

Nintendo DS™ Master ROM Submission Guidelines

Version 1.81-0

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and should be handled accordingly.**

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Revision History

Version	Date	Description
1.81-0	2008/02/29	Updated the version of the Lot Check Checklist in section 1.1 What to Submit.
1.80-0	2008/01/15	Updated the version numbers of the Master ROM Submissions Confirmation Form, various checklists, and the Lot Check Checklist in section 1.1 What to Submit. Added section 1.1.3.4 Nintendo DS Download Play Banner Display Content Entry Form.
1.71-0	2007/06/28	Updated the version of the Lot Check Checklist in section 1.1 What to Submit.
1.70-0	2007/06/05	Updated the version numbers of the Master ROM Submissions Confirmation Form, various checklists, and the Lot Check Checklist in section 1.1 What to Submit. Noted in section 1.1.5 Unsupported Characters List, that the file should be submitted in HTML format. Noted in section 1.1.7 Backup Data Memory Map, that a memory map must be submitted, and that it should be in data form, and not on paper. Added section 1.1.8 History of Changes. With the addition of this item, deleted the explanatory text about the change history from section 1.1 What to Submit. Added 2 Gbit to usable capacity in section 2.3.6 Device Capacity (014h: 1 byte). Added a mention of the DS MRC manual to section 2.9 DS MRC. Corrected name for demo station in section 5.7 Use. Noted in section 5.13.11 Sleep Mode Support, that in the field for describing situations where the DS will not transition to Sleep Mode even when the cover is closed, you do not need to mention the situation of writing to backup memory.
1.61	2006/10/18	Updated the version numbers of the Master ROM Submission Sheet and various checklists in section 1.1, What to Submit. Added section 1.1.7, Backup Data Memory Map.
1.60	2006/08/24	Updated the version numbers of the Master ROM Submission Sheet, various checklists, Lot Check Checklist, and the Unsupported Characters List in "1.1 What to Submit." Added description regarding the use of 1 Gb ROM in "5.9.4 ROM Capacity (Device Capacity)." Added description regarding the use of ATOK Library in "5.10 License"
1.50	2006/03/01	Updated the version numbers of the Master ROM Submission Sheet, various checklists, Lot Check Checklist and the Unsupported Characters List in "1.1 What to Submit." "Trial Version," "For Distribution," and "Same Package" in "5.7 Uses" has been changed to "5.7.2 Demo Station" "5.7.3 Data Distribution," and "5.7.4 Other." Added an instruction to enter the SDK version displayed in blue in DS MRC for "5.9.6 SDK Used."
1.4.0	2005/12/02	Updated versions of Master ROM Submission Forms in "1.1 What to submit." Changed the numbers in "1.2.2 Hand and Internal Delivery." Added an explanation to use all caps in "3.3 File Names." Deleted "4.4 Overseas Version" and changed the text in "5.4 IPL Language Configuration." Added an explanation of what to do when there is no applicable item in "5.9.4

Version	Date	Description
		ROM Capacity (Device Capacity)" and "5.9.5 Backup Memory." Added the "5.13.4 Nintendo Wi-Fi Connection Support" item.
1.30	2005/06/29	Updated versions of documents in "1.1 - What to Submit." Added description regarding the binary mode transfer of unsupported font list in "4.4 File Compression Method." Added description of "Referencing IPL Language Setting" selection to 5.3 - Language. Consolidated "ROM Version", "ROM Capacity", "Backup Memory", "SDK Used", "Submission Filename and CRC", into 5.9 - Information About the Submission File. "ROM Version" was divided into 5.9.1 - Remaster Version and 5.9.2 - Submission Version. Added 5.9.3 - ROM Type Version. Changed "SDK /license used" to 5.10 - License. Moved "ROM registration data" to 5.11 - ROM Registration Data. Added 5.13.8 - PictoChat Search. Changed entry method in 5.13.9 - Auto LCD OFF. Added 5.13.10 - Automatic Backlight-Off. Added C02 board in "6.6 Board Specification." Revised other section numbers and text.
1.21	2005/01/24	Updated the versions for each document in 1.1 - What to Submit.
1.20	2005/01/11	Updated versions of each document in "1.1 What to submit." Newly added "1.1.5 List of unsupported fonts" and "4.13.12 Use of IPL user name/comment." Added the description in "2.3.1 Software title (000h to 00Bh: 12 bytes)", "2.3.6 Device capacity (014h: 1 byte)" and "2.7 GGID." Changed "4.15 System features" to "4.13 Program Specification" and revised the content. Changed "4.15.8 Support for closing DS" to "4.13.11 Support for sleep mode" and revised the content. Revised details of expressions.
1.10	2004/11/10	Updated the version of each document in 1.1 - What to Submit. Added 5.7 - Use. Added a description of LC fonts to 5.10 - License.
1.00	2004/10/04	Initial Version.

1 Introduction

This document covers the information necessary for submitting a Nintendo DS Master ROM to Nintendo.

This chapter contains an overview. Chapter 2 explains terminology. The subsequent chapters describe in detail each item to be submitted.

1.1 What to Submit

Prepare the items listed in this section.

When submitting a pre-release version, also use e-mail or an attachment to explain how bugs we reported in the pre-release version have been corrected in this submission or if they have been finalized to be specifications.

Documents about Nintendo WFC compatible software should be submitted separately. Please refer to the Nintendo Wi-Fi Connection support area on Warioworld for details.

1.1.1 Master ROM

Submissions should be on media specified by Nintendo.

For details, see Chapter 3 Saving Data to Media.

1.1.2 Nintendo DS Master ROM Submission Sheet

The most recent version is Form 2008-00.

See section 5 Completing the Nintendo DS Master ROM Submission Sheet, for instructions regarding how to complete the form.

1.1.3 Nintendo DS Checklists

Submit the necessary checklists as required.

Refer to each checklist to determine when that checklist must be submitted.

1.1.3.1 Nintendo DS Wireless Communication Support Checklist

The most recent version is Form 2008-00.

1.1.3.2 Nintendo DS Microphone Support Checklist

The most recent version is Form 2008-00.

1.1.3.3 Nintendo DS GBA Game Pak/DS Accessory Support Checklist

The most recent version is Form 2008-00.

1.1.3.4 Nintendo DS Download Play Banner Display Content Entry Form

The most recent version is Form 2008-00.

1.1.4 Nintendo DS Lot Check Checklist

The most recent version is 1.81.

See "Nintendo DS Lot Check Instructions." Use the same version of the "Nintendo DS Lot Check Instructions" as the Nintendo DS Lot Check Checklist that you are using. This document is a tool to assist you in testing Lot Check standards. It is not necessary to submit this document.

1.1.5 Unsupported Characters List

Submit this form when your game supports use of IPL User Names or User Comments but does not support the use of some characters in the IPL internal fonts. Submission of this form must be in the HTML format.

The most recent version is 1.30.

1.1.6 Instruction Booklet

If the final version of the Instruction Booklet is not yet completed, a simplified version is acceptable.

If you are submitting a preliminary version of this kind, you must also submit a list of known bugs.

1.1.7 Backup Data Memory Map

If using a backup memory, you must submit a document that shows the structure of the backup data. The document can be simple in scope as long as the structure of the backup data is understandable. For an example of a memory map, see "sample_memmap.pdf" included in this package.

This document should be submitted in soft format (PDF, TXT, or Word). Do not submit this document in printed form.

1.1.8 History of Changes

If you are resubmitting the Master ROM, you must submit a revision history that describes what changes have been made since the previous submission, and what actions have been taken in response to any feedback given by the Lot Check.

This document can be submitted in any format as long as the descriptions of changes are readily understandable.

1.2 Submission Address

1.2.1 FTP Upload

Upload using FTP Client to the NOA FTP Server.

See Chapter 4 FTP Data Transfer, for details.

If you do not have an account for accessing this server, please send a request to submissions@noa.nintendo.com.

If you have any questions, please contact submissions@noa.nintendo.com

1.2.2 Hand and Internal Delivery

Send submissions to the following address.

Nintendo of America Inc
Attn: Product Testing Technicians
4820 150th Avenue NE
Redmond, WA 98052
Phone: (425) 861-2666
Fax: (425) 861-2845

Please include digital copies of all submission paperwork along with the ROM data on the submitted media.

See Chapter 3 Saving Data to Media, for details about saving data to a media.

1.2.3 Notification

Please make sure you send notification of submissions for any purpose; lot check, pre-lot check, evaluation, and marketing support, to: submissions@noa.nintendo.com.

Please include the following information in your notification e-mail:

- Platform: [example; Nintendo DS]
- File Name: [example; NAAAE00.EXE]
- Extracted File Name: [example; NAAAE00.SRL]
- CRC: [example; 1234h]
- Game Title: [xxxxxxxxxx]
- ROM Version: [example; 00]
- ROM Capacity: [example; 64Mb]
- Backup Memory: [example; 4K EEPROM]

2 Explanation of Terms

This section explains terminology related to Master ROM submissions.

2.1 Hexadecimal Notation

When hexadecimal is used in this document and in materials used for submitting Master ROM, an “h” is added to the end to distinguish it from decimal notation. Also, be sure to use uppercase characters when writing A through F.

2.2 ROM Versions

The version number for the Master ROM is made up of the version numbers of the remastered and submitted versions connect with a period (.). For example: “0.0.”

2.2.1 Remastered Version

Use 0 for the initial submission. When resubmitting due to program changes, increase the version number (1, 2, 3, and so on) for each resubmission.

Use E for pre-release versions.

2.2.2 Submission Version

For each resubmission of the remastered version, use 0 when submitting initial version. When there are changes in content but no updates to the remastered version, increment the version number. Use A, B, C, etc., when you go over 9.

2.2.3 Notation Examples

	1 st time	2 nd time	3 rd time	Changes after mass production	4 th time	5 th time	...
Remastered version	0	0	0		1	1	...
Submission version	0	1	2		0	1	...
ROM version	0.0	0.1	0.2		1.0	1.1	...

2.3 ROM Internal Registration Data

For Nintendo DS programs, you need to set the software title, the card specifications, and the prescribed address in the Master ROM.

To set the registration data in the Master ROM, you must insert the `rom_header_****.template.sbin` (which is provided by Nintendo for each individual game title, with **** representing the Game Code) by specifying it in the `makerom` settings file. Security information is included in this file, so do not edit it with a binary editor. However, you may specify the items you want to set in the `makerom` setting file.

Also, use the DS Master ROM Checker (DS MRC) to verify the Master ROM internal registration data.

The following sections explain registration data items in the ROM that are related to the Master ROM submission.

2.3.1 Software Titles (000h - 00Bh: 12 bytes)

Store this product's software title in ASCII code. Enter 20h (space) in empty spaces in the software title, and enter 00h in the unused section. The software title should be as similar to the actual title of the marketed product as possible or be identifiable as the product.

The following is a list of characters that can be used.

	00h	10h	20h	30h	40h	50h	60h	...	F0h
0h			SP	0	@	P			
1h			!	1	A	Q			
2h			"	2	B	R			
3h			#	3	C	S			
4h			\$	4	D	T			
5h			%	5	E	U			
6h			&	6	F	V			
7h			'	7	G	W			
8h			(8	H	X			
9h)	9	I	Y			
Ah			*	:	J	Z			
Bh			+	;	K	[
Ch			,	<	L	¥			
Dh			-	=	M]			
Eh			.	>	N	^			
Fh			/	?	O	_			

The gray regions cannot be used. "SP" indicates a space. Katakana and lowercase characters cannot be used.

2.3.2 Game Code (00Ch - 00Fh: 4 bytes)

Store the four-digit ASCII code specified for each game. The Game Code will be determined when Nintendo receives your submitted game plan.

The characters that can be used are the same as those for software titles list in 2.3.1 Software Titles (000h - 00Bh: 12 bytes).

2.3.3 Maker Code (010h - 011h: 2 bytes)

Store the two-digit ASCII code assigned when a license contract with Nintendo is made.

The characters that can be used are the same as those for software titles list in 2.3.1 Software Titles (000h - 00Bh: 12 bytes).

2.3.4 Product Code (012h: 1 byte)

Store the code of the device that the product targets.

The following code can be used.

Code	Target System
00h	Nintendo DS

Note: Currently, only 00h is used.

2.3.5 Device Type (013h: 1 byte)

Store the code of the device type used by the card.

The following code can be used.

Code	Device Type
00h	Normal

Note: Currently, only 00h is used.

2.3.6 Device Capacity (014h: 1 byte)

Store the code of the device capacity of the Game Card.

The following codes can be used.

Code	Device capacity	Code	Device capacity
00h	1 Mbits	08h *	256 Mbits
01h	2 Mbits	09h *	512 Mbits
02h	4 Mbits	0Ah *	1 Gbits
03h	8 Mbits	0Bh *	2 Gbits
04h	16 Mbits	0Ch	4 Gbits
05h	32 Mbits	0Dh	8 Gbits
06h *	64 Mbits	0Eh	16 Gbits
07h *	128 Mbits	0Fh	32 Gbits

Note: Currently, only device capacities identified with an asterisk (*) can be selected.

2.3.7 Remastered Version (01Eh: 1 byte)

Store the remastered version number.

Store 00h, 01h, 02h, etc., corresponding to 0, 1, 2, and so on, in the remastered version.

Store E0h as the remastered version number for pre-Lot Check versions.

2.4 System Call Library

Data made with the system call library (`libsyscall.a`) included with the NITRO-SDK cannot be run on the Master ROM. You must link with the system call library provided by Nintendo.

Note that system call libraries only operate in 1-to-1 combination with the `rom_header_****.template.sbin` files sent with them.

You can determine whether these library file combinations are used in the correct combination by satisfying both of these conditions: (1) no warning is displayed by DS MRC, and (2) the game operates normally after the file is written to the flash card.

2.5 IPL

The IPL (Initial Program Loader) is the program that is installed in the Nintendo DS that performs the processing from power-ON to the point when control is transferred to the game program.

When displaying menus, it is possible to display the icons in the game program, as well as the software titles of the game software in each supported language. Therefore, you need to prepare this data (banner data). However, it is not a requirement to translate the data into each supported language. For details see "DS Programming Guidelines".

Store banner data by inserting the file created with `makebanner`. Also, you can confirm with DS MRC that the data is included in the master ROM.

When supporting DS Single-Card Play, you can display the icons as well as the game software titles in each supported language on the menu screen. Therefore, you also need to prepare that data.

2.6 CRC

CRC (cyclic redundancy check) checks whether there are errors in the data.

You can calculate the CRC value of the submission file using DS MRC.

2.7 GGID

The GGID is an ID that is used to identify the parent communication type during wireless communication. Unless you are communicating with your company's existing game, you need to use the value that is assigned by Nintendo for that game. To request a GGID for your title, e-mail submissions@noa.nintendo.com.

Games that support wireless communication need to get at least one GGID. You may also get multiple GGIDs if multiple IDs are needed, such as when multiple communication modes are supported.

If the request submitted to Nintendo includes plans for wireless communication support, a GGID will be issued along with the Game Code. If a GGID is required after requesting a Game Code, contact submissions@noa.nintendo.com.

2.8 Digital Signatures

This data validates the sent and received game program during wireless communication.

For DS Single-Card Play, a digital signature is required for program data that is first downloaded from the parent device to the child device.

2.9 DS MRC

This tool is used to check the ROM internal registration data in the Master ROM. For details see the `readme.txt` file that comes with DS MRC, as well as the latest version of the DS MRC manual.

Before submitting Master ROM, always use this tool to confirm that there are no conflicts.

3 Saving Data to Media

This section explains the important points when storing data to media.

3.1 Media

Use DVD-R discs or CD-R discs.

As a general rule, save in a format that can be loaded in Windows XP.

3.2 Data Format

Use the binary (ROM image) format for file data, and do not compress the data.

The file size should match the mask ROM size. For example, when ordering a 64-megabit mask ROM, match the file size exactly to 64 megabits.

Size may be adjusted with special tools, but you can also set it so as to create a ROM image of the specified size using the makerom setting file.

3.3 Filenames

Use the following format for filenames.

N * * * * * . S R L



ROM Version (2 digits)

Game Code (4 digits)

Here, the period (.) is omitted in the ROM version. Use all caps for file names and file extensions.

Example: When the Game Code is “ASMJ” and the ROM version is “0.2”, the filename will be NASMJ02.SRL.

See section 2.2 ROM Versions for information on ROM versions.

3.4 Label

Write the following information on the media.

- Company Name (Example: Nintendo of America Inc.)
- Game Title (Example: Super Mario 64 DS)
- Game Code (Example: NTR-P-ASME (USA))
- File Name (Example: NASME02.SRL)
- CRC (Example: ABCDh)
- Date (Example:12/2/2004)

To prevent the label from coming off in the drive when using DVD-R or CD-R discs, either use a DVD/CD-specific label, or write directly on the disc.

4 FTP Data Transfer

This section describes the important points when transferring the master data to PEED through FTP.

4.1 Data Format

See section 3.2 Data Format, for details.

4.2 File Name

See section 3.3 Filenames, for details.

4.3 Password

Enter the password for self-extracting the compressed ROM data.

Use a unique password for your submission, and avoid reusing previously used passwords.

4.4 File Compression Method

The file including the ROM data should be an uncompressed self-extracting file.

If the unsupported font list is going to be sent at the same time, always set the transfer to binary mode.

5 Completing the Nintendo DS Master ROM Submission Sheet

Follow the procedures below when completing the Master ROM Submission Sheet.

5.1 Game Title

Enter the planned game title.

5.2 Game Code

Enter the Game Code for this product.

To request a Game Code for your title, e-mail submissions@noa.nintendo.com.

5.3 Language Used in the Game

Indicate the language primarily supported for in-game text and/or speech. If the language configuration registered in the system's IPL will be referenced, also select "References" under IPL Language Configuration.

5.4 IPL Language Configuration

If you use the language registered in IPL on the system to set up the language used within a game, select "References." If the IPL's registered language is not used, select "Does Not reference."

5.5 Submission Date and Method

Fill in the submission date and method for the master ROM.

5.6 Scheduled Launch Date

Fill in the scheduled release date of this product.

5.7 Use

Select the appropriate option and fill in information about the use of the current product. The following is a description of the options that can be selected.

5.7.1 General Sales

Select this option if your purpose is to sell the product by retail, direct sales, or mail order.

5.7.2 Demo Station

Select this option if your purpose is to use the product for promotion, events, or test play.

5.7.3 Data Distribution

Select this item if the product is not meant for sales, but used to setup a communication based service at retail outlets and/or trade shows and special events.

Distribution of demo version through DS Download Play, Chance Encounter Relay Stations, and game data distribution falls under this category.

5.7.4 Other

Select this option if your purpose is to include the product with a different Game Code.

Fill this out together with the Game Code of the product that is packaged with this product.

5.8 Contact Information (1 and 2)

Include the contact information for this product.

If one person is sufficient, you do not need to include a second contact.

5.9 Information About the Submission File

Enter the following information regarding the submission file.

5.9.1 Remaster Version

Enter the remaster version of the current master ROM. If there is no applicable item, check [] and enter the number.

This is also written in the ROM Registration data. Use DS MRC to confirm that there are no errors in the information.

See section 2.2 ROM Versions, for information about the version.

5.9.2 Submission Version

Fill in the ROM version of the current master ROM.

When there is no corresponding item, check the blank line (), and write in the number.

See section 2.2 ROM Versions, for information about ROM versions.

5.9.3 ROM Type Version

Enter the setting of the current master ROM (mask ROM or one-time PROM).

5.9.4 ROM Capacity (Device Capacity)

Enter the ROM capacity that is used.

If there is no applicable item, check the underscore and enter an item.

Also, if “1Gb” was selected for the ROM capacity, enter the state of the last 20Mb. If 2Gb was selected, then enter the state of the last 40Mb. As a rule, this should be “FFh,” but if, for any reason, the state is different from this, instead check “___” and enter the state. If the state is going to be different from “FFh,” please contact Nintendo at submissions@noa.nintendo.com before submission.

ROM capacity is also written in the ROM Registration data. Use DS MRC to confirm that there are no mistakes in content.

5.9.5 Backup Memory

Fill in the type of backup memory that is used.

If there is no applicable item, check the underscore and enter an item.

If no backup memory was used, check “None.”

5.9.6 SDK Used

Fill in the version of SDK used. Please include the full version name, including any patch information (such as “Plus 7”) in the Nitro SDK field.

The SDK version may be restricted depending on the backup media used. Therefore, use “Nintendo DS Programming Guidelines” to confirm that you are using the correct version.

You can confirm the Master ROM SDK version using DS MRC.

* If multiple SDK versions are displayed in DS MRC (version 1.13 or later), enter the SDK version shown in blue font.

5.9.7 Submission File Name

Enter the file name.

See section 3.3 Filenames, regarding file names.

5.9.8 The CRC

Enter the CRC value.

See section 2.6 CRC, for information on the CRC.

5.10 License

Indicate whether the licensed products listed in the chart are used. If licensed products are used, fill in the version information as well. However, there is no need to enter version information for LC fonts.

If there is no corresponding item, enter the name and version of the licensed products in “Other” column.

* Regarding ATOK library:

When using the ATOK library, the official logo needs to be displayed in the credits. For this reason, please include a save data that allows a quick confirmation of the credits or a captured movie file of the credits when submitting the master ROM of software that includes the ATOK library.

5.11 ROM Registration Data

Enter the contents stored at the prescribed address of the master ROM.

For more information on ROM registration data, see section 2.3 ROM Internal Registration Data.

5.12 Banner Display on IPL screen (Three lines)

Enter the content of banner data set to display on the IPL screen divided into three lines separated by IPL language settings.

Content must be entered in ALL languages for the banner display area, even if the ROM displays the same content in all languages.

See section 2.5 IPL, for information on the IPL.

5.13 Program Specifications

Indicate whether the following program specifications are used.

5.13.1 DS Wireless Communication Support

Indicate whether DS Wireless Communication is used.

When using DS Wireless Communication, submit the separate “Nintendo DS Wireless Communication Support Checklist.”

5.13.2 Microphone Support

Indicate whether the microphone is supported.

When using a microphone, submit the separate “Nintendo DS Microphone Support Checklist.”

5.13.3 GBA Game Pak/DS Accessory Support

Indicate whether each of the following is supported: (1) Game Pak for use with Game Boy Advance, and (2) DS Option Pak for use with Nintendo DS.

When supporting Game Boy Advance Game Pak or Nintendo DS accessory, submit the separate “Nintendo DS GBA Game Pak/DS Accessory Support Checklist.”

5.13.4 Nintendo Wi-Fi Connection Support

Indicate whether there is support for Nintendo Wi-Fi Connection.

If Nintendo Wi-Fi Connection is supported, submit the “Nintendo DS Wi-Fi Connection Compatibility Checklist” separately.

Note: Documents regarding Nintendo Wi-Fi Connection can be obtained from the Nintendo Wi-Fi Connection support area on Warioworld.

5.13.5 Touch Screen Support

Indicate whether the Touch Screen is used.

5.13.6 RTC

Indicate whether the real-time clock (RTC) is used.

5.13.7 Soft Reset

Indicate whether the soft reset feature is implemented.

5.13.8 PictoChat Search

Indicate whether the feature that searches for PictoChat has been implemented.

5.13.9 Automatic LCD OFF

Indicate whether the time-set automatic LCD OFF feature is implemented.

When the automatic LCD OFF feature is implemented, indicate the value in minutes of inactivity set to trigger the automatic LCD OFF feature.

5.13.10 Auto Backlight-Off

Indicate whether the automatic backlight-off feature is implemented.

If the automatic backlight-off feature is implemented, indicate the value in minutes of inactivity set to trigger the automatic backlight-off feature.

5.13.11 Sleep Mode Support

Indicate whether or not the DS system may enter Sleep Mode when the DS cover is closed.

5.13.11.1 If DS will not Enter Sleep Mode when DS is Closed

Indicate whether there are situations when the DS will not transition to Sleep Mode (LCD OFF or backlight OFF) when the DS is closed. If such situations exist, explain the conditions for such situations.

Examples: during Communications Mode; during movie playback; during listening mode.

The *Nintendo DS Programming Guidelines* stipulate that the DS must not transition to Sleep Mode while writing to backup memory. Since this is a pre-established specification, you do not need to include this among your entries in this field.

5.13.11.2 Using RTC Alarm as Condition for Recovering from Sleep Mode

Indicate whether or not there are scenes where the RTC alarm will be used as a recovery condition from Sleep Mode. If so, describe the process in the "Remarks" field.

5.13.12 IPL User Name/Comment Use

Indicate whether IPL-configurable User Names and User Comments are included in the game.

If so, indicate situations in which they will be used.

5.13.12.1 Displaying Fonts Set by IPL

Indicate whether all characters that can be used in User Names and User Comments are displayed properly in the game. If some characters cannot be displayed (are displayed using substitute characters), submit the “Unsupported Characters List” included with this package.

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