*Press and hold the Power Button to turn the power off.

GETTING STARTED

Before you begin, make sure your DS hardware is shut down and then insert the Tetris DS Game Card into the Game Card slot.

1　When you turn the power on, the screen to the right will appear. Once you've read and understood the information, please tap the Touch Screen.

2　From the DS Menu Screen, simply tap the Tetris DS panel to start the game.
　* You will not have to go through this step if you have your DS hardware set to Auto Mode.

3　The title screen will then be displayed on the top screen, and the main menu will be displayed on the Touch Screen.

⚠ **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.

TETRIS DS
Nintendo

PICTOCHAT

DS Download Play

GBA

There is no Game Pak inserted.

Screen Shots

This is how the top screen and Touch Screen will be represented in this manual.

■ Top Screen　　□ Touch Screen

Main Menu

From the main menu, you can choose to access: Single Player, Multiplayer, Wi-Fi, Options, or Records. Use ⬆⬇ on the +Control Pad to make your selection, then press the A Button to confirm.

SINGLE PLAYER
MULTIPLAYER
Wi-Fi
OPTIONS
RECORDS

Single Player

Enter here to play any of the six game modes (see pages 12-21 for more info).

Multiplayer

Using local wireless, 2-10 players can face off in a massive multiplayer match! There are three modes to choose from. Players can join in the fun even if they don't have their own Game Card! (see pages 22-26)

Options

Here, you can adjust the game settings or listen to the game music.

HARD DROP   ON   OFF
GHOST PIECE   ON   OFF
MUSIC
OPTIONS

Hard Drop	Choose whether or not you can instantly drop a Tetrimino by pressing Up on the +Control Pad. Set this to either on or off (see page 11).
Ghost Piece	Choose whether or not a Ghost Piece appears where the Tetrimino will drop.
Music	Choose the song using ⬅ ➡ on the +Control Pad and press the A Button to play it.

Records

From the Records screen, you can view your high scores for each mode and see your Tetris Point total. Your Tetris Points represent milestones you have accomplished in the game. Certain accomplishments and milestones will earn you more Tetris Points than others. Scroll through the modes using ⬅ ➡ on the +Control Pad.

Saving

Your scores will be automatically saved at the end of every game. To delete this data, press and hold the L Button, ➡ on the +Control Pad and SELECT before the Nintendo logo is displayed after starting Tetris DS. Caution: you will not be able to recover data that you have erased, so please be careful!

BASIC RULES

Read this section to learn the basic rules of Tetris. The rules for Touch and Catch modes are different and cannot be changed.

The Game Screen

The Standard Mode Tetris game screen (see page 14) is shown below, but keep in mind that the game screen will change depending on the mode you are playing.

Hold Queue

Lines cleared

Game level

The next Tetrimino to fall

Ghost Piece (shows where the Tetrimino in play will fall)

How to Clear Blocks
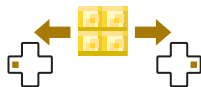
Drop Tetriminos to form complete horizontal lines. When you form a line, it will be cleared away. Don't leave even a single open space or the line won't be cleared.

How to Control Tetriminos
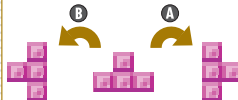
Use the +Control Pad, A Button and B Button to maneuver the falling Tetriminos.

Move	Rotate	Soft Drop
		Press ⬇ on the +Control Pad to make the Tetrimino fall faster.
	B A	**Hard Drop**
Press ⬅ on the +Control Pad to move it left and ➡ to move it right.	Press the A Button to rotate the Tetrimino 90 degrees to the right and the B Button to rotate it 90 degrees to the left.	Press ⬆ on the +Control Pad to make the piece fall immediately.

*The Hard Drop feature can be turned on or off from the Options screen (see page 9).

Hold Queue

Press the L Button or R Button to move the falling Tetrimino to the Hold Queue. When you have a Tetrimino in the Hold Queue, you can swap for the falling Tetrimino by pressing the L Button or R Button. However, once you have removed a Tetrimino from the Hold Queue, you can't put it back.

If you choose Single Player from the main menu, you will be taken to the mode-selection screen. Use the +Control Pad to choose the mode you want to play, then press the A Button to confirm your selection.

Choose a Mode

When you choose each of the modes, you can choose How to Play for a quick tutorial.

Standard (see page 14)	Experience original Tetris action with a Mario twist.
Push (see page 15)	This DK-themed mode is the ultimate Tetris shoving match.
Touch (see page 16)	Whip out your stylus and conquer this Balloon Fight-themed mode.
Puzzle (see page 18)	Use your brain to best these mind-bending puzzles.
Mission (see page 19)	Complete the quests before your life runs out in this Zelda-themed mode.
Catch (see page 20)	Steer a flying core into falling Tetriminos in this Metroid-themed mode.

Settings Screen

After choosing the way you want to play a mode, you will reach the settings screen. Here, you can choose the level, number of puzzles, and other options. Make your selections using the +Control Pad and confirm your choice with the A Button.
*The settings will change depending on the mode and style of play.

Starting a Game
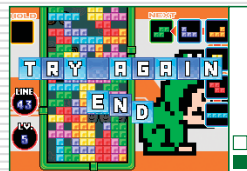
After you have adjusted the settings, it's time for the game to begin.

Game Over

When your game has ended, choose Try Again to play the same game again or End to return to the settings screen.
*Some modes do not have a game over.

Pause Menu

Press START during a single player game to access the pause menu. Either press START or choose Continue to return to the game.

Continue	Return to the game screen
Restart	Start the game over from the beginning.
End	End the game and return to the settings screen.
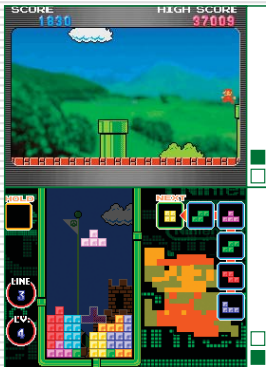
Looking for original Tetris action? This is the place to be! Guide the falling Tetriminos to form horizontal lines. Keep clearing lines to progress to the next level.

Use your Tetris skills to push your opponent off of the playing field. You'll have to clear two or more lines at once to push your opponent.

How to Play

Control falling Tetriminos to create horizontal lines and clear them away. If you allow blocks to stack up to the top of the screen, your game is over.

Standard Mode Games

Marathon	Keep clearing lines! You'll reach a new level for every 10 lines you clear.
Line Clear	Choose the level and line height you want to start with, and battle to earn the most points by clearing 25 lines.
Vs. CPU	Select the strength of your CPU opponent and begin the battle! Clear two or more lines to send your opponent new lines.

*In Marathon and Line Clear, the action on the top screen will progress as you clear lines.

How to Play

Each time a player clears two or more lines at once, the entire field will be pushed into the opponent's area. Push the field so that it touches the danger line on the Touch Screen to win. If you get pushed all the way to the top, you lose! The more lines you clear at once, the further you will push your opponent down!

Danger Line

Where to Drop Tetriminos

You can't drop Tetriminos where the Ghost Piece does not appear. If you try it, the Tetrimino will fall through the gap!

Tetrimino won't fall through.
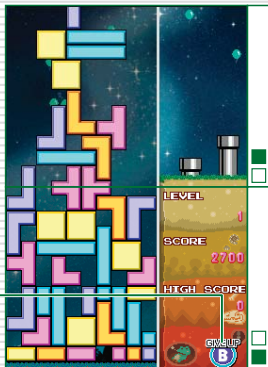
TOUCH MODE

In this mode, you'll use your stylus on the Touch Screen to move Tetriminos into horizontal lines!

How to Play

Use the stylus on the Touch Screen to move and rotate Tetriminos to form horizontal lines and clear them away. The stack of Tetriminos will drop when a space is created below. If you find yourself in a position where you can't move any Tetriminos, select Give Up and start over from the beginning.
*In level 4 and 5 of Tower and Touch Puzzle modes, you can't rotate the Tetriminos. You must clear them only by left and right movement to make them drop.

Give Up

Touch Mode Games

| Tower | Move the Tetriminos in the massive stack to clear them away! Make the basket of balloons on the top of the stack touch the ground to win. |
| Touch Puzzle | Follow the directions on the top screen to complete the puzzles! |

Touch Controls

Use the stylus to move and rotate the Tetriminos.

| Move	Rotate
To move the block to the left, slide it to the left. To move it right, slide it to the right.	Tap the block twice to rotate it. To rotate a block right, tap it left, then right. To rotate a block left, tap it right, then left.
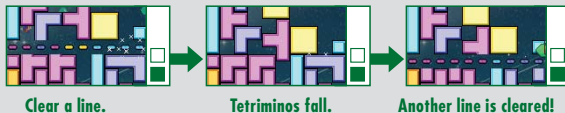
Combos

Clear a line and cause Tetriminos to fall and clear away additional lines to make a combo!

Clear a line.   Tetriminos fall.   Another line is cleared!

16   17

PUZZLE MODE

In this mode, your goal is to clear a puzzle using a limited selection of Tetriminos. Look at what you have and think carefully about how to clear all the blocks!

How to Play

In this mode, you must use the available Tetriminos to solve the puzzle. The Tetrimino type is displayed on the Touch Screen, so use the stylus to make your selection. You can also use the + Control Pad to select and the A Button to confirm. After picking the type and orientation of the Tetrimino, it will appear on the top screen and will fall automatically. You can't choose where the Tetrimino will fall. Keep in mind that you must clear at least one line with every Tetrimino that you drop. Clear all the blocks on the top screen to complete the puzzle and move on to the next one!

The Tetriminos you can pick from.

Doing over

If you choose the wrong Tetrimino or if there are still blocks remaining on the Top Screen after you use all your Tetriminos, press the B Button to try the puzzle again.

MISSION MODE

In this mode, your quest is to complete the mission that appears on the top screen before your hearts run out.
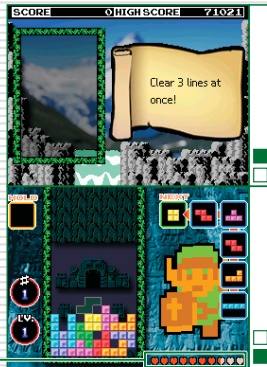
How to Play

Missions appear on the top screen. It's up to you to complete the mission as fast as you can. Use the Tetriminos that fall from above to complete your mission.

Mission Mode Games

Marathon	Keep completing missions until your game is over.
Time Trial	How fast can you complete 10 missions?

Hearts

Marathon Mode Rules

In Marathon Mode, your goal is to complete missions before all of your hearts turn white. If you fail to complete it in time, you'll get hit with a pile of new lines. If the blocks reach the top of the screen, your game is over. Also, if you clear a mission, some of the blocks on your screen will be cleared away.

18

19
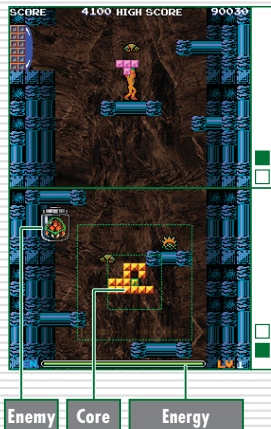
Control a flying core and attempt to catch falling Tetriminos in this mode. Instead of controlling the Tetriminos that fall from above, you control the core on the lower screen and try to latch onto the falling Tetriminos.

How to Play

Control the core and catch the falling Tetriminos to clear blocks. Form a solid square of blocks to make them detonate and earn points. Clear blocks twice to reach the next level. Clear blocks 40 times to clear the stage. Your game will end if your core grows so big that it touches the top and bottom of the screen or you run out of energy.
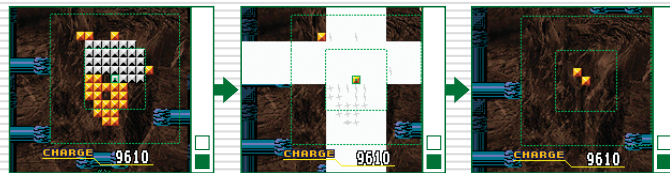
Catch Controls

+Control Pad	Move the core.
A Button	Rotate the core right.
B Button	Rotate the core left.
L Button/R Button	Drop the Tetriminos quickly.
X Button	Make the core explode.

Enemy · Core · Energy
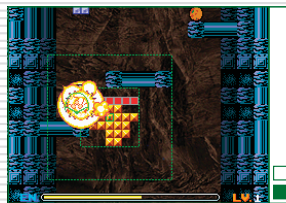
How to Clear Blocks

Create a solid 4x4 block to make it light up and detonate. This detonation will destroy all surrounding blocks as well as any nearby enemies. The bigger the cluster of blocks that explodes, the more points you will get. You can also press the X Button to detonate the blocks when they are lit up.

Energy

If you hit an enemy, your energy gauge will go down and any blocks that hit the enemy will burn up. If Tetriminos fall to the bottom or if the core hits a Tetrimino while it is spinning, your energy gauge will go down a little. You'll regain some of your energy if you detonate a cluster of blocks 4x4 or larger.

MULTIPLAYER

In this mode, you can battle with friends using local wireless and DS Download Play. Before starting, please follow the instructions for DS Download Play (see pages 28-29).

Multiplayer Mode

In Multiplayer Mode, you can choose from three different game modes: Standard, Mission, and Push.

Standard

In this mode, you'll play a standard game of Tetris against up to nine other players. If you clear multiple lines at once, you will send new lines to the player with the target mark over them. You can also use items in this mode (see page 26).

Target mark

Item in hand

New block sent by your opponent

The number on the blocks tells you which player sent them.

Mission

In this mode, you've got to clear mission after mission (see page 19) and compete with up to 10 players for the highest score. If your blocks reach the top, you will lose 20 points.

Push

In this two-player mode, you must try to force the blocks into your opponent's field by clearing lines (see page 15).

How to Play Multiplayer

There are three ways to begin a multiplayer local wireless match. Players who have a Tetris DS Game Card can choose to either invite other players and host a game or join an existing game. Players without a Tetris DS Game Card can download and play using DS Download Play.

Invite

If you want to create a game and invite others to play with you, choose Invite. After selecting this mode, you will be taken to a lobby. When opponents have been found and have been added to the list, press the A Button to begin. The game data will be sent and the game setting screen will appear (see page 25).

MULTIPLAYER
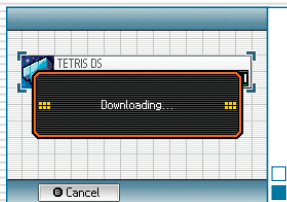
Join

When another player has created a game that you want to join, choose Join. When you have found a game, the nickname of P 1 and the mode name will appear. Press the A Button to enter the game. When P 1 presses the A Button, the game settings screen will appear.

DS Download Play

If you don't have a Tetris DS Game Card, you can always play over DS Download Play. If you don't know how to use DS Download Play, please follow the steps on page 28 of this manual. When the game has been downloaded, the game settings screen for the game that Player 1 will be hosting appears and you will be able to play the game just like any other player.

*If you are playing with DS Download Play, shutting down your system will cause you to lose the game data. If this happens, please follow the steps to download the game data again.

Settings Screen

From the settings screen, you can set three options. Scroll through the options and change them using the +Control Pad. The game will begin once each player presses the A Button and confirms these settings.

Items	Switch items on or off. Only P 1 can control this option.
Handicap	Choose from five levels of difficulty.
Team	Choose teams here. When the same players have selected the same icon, items will have no effect and they will not have targets placed on them. If all players have the same icon, an error message will appear and teams will be reselected.

*When playing Push mode, the handicap is the only setting that can be adjusted. In Mission mode, you can change the handicap and the number of puzzles you will play.

Communication Error

If the connection is lost during play, the battle will end. If this screen appears, please press the A Button to return to the title screen and start over from the beginning.

Items

During Standard Mode battles, a ? Block will sometimes appear. If you clear this block, a random item will appear. Press the X Button to use the item.

? Block

Item Name	Who it Affects	What Happens
Mushroom	Opponents	Tetriminos will fall faster for a period of time.
Boo	Opponents	Next Tetrimino will not be visible for a period of time.
Banana	Opponents	Playfield will be flipped horizontally.
Lightning	Opponents	Tetriminos will not rotate for a period of time.
Shell	Yourself	Two rows of blocks will be cleared.
Starman	Yourself	Opponents won't be able to attack, and you will only receive I-Tetriminos.

These tips and tricks will help you take your Tetris skills to the next level.
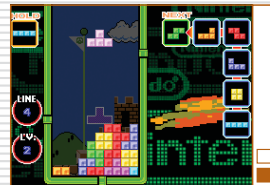
When to Move Tetriminos

Even after a Tetrimino has landed, for a short time you can still move them left or right or rotate them. By doing this, you can slide Tetriminos into tight places. However, you can't move Tetriminos that you have Hard Dropped.

Use the Hold Queue

If you're not ready to use a Tetrimino that can help you clear multiple rows or if there is nowhere to put it, you might want to store it (see page 11) in the Hold Queue until you are ready to use it. The Hold Queue is a very convenient tool, so learn to use it to your advantage!

DS DOWNLOAD PLAY

This section explains how to establish a link for DS Download Play.
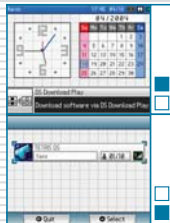
Necessary Items
☐ Nintendo DS systems ··· 1 per player
☐ Tetris DS Game Cards ······································· 1

What to Do (For the Parent Unit)
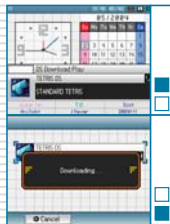
1. Make sure that all DS systems are turned off, then insert a Tetris DS Game Card into your unit.
2. Turn on the power for all systems. The DS Menu Screen will appear.
3. Touch the "Tetris DS" panel.
4. Follow the instructions on page 23.

Steps - All systems excluding P1

1. Turn on the power of all the systems.
   The DS menu screen will appear.
2. Touch the "DS Download Play" panel.
   The Game List Screen will appear.
3. Touch the "Tetris DS" panel. The Download Confirmation Screen will appear.
4. When the correct software appears, touch "Yes."
   The parent unit will then start the download process.
5. Next, follow the instructions on page 24.

Game-Selection Screen
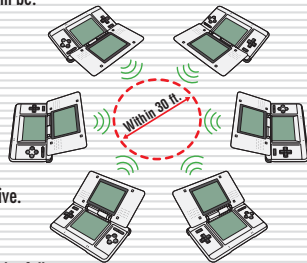
Game List Screen

Take note of the following guidelines for DS Download Play.

☐ The [icon] icon on the DS and game menu screens shows that there is a wireless function associated with an activity. Choose menus with this icon to engage in wireless activities. Please do not choose this option in places where wireless transmission is forbidden, such as airplanes or hospitals.

☐ The [icon] icon that appears when you are connected to a wireless signal indicates the strength of the signal. The stronger the signal, the smoother your wireless play will be.

Within 30 ft.	0	1	2	3
Signal Bars	Weak ← → Strong			

The power light will blink when wireless functionality is active.

Within 30 ft.

☐ To make the most of your wireless experience, remember the following:
• Keep all DS consoles within 30 feet of each other, or at least close enough that you see two or more bars of signal strength.
• Please arrange the DS consoles so they face each other. Make sure there are no people or other obstructions between the DS consoles.
• Play may sometimes be affected by devices that cause interference, such as GBA Wireless Adapters, Wavebirds, WLAN, microwaves, or cordless appliances. If this occurs, move away from the interference-causing device or turn it off.

Nintendo Wi-Fi Connection allows multiple Tetris DS 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.
- 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, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. 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.nintendowifi.com/terms.

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

Wi-Fi Mode Menu

Select Wi-Fi from the main menu to reach the Wi-Fi mode menu. It's important that you continue to use the same DS hardware and Tetris DS Game Card that you used to connect to Nintendo Wi-Fi Connection the first time. When you connect to Nintendo Wi-Fi Connection for the first time, it treats the hardware and Game Card as a set. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.

Wi-Fi Battle	Connect to Nintendo Wi-Fi Connection to start playing. You can choose either Worldwide (see pages 32-33) or a friend battle (see pages 34-35).
Friend Settings	Check your Friend Codes or register a friend code to your Friend Roster here (see pages 36-37).
Wi-Fi Settings	Select this option to adjust the settings used to connect to Nintendo Wi-Fi Connection.

Troubleshooting
If you can't connect to Nintendo Wi-Fi Connection, an error message and Error Code will be displayed. For more information, please refer to the Nintendo Wi-Fi Connection instruction booklet.

WORLDWIDE

If you choose Worldwide Battle, you can play against players all around the world over Nintendo Wi-Fi Connection.

Choosing a Game Mode

In Wi-Fi Mode, you can choose from three different game modes: Standard 2-Player Battle, Standard 4-Player Battle, and Push Mode.

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, e-mail or home address when communicating with others.

Standard 2-Player Battle	In this mode, you and another player will face off in a standard game of Tetris. Items will not appear.
Standard 4-Player Battle	In this mode, you and three other players will face off in a standard game of Tetris. Items will appear (see page 26).
Push Mode (see page 15)	In this mode, two players will face off in the same playing field and attempt to push each other off the screen.

Caution

If you turn the power off during a battle or do something to disconnect you from Nintendo Wi-Fi Connection, your rating will go down. Please be careful.

Finding an Opponent

After you select a mode, the game will search for a player who is looking for someone to host a game. As soon as your opponents have been found, each player's name, Wi-Fi Rating, and wins will be displayed. The game will start automatically.
*In Standard 4-Player Battle, the game will not start until four players have been found.

Player Name

Wins

Wi-Fi Rating

This number represents a player's skill. If you win, this number will increase. If you lose, it will decrease.

Results Screen

Once a game has ended, the results screen will be displayed. If every player chooses to continue before time expires, another game will start. However, if even one player chooses to quit or if someone gets disconnected, the game will end and you will be brought back to the mode-selection screen.

FRIEND BATTLE

In this mode, you can battle someone on your Friend Roster as long as they are online. To do this, you need to select Invite Friends or Join a Friend. You can't chose this option if you do not have any friends on your Friend Roster (see page 36).

Search for an Opponent
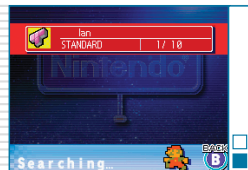
Choose to either invite a friend or join a friend, then choose either Standard 2-Player Battle, Standard 4-Player Battle, or Push. In Standard 4-Player Battle, you can use items.

Invite Friends

Select this option to host a game and search for other players to challenge. After selecting this mode, the search screen will appear. Press the A Button when you're ready to play—you'll be taken to the settings screen.

Join a Friend

Select this option to join a game being hosted by a friend. Once a game has been found, the nickname of the host player and the mode name will be displayed. Please press the A Button to join in!

Settings Screen

From the settings screen, each player can set their own handicap. In Standard 4-Player Battle Mode, you can also set the teams. The game will begin once all the players have chosen their settings and pressed the A Button.
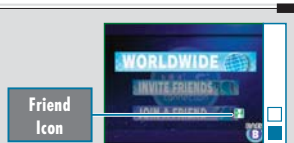
Results Screen

The results screen will be displayed when the game ends. If each of the players selects continue within the time limit, another game will start. However, if even one player chooses to quit or if someone gets disconnected, the game will end and the mode-selection screen will appear.
*The results of a Friend Battle will not affect your Wi-Fi Rating win-and-loss record (see page 33).

Friend Call

When someone on your Friend Roster is searching for an opponent, the Friend Icon will appear in the Wi-Fi Battle menu screen.

Friend Icon

FRIEND SETTINGS

From the Friend Settings menu, you can view your Friend Roster, add new friends, and view your own Friend Code.

Your Friend Code is a 12-digit number that is automatically issued to you after you connect to Nintendo Wi-Fi Connection for the first time. Exchange this code with your friends and add them to your Friend Roster.

Friend Roster

Select this option to view a list of your friends. You can save up to 60 friends on your Friend Roster. If you add any more than 60, entries will be deleted starting with the oldest. If you want to delete a friend, choose it on the list and press the X Button to delete it.

Registering Friend Codes

Follow these steps to add Friend Codes to your Friend List.
*Opponents that you've played in Multiplayer (see pages 22-26) will automatically be added to your Friend Roster. Also, any opponents that you played after joining a Standard 4-Player Battle will automatically be registered to your Friend Roster, so friends of friends will also be added.

1 Register a Friend Code

Enter your friend's Friend Code to register them, even if you dont know their name.

2 Connecting to Nintendo Wi-Fi Connection

If you and a friend can agree to a time to meet on Nintendo Wi-Fi Connection, while you are connected you will automatically be registered on each other's Friend Rosters. Also, if you connect at different times, the player who connected later will have their Friend Roster updated. The player who was connected first will have to reconnect again.

Confirm Friend Code

View your own Friend Code here.

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