Nintendo Wi-Fi Connection

Development and Operation Manual

Version 1.2.1

The contents in this document are highly confidential and should be handled accordingly.

© 2007 Nintendo
CONFIDENTIAL

NTR-06-0419-001-E
Released: February 13, 2007

Confidential

These coded instructions, statements, and computer programs contain proprietary information of Nintendo of America Inc. and/or Nintendo Company Ltd. and are protected by Federal copyright law. They may not be disclosed to third parties or copied or duplicated in any form, in whole or in part, without the prior written consent of Nintendo.

Table of Contents

1 Introduction 7
1.1 Purpose of This Document 7
1.2 Contents of This Document 7
2 Development Procedure 8
2.1 Development Phase Flowchart 8
2.2 Compliance With the Concept Guide 9
2.3 Provisions of the Licensing Agreement and the DWC Library 9
2.4 Application for Download Service 9
2.5 Submitting the Design Statement Checklist 10
2.6 Connecting to the Server / Confirming and Validating Operations 10
3 Lot Check Process 13
3.1 Lot Check Process Flowchart 13
3.2 Submitting Each Data and Document Type 14
3.3 Checking Operation of Offline Components 14
3.4 Checking Operation of Wi-Fi Components 15
3.5 GameSpy Test 15
4 Filling Out the Design Statement Checklist 16
4.1 Form A 16
4.1.1 Basic Software Title Information: Form A 16
4.1.1.1 Software Title 16
4.1.1.2 Platform 16
4.1.1.3 Submission Number 16
4.1.1.4 Locale, Distributor, Developer, Game Code, Preliminary Version Scheduled Submission Date, Scheduled Release Date 17
4.1.2 Game Overview 17
4.1.2.1 Overview and Characteristics 17
4.1.2.2 Player Modes 17
4.1.2.3 Players Can Enter While Game is in Progress 17
4.1.2.4 Number of Players Allowed to Participate Simultaneously in the Game 17
4.1.2.5 Max Players Allowed to Connect to Matchmaking Server Simultaneously 17
4.1.2.6 Network Connection Used to Play Game 17
4.1.3 Game Development Environment 18
4.1.4 Library Usage 18
4.1.5 General Ranking Feature 18
4.1.6 Network Storage Feature 18
4.1.7 Compatibility with Other Game Software 18
4.1.8 GameSpy Comments 18

4.1.9 Nintendo Comments 18
4.2 Checklist B 19
4.2.1 General Ranking Feature 19
4.2.1.1 Feature Overview 19
4.2.1.2 Game Mode for Data Transfer 19
4.2.1.3 Data Output Destination 19
4.2.2 Ranking Details 19
4.2.3 Nintendo Comments 19
4.3 Checklist C 19
4.3.1 Network Storage Feature 19
4.3.1.1 Type of Data to be Saved 19
4.3.1.2 How Saved Data Will be Shown to Users 20
4.3.1.3 Access Right to the Stored Data 20
4.3.1.4 Data Access Timing 20
4.3.1.5 Upload/Download Data Transfer Volume 20
4.3.1.6 Data Area Necessary for Each Player 20
5 Filling Out the Nintendo Wi-Fi Connection Download Service Application Form 21
5.1 Service Description and Contact Information 21
5.1.1 Service to be Provided by This Server 21
5.1.2 Service Period/Interval 21
5.1.3 Number of Files Expected to be Registered Plus Average and Max Size of a Single File 21
5.1.4 Server Space Sharing Between Different Game Codes 21
5.1.5 Contact Information 21
5.1.6 Guidelines and Regulations 21
6 Filling Out the Nintendo DS Wi-Fi Connection Compatibility Checklist 22
6.1 Basic Game Software Information 22
6.1.1 Product Name / Game Code 22
6.1.2 GameSpy Game Name 22
6.1.3 Game Code Used as User ID Branch Number 22
6.2 Access Points Used for the Test Environment 22
6.3 Game Specifications 22
6.3.1 Library Version 22
6.3.2 Number of Players 22
6.3.3 Connection With Strangers 23
6.3.4 Registering Opponents to Friend Roster for Future Matchmaking 23
6.3.5 Communication With Other players 23
6.3.6 Peer-to-Peer File Exchange 23
6.3.7 Changing Name for Wi-Fi Communication 23
6.3.8 ESRB Ratings Display 23
6.3.9 Timing Out While Waiting for Other Player's Input 23
6.3.10 Automatic Communication Termination After Extended Non-Input State 23

6.3.11 Hidden Elements That Become Available Through Wi-Fi Connection Service 24
6.3.12 In-Game Content Availability Through Web Sites 24
6.3.13 Ability to Recover Friendship by Having the Friends Register Your Friend Code Even if the Association Between the DS System and DS Card is Erased 24
6.4 Game Server Used 24
6.4.1 Service Using the Game Server 24
6.4.2 Overview of the Game Server Feature in Gameplay 24
6.5 Questions Regarding the Nintendo Download Server Usage 24
6.5.1 Application of the Download Data 24
6.6 Questions Regarding the General Ranking Server Usage 24
6.6.1 Data Displayed in Rankings 24
6.6.2 Verification Method of Proper Ranking 25
6.7 Compatible Titles on the Wi-Fi Connection 25
6.7.1 Compatible DS Title 25
6.8 Save Data 25
6.9 Nintendo Authentication Server 25
6.10 Comments 25

Figures

Figure 2-1 Development Phase Flowchart 8
Figure 3-1 Lot Check Phase Flowchart 13

Tables

Table 2-1 Libraries and Documents Needed for the Various Services 11
Table 2-2 Overview of Various Services 11
Table 3-1 What to Submit Along With the Master ROM 14

Revision History

Version	Revision Date	Description
1.2.1	01/17/2007	Added a description related to Korea.
1.2.0	09/11/2006	Added a list of services.
1.1.0	07/05/2006	Added new features like general ranking and download servers.
1.0.0	01/23/2006	Formal release.
0.2.0	12/12/2005	Preliminary release.

1 Introduction

1.1 Purpose of This Document

This document describes how to develop games compatible with the Nintendo Wi-Fi Connection and submit game-related documents to Nintendo.

Development of Nintendo Wi-Fi Connection compatible titles follows a different development and lot check process than used in conventional game production (for example: compliance with “Nintendo Wi-Fi Connection Concept Guide,” compliance with “Nintendo Wi-Fi Connection Programming Guide,” and evaluations by GameSpy which oversees server operation and maintenance). The development steps are described in an easy-to-understand flowchart.

This document also describes how to complete the “Design Statement Checklist,” the “Nintendo DS Wi-Fi Connection Compatibility Checklist,” and the “Nintendo Wi-Fi Connection Download Service Application Form,” which must be submitted for Nintendo Wi-Fi Connection compatibility.

1.2 Contents of This Document

Chapter 2, “Development Procedure,” shows a flowchart of the overall development process for a Nintendo Wi-Fi Connection-compatible title, from the planning stage to the submission of the ROM. Following the flowchart are supplemental explanations of each step.

When producing a title compatible with Nintendo Wi-Fi Connection, it must also comply with the “Nintendo Wi-Fi Connection Programming Guidelines.”

Chapter 3, “Lot Check Process,” shows a flowchart of the lot check procedures that are conducted after the ROM is submitted to Nintendo. It is followed by an explanation of each of the procedures.

Chapter 4, “Filling Out the Design Statement Checklist,” describes how to obtain the specific codes for the server and how to complete the Design Statement Checklist when submitting the Master ROM data.

Chapter 5 “Filling Out the Nintendo Wi-Fi Connection Download Service Application Form” describes how to fill out each of the columns in the “Nintendo Wi-Fi Connection Download Service Application Form.” This is submitted when applying for use of data servers managed and run by Nintendo.

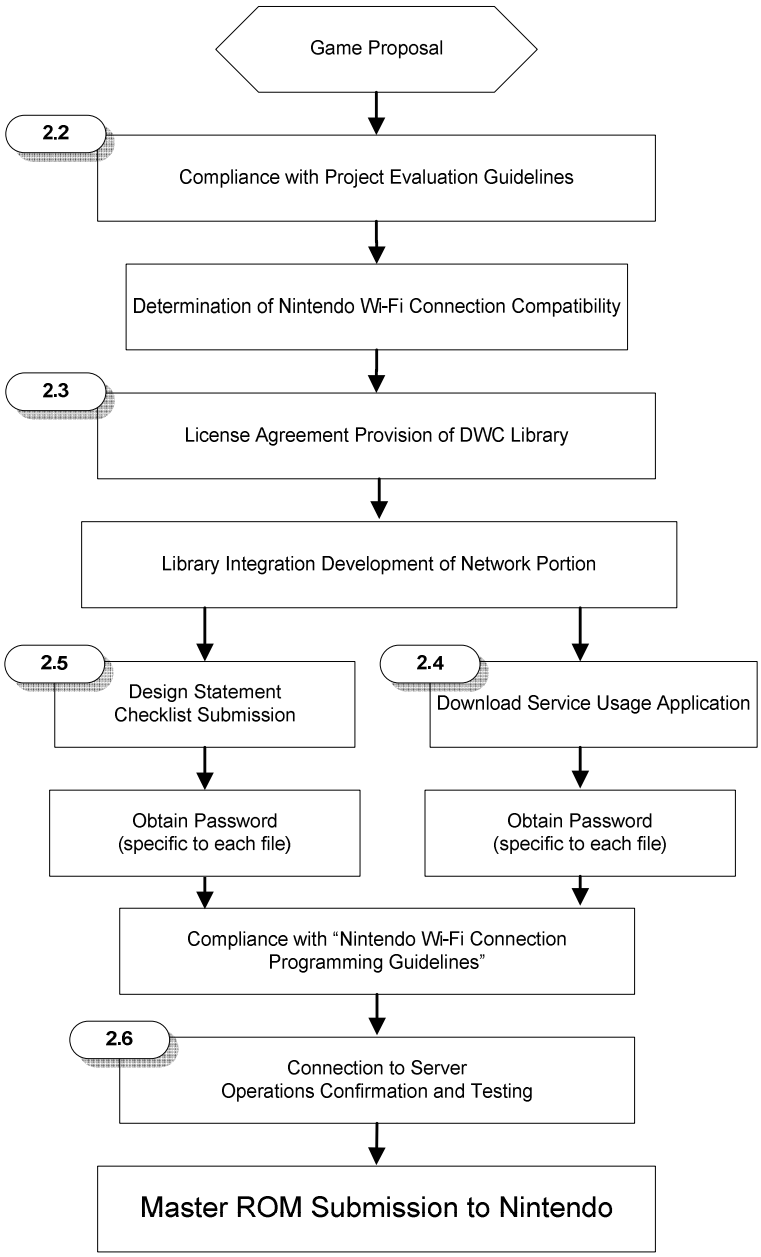
Chapter 5, “Filling Out the Nintendo Wi-Fi Connection Download Service Application Form,” describes how to complete the “Checklist for Nintendo DS Wi-Fi Connection Mode” when submitting the Master ROM data.

© 2007 Nintendo
CONFIDENTIAL

2 Development Procedure

2.1 Development Phase Flowchart

Figure 2-1 Development Phase Flowchart



2.2 Compliance With the Concept Guide

When considering the production of a software title that is compatible with the Nintendo Wi-Fi Connection, first refer to the Nintendo Wi-Fi Connection Concept Guide. This document contains requirements for producing a software title compatible with Nintendo Wi-Fi Connection.

2.3 Provisions of the Licensing Agreement and the DWC Library

The first time you produce a software title compatible with Nintendo Wi-Fi Connection, the NINTENDO DS WI-FI DEVELOPMENT TOOLS USER AGREEMENT must be submitted to Nintendo. Please go to https://www.warioworld.com/nitro/wfc to obtain the agreement.

If the licensing agreement has already been finalized by Nintendo, there is no need to submit it for additional titles.

Once the licensing agreement is finalized, access will be granted to the Nintendo Wi-Fi Connection page of warioworld.com, which contains various libraries, such as NITRO-DWC Library. In addition to the libraries, documentation needed in the development of Nintendo Wi-Fi Connection compatible software titles can also be found on the pages corresponding to the list of services provided as a reference in Table 2-1 and Table 2-2. To provide the licensing agreement and obtain the libraries and documentation, even if there is no clearly-defined game design statement, contact support@noa.com .

You can also test any network sections by using the GameSpy debug server for testing purposes. To obtain exclusive server regions for each gaming title, refer to section 2.5, “Submitting the Design Statement Checklist.”

When the distributor of the title is different for overseas versions, please contact Nintendo for the appropriate marketing region with inquiries related to contracts and others. This would be Nintendo of America for the North American market, Nintendo of Europe for the European market, and Nintendo of Korea for the Korean market.

2.4 Application for Download Service

By using the “Nintendo Download Server” that Nintendo has prepared over the network, data can be stored for each Nintendo Wi-Fi Connection compatible title, allowing data for that title to be delivered to a Nintendo DS.

Refer to `Nintendo_WiFi_Connection_NITRO-DWC_ProgrammingManual_Download.pdf` for detailed instructions on using the Nintendo Download Server.

To use this server, a “Nintendo Wi-Fi Connection Download Service Application Form” needs to be submitted to Nintendo. See Chapter “5, Filling Out the Nintendo Wi-Fi Connection Download Service Application Form” for information on filling out this form.

Once this form is submitted, a password will be granted allowing access to the server space prepared for the particular title.

2.5 Submitting the Design Statement Checklist

GameSpy manages and operates each of the matchmaking servers that allow head-to-head/cooperative play and friend functionality through Nintendo Wi-Fi Connection. The Design Statement Checklist reports any networking specifications to GameSpy and is necessary to prepare the product server and obtain usage permissions on the development server. This sheet must be submitted to implement Nintendo Wi-Fi Connection. After receiving the Game Code, you must submit this checklist to Nintendo (submissions@noa.nintendo.com for the North American market) no later than four months before the planned software release date. If only the Nintendo download server will be used, without GameSpy matchmaking or friend features, please notify submissions@noa.nintendo.com within the same timeframe.

The game server provided by GameSpy also allows you to use the “General Ranking Feature.” This feature allows you to generate and display ranking based on individual scores from users, and to exchange this ranking data. Please reference the document `Nintendo_WiFi_Connection_NITRO-DWC_Programming Manual_Ranking.pdf` for details of the General Ranking Feature.

Once the checklist has been submitted, GameSpy will assign an exclusive code used to connect to a server set up for the software title. The Nintendo Wi-Fi Connection compatible software title must incorporate this exclusive code. Also, GameSpy and Nintendo rely on the information in the Design Statement Checklist for server configuration and testing, if changes occur that affect the contents of the checklist, an updated checklist must be submitted. If the Master ROM is submitted with any major changes that are not reported, it can cause errors in the product server and may greatly slow down the lot check schedule.

For information about how to fill out the Design Statement Checklist, refer to Section 4, “Filling Out the Design Statement Checklist.”

Please submit the Design Statement Checklist through the publisher. When the distributor of the title changes for overseas versions, please discuss the contents of the form among each of the involved publishers and contact support@noa.com for the appropriate market. For the North American market, contact submissions@noa.nintendo.com, For the European market, contact Nintendo of Europe. For the Korean market, contact Nintendo of Korea..

2.6 Connecting to the Server / Confirming and Validating Operations

One of the debugging steps involves connecting to an actual server via the Internet.

As described later in this document, there is an addition to the normal lot check procedures for Nintendo Wi-Fi Connection-compatible titles. Nintendo performs a lot check on any Nintendo Wi-Fi Connection features, the results of which are reported to GameSpy as part of a process to determine whether or not the title passes inspection. Due to this process, it may take some time for the title to pass lot check.

Confirming the Nintendo Wi-Fi Connection features allows Nintendo to check the Master ROM if a preliminary version is submitted before uploading the final Master ROM.

Also, for evaluation, the “Authentication Server Error Simulator” can be used to verify the display of the existing error codes and error messages. Refer to the “Nintendo Wi-Fi Connection Message List” for existing error messages and the “Nintendo Wi-Fi Connection Error Simulation Manual” for the authentication server error simulator.

The user ID and password for accessing the error code selection page will be listed in the Design Statement Checklist.

Table 2-1 Libraries and Documents Needed for the Various Services

Service	Use of GameSpy Server	DWC Library to Use	Documents to Be Submitted
P2P MatchMaking Friend	Yes	NITRO-DWC	Design Statement Checklist A
General Ranking			Design Statement Checklist B
Network Storage			Design Statement Checklist C
Nintendo Wi-FI Connection Download Service			Nintendo Wi-FI Connection Download Service Application
Only Nintendo Wi-Fi Connection Download Service	No	NITRO-DWC-DL	Nintendo Wi-FI Connection Download Service Application

Table 2-2 Overview of Various Services

Service	Overview	Reference Document
P2P Matchmaking Friend	The provision of friend and matchmaking functionality through the use of the GameSpy server. Required when using P2P communication.	Nintendo Wi-Fi Connection NITRO-DWC Programming Manual
General Ranking	A ranking functionality service that uses the GameSpy server. Displays results within the game and online when competing against friends’ scores	Nintendo Wi-Fi Connection NITRO-DWC Programming Manual General-Purpose Ranking Edition
Network Storage	Network storage functionality that uses the GameSpy server. Space for data is allocated on a user basis. Appropriate for small data such as short messages, authentication, and flags.	Nintendo Wi-Fi Connection NITRO-DWC Programming Manual, Chapter 11, Support for Network Storage
Nintendo Wi-Fi Connection Download Service	A download service that uses Nintendo data servers. Only allows user downloads. One file can be up to 1 MB in size, with a single title having as many as 100 files	Nintendo Wi-Fi Connection NITRO-DWC Programming Manual Download Edition

Game developers are free to use their own servers to provide functionality not available with the above services. When doing so, please contact Nintendo (support@noa.com).

When implementing proprietary functionality, game developers are free to use their own servers for ranking and data services, without using either GameSpy or Nintendo servers. However, please avoid implement P2P matchmaking functionality on proprietary servers.

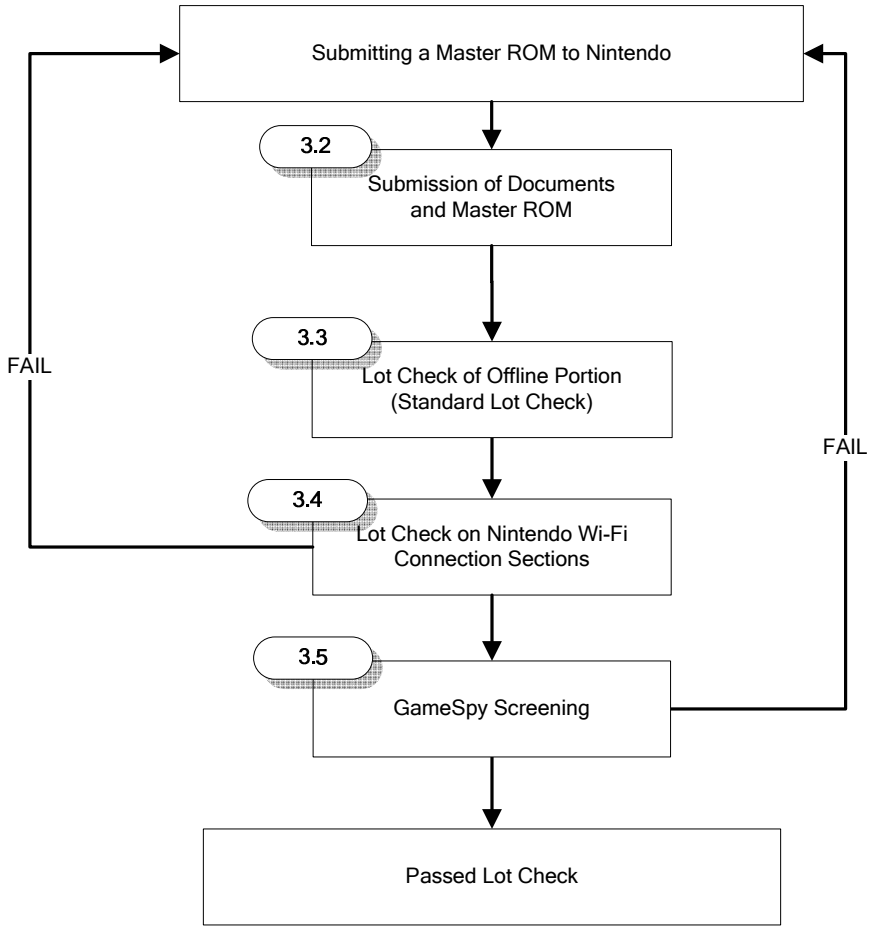
Furthermore, please submit each document for services you are interested in using as soon as possible after your receipt of a Game Code. A rough outline is acceptable if detailed specifications are not yet complete. Once said details have been completed, or should your specifications change, please submit updated documents.

© 2007 Nintendo
CONFIDENTIAL

3 Lot Check Process

3.1 Lot Check Process Flowchart

Figure 3-1 Lot Check Phase Flowchart



3.2 Submitting Each Data and Document Type

When submitting the Master ROM for a Nintendo Wi-Fi Connection-compatible title, the Checklist for Nintendo DS Wi-Fi Connection Mode and the **Design Statement Checklist** must be submitted with the standard “Nintendo DS Lot Check Checklist” and the Master ROM. If using the Nintendo download server, please submit the “Nintendo Wi-Fi Connection Download Service Application Form” at the same time.

Table 3-1 What to Submit Along With the Master ROM

Type of Submission	What to Submit	See Also
Normal Submission	The Master ROM The Nintendo DS Lot Check Checklist All other relevant check sheets The Checklist for Nintendo DS Wi-Fi Connection Mode	The “Nintendo DS Master ROM Submission Guidelines”
Wi-Fi Compatible Submission (in addition to normal items)	Normal Submission items The Checklist for Nintendo DS Wi-Fi Connection Mode	Section 5, “Filling Out the Nintendo Wi-Fi Connection Download Service Application Form”
	The Design Statement Checklist (Only when changes were made)	Section 4, “Filling Out the Nintendo Wi-Fi Connection Download Service Application Form”
	Nintendo Wi-Fi Connection Download Service Application Form (when using Nintendo download server)	Section 5 Nintendo Wi-Fi Connection Download Service Application Form”

When using the “Nintendo Wi-Fi Connection Download Service,” a downloadable data sample must be uploaded to the product server to verify the proper operation of this service. Prepare each type of data in the specification. For example, if the specification states that scenario data, item data, and character data are going to be uploaded, upload all three types of data.

Data that will not be immediately released after the product launch will be tested by temporarily uploading sample data. For example, if the scenario data is planned for upload well after the product release, you would upload tentative scenario data to the product server as a sample upon Master ROM submission. Delete the sample data after receiving the lot check approval notification.

An exception to this case is when lot check will be performed on a software title that will use the same server area as an existing title. Uploading sample data under this situation may allow the users of the existing title to access the sample data. Please contact Nintendo in this case.

3.3 Checking Operation of Offline Components

Pass/Fail is determined using the current “Nintendo DS Lot Check Checklist.”

3.4 Checking Operation of Wi-Fi Components

Pass/Fail is determined using the current “Nintendo DS Lot Check Checklist (Only For Nintendo WFC compatible software)”.

3.5 GameSpy Test

GameSpy examines and approves the submitted Design Statement (final version), stats, and tracking scripts. Because this examination takes time, we ask you to submit this information well in advance.

4 Filling Out the Design Statement Checklist

This section describes how to fill out each section of the Design Statement Checklist.

The Design Statement Checklist must first be submitted to obtain the exclusive code for each game (see Figure 2-1). Although it will not cause any problems if unresolved portions are left off the checklist, the checklist will need to be re-submitted any time its contents change.

When attempting matchmaking or similar network communications between identical games with different regional settings, do not fill out and submit multiple sheets; a single sheet is fine. For example, when playing head-to-head games on software titles that are localized for Japan and North America, only one Design Statement Checklist should be submitted. However, if each of the software titles can only communicate with other titles from the same marketing region, then a checklist for each market must be submitted.

- The Design Statement Checklist comprises forms A, B, and C. Please fill out and submit the forms as determined by the features your game uses.
- Form A is a document necessary for a Nintendo Wi-Fi Connection compatible title.
- Form B is necessary if implementing the “General Ranking Feature” through the backend server provided by GameSpy.
- Form C is necessary if implementing the “Network Storage Feature” through the Network Storage Server provided by GameSpy.
- Refer to the document “NITRO-DWC Programming Manual: General-Purpose Ranking Edition” for details about the General Ranking Feature and Network Storage Feature.

4.1 Form A

4.1.1 Basic Software Title Information: Form A

4.1.1.1 Software Title

Enter the title of the Nintendo Wi-Fi Connection-compatible software title here. A placeholder for the name is acceptable the first time you submit the Design Statement Checklist.

4.1.1.2 Platform

Check the platform for the title described above.

4.1.1.3 Submission Number

Enter the number of times this Design Statement Checklist has been submitted.

4.1.1.4 Market, Publisher, Developer, Game Code, Preliminary Version Scheduled Submission Date, Scheduled Release Date

Apply a checkmark to all markets for the software title.

Enter the publishers and developers for each market once determined.

Enter the Game Code, scheduled submission date of the preliminary version if they are planned to be submitted, and the scheduled release date. The entry of scheduled release date is not necessary if it is not yet determined, but *the Game Code must be entered*.

4.1.2 Game Overview

4.1.2.1 Overview and Characteristics

Enter a summary of the title's Nintendo Wi-Fi Connection features here. Be sure to include any particular server-related service specifications in as much detail as possible. This includes the genre of the title, the volume of network communications data, the frequency of communications, and so on.

4.1.2.2 Player Modes

Check the relevant items here.

If no matchmaking occurs through a Nintendo Wi-Fi Connection, do not check any items.

4.1.2.3 Players Can Enter While Game is in Progress

Check whether game players can enter mid-game for P2P-connected games after finishing the matchmaking procedure through the GameSpy matchmaking server.

If no matchmaking occurs through a Nintendo Wi-Fi Connection, do not check any items.

4.1.2.4 Number of Players Allowed to Participate Simultaneously in the Game

Enter the number of players that can participate simultaneously in one game.

4.1.2.5 Max Players Allowed to Connect to Matchmaking Server Simultaneously

To estimate the load to be placed on the matchmaking server, check the maximum number of users that will be connected to the server at the same time.

Checkmark is not necessary if matchmaking service through Wi-Fi Connection is not going to be used.

4.1.2.6 Network Connection Used to Play Game

After a connection is established between users, check whether in-game communication occurs through peer-to-peer or an exclusive game server.

If no matchmaking occurs through a Nintendo Wi-Fi Connection, do not check either item. If both apply, check both items.

4.1.3 Game Development Environment

Enter the development compiler and version, the PC OS, and the manufacturer and model of the wireless router.

If several wireless routers are used in the development process, choose one and enter it here.

4.1.4 Library Usage

Check “Only uses NITRO-DWC” when only NITRO-WiFi and NITRO-DWC were used in the Nintendo Wi-Fi Connection-Compatible Software Development Library.

If other libraries were used, check “Other”, and include the details.

4.1.5 General Ranking Feature

Refer to the document “Nintendo Wi-Fi Connection NITRO-DWC Programming Manual General Ranking Edition” for the details on the general ranking feature.

When using the general ranking feature, please apply a checkmark to “Used,” and fill out Design Statement Checklist B.

4.1.6 Network Storage Feature

Refer to the document “NITRO-DWC Programming Manual” for details on the network storage feature. When using this feature, please apply a checkmark to “Used,” and fill out Design Statement Checklist C.

4.1.7 Compatibility with Other Game Software

If specifications allow communications with other Nintendo Wi-Fi Connection titles, check “Yes.” Give the Game Code(s) for all titles and the game name(s) received from GameSpy.

4.1.8 GameSpy Comments

This column is reserved for comments by GameSpy and should be left blank.

GameSpy will return the submitted Design Statement Checklist along with their comments in this column after approving the title. “Backend Access Identification” will include information used to access the server.

4.1.9 Nintendo Comments

Comments area for Nintendo. Leave this section blank.

The User ID and password for using the “Authentication Server Error Simulator” will appear here when the Design Statement Checklist is returned.

4.2 Checklist B

4.2.1 General Ranking Feature

4.2.1.1 Feature Overview

Write an overview of how this feature is going to be used.

For example: User will be able to view the top player rankings by selecting the “Player Ranking” menu after establishing the Wi-Fi Connection.

4.2.1.2 Game Mode for Data Transfer

If statistical data will be transferred, apply a checkmark to indicate whether this operates in the single-player mode or multi-player mode.

4.2.1.3 Data Output Destination

Ranking data can be output to the DS system screen, as well as standard web pages. Apply a checkmark to the applicable data output destination. If any other output destination is under consideration, provide details.

4.2.2 Ranking Details

Because the general ranking library can have multiple applications within a single game, the server data send/receive timing and the use of user definition data must be described for each application.

Describe how the general ranking library is going to be used under “Intended Use.”

Enter the data send/receive intervals under “Send/Receive Timing.” Please avoid excessive access to the ranking server.

If user-defined data will be used, describe the data content and size. Make sure the total size will be no larger than 2048 bytes.

4.2.3 Nintendo Comments

Comments area for Nintendo. Leave this section blank.

Approval/disapproval for the content will be written here when the Design Statement Checklist is returned.

4.3 Checklist C

4.3.1 Network Storage Feature

4.3.1.1 Type of Data to be Saved

Describe data to be saved for both character strings and binaries.

For example: string: short message written to friend (256 bytes)
binary: game progress and percentage of items collected (16 bytes)

4.3.1.2 How Saved Data Will be Shown to Users

Describe in detail how the user will access the network storage.

For example: Allows communication with an offline friend by storing short message to own network storage. User can read friend's network storage area by selecting "Short Message" menu after connecting to Nintendo Wi-Fi Connection .

4.3.1.3 Access Right to the Stored Data

Apply a checkmark to indicate whether the access right to the stored data is granted only to the owner of the data, or to friends as well.

4.3.1.4 Data Access Timing

Apply a checkmark to indicate the timing at which the network storage is accessed.

4.3.1.5 Upload/Download Data Transfer Volume

Enter the range of data size for each read/write instance between DS and network storage.

4.3.1.6 Data Area Necessary for Each Player

Enter the size of memory area allocated to each player.

5 Filling Out the Nintendo Wi-Fi Connection Download Service Application Form

When using the download server operated by Nintendo, the “Nintendo Wi-Fi Connection Download Service Application Form” must be submitted.

Refer to the document “Nintendo Wi-Fi Connection NITRO-DWC Programming Manual Downloading Edition” for details regarding the Nintendo download server.

Unlike with the Design Statement Checklist, please use a single application form for multiple markets for the same title.

Refer to “4.1.1 The Basic Game Software Information” for a detailed instruction for filling out title, developer, publisher, submission number, market, Game Code, and release date.

5.1 Service Description and Contact Information

5.1.1 Service to be Provided by This Server

Describe the details of the service planned to use the download server. Please be as specific as possible, such as the data overview, condition for availability, and download methods.

5.1.2 Service Period/Interval

Enter the period for which the download service will be provided. Please contact Nintendo immediately when ending all download services. Also, if downloadable data is planned for periodic updates after the product release, please enter the approximate update intervals.

5.1.3 Number of Files Expected to be Registered Plus Average and Max Size of a Single File

Enter the planned values for the number of files registered to the server, average size of a single file, and the size of a largest file.

5.1.4 Server Space Sharing Between Different Game Codes

If titles with different products codes will be sharing the same area within the download server, apply a checkmark to “Use,” and enter all Game Codes for the sharing titles.

If a single title of different marketing regions is sharing a single download server space, enter the appropriate Game Code for each of the markets: Asia, North America, Europe, and Korea.

5.1.5 Contact Information

Enter the company name, department name, contact person name, email address, and phone number. The download server related news and critical maintenance information will be sent to this contact.

5.1.6 Guidelines and Regulations

This describes the guidelines and regulations associated with the use of this download service. Please place a checkmark next to “I understand and agree with above” after reading and agreeing with the content of this document.

6 Filling Out the Nintendo DS Wi-Fi Connection Compatibility Checklist

This section describes how to fill out the Nintendo DS Wi-Fi Connection Compatibility Check Sheet. The information on this sheet is necessary for Nintendo to conduct lot check procedures.

Unlike the Design Statement Checklist, separate copies of this sheet must be filled out and submitted for each different destination region.

6.1 Basic Game Software Information

6.1.1 Product Name / Game Code

Enter the name of the Nintendo Wi-Fi Connection-compatible software title and the Game Code assigned by Nintendo.

6.1.2 GameSpy Game Name

Enter the “game name” and “productID” in the GameSpy comment column on the Design Statement Checklist.

6.1.3 Game Code Used as User ID Branch Number

User ID branch number is a Game Code configured to the argument gamecode of DWC_CreateUserData function. Use the same value as the Game Code unless the specification includes communication with different titles.

6.2 Access Points Used for the Test Environment

Enter the manufacturer of the wireless router, the model number, and the maximum number of people that can connect here. The maximum number of people that can connect refers to the maximum number of people that could connect to a single access point used for the submitted title. If multiple access point models were used, choose one.

6.3 Game Specifications

6.3.1 Library Version

Enter all the versions of middleware used for developing the title. The version information can be checked using “DS-MRC.” Refer to the document “DS-MRC Manual”

6.3.2 Number of Players

Enter the number of players that can do battle/cooperative plays at the same time in Wi-Fi Connection.

6.3.3 Connection With Strangers

Apply a checkmark indicating whether matchmaking with strangers is allowed.

Refer to the document “Nintendo Wi-Fi Connection Planning and Consideration Guidelines” for details regarding connection with strangers.

6.3.4 Registering Opponents to Friend Roster for Future Matchmaking

If the title has the matchmaking and friendship feature, apply a checkmark to “Yes.” If this feature is not present, check “No.”

6.3.5 Communication With Other players

Check all applicable areas, based on whether written communication is possible. If it is, specify whether communication is through specially-defined keywords or a freeform input interface.

6.3.6 Peer-to-Peer File Exchange

Apply a checkmark to indicate whether the software is capable of exchanging data files between players that performed matchmaking through the matchmaking server.

6.3.7 Changing Name for Wi-Fi Communication

Apply a checkmark to indicate whether the name used during Wi-Fi communication can be changed freely. Also, indicate whether the name for communication is tied to the IPL user name.

6.3.8 ESRB Ratings Display

Apply a checkmark to indicate whether the ESRB rating will be displayed.

6.3.9 Timing Out While Waiting for Other Player’s Input

If there is a Nintendo Wi-Fi Connection timeout feature when a game player makes no input for a specified period of time or if there is a feature for proceeding to the next state, check “Yes” and enter an example.

Examples:

- On the screen where a game player chooses a character to play (30 seconds).
- After the head-to-head game is over, on the continue screen (10 seconds).

6.3.10 Automatic Communication Termination After Extended Non-Input State

Apply a checkmark to indicate whether the software will terminate communication after a lack of input on the DS for a set period of time. If such a feature is implemented, enter the time-out in minutes.

6.3.11 Hidden Elements That Become Available Through Wi-Fi Connection Service

Apply a checkmark to indicate whether the software has any features that becomes available only by using the Wi-Fi Connection service. If it does, please write the method by which this can be verified during lot check. If this hidden element cannot be verified in 30 minutes or less of game play, also submit save data for verification.

6.3.12 In-Game Content Availability Through Web Sites

Indicate whether the information from the game is or will be available from web sites using the general ranking feature. If such a feature is implemented, indicate the web address.

6.3.13 Ability to Recover Friendship by Having the Friends Register Your Friend Code Even if the Association Between the DS System and DS Card is Erased

If the friend roster is not deleted when reapplying an association between the DS System and DS Card, the friends will be able to recover friendship by registering the friend code newly issued to you. Refer to the document “Nintendo Wi-Fi Connection Programming Guideline” for details.

If the friend roster is deleted at or before association, check “No.” If not, check “Yes.”

6.4 Game Server Used

6.4.1 Service Using the Game Server

Apply checkmark to the appropriate box if Nintendo download server, general ranking server, or any other server is used in addition to the standard matchmaking server.

6.4.2 Overview of the Game Server Feature in Gameplay

Write an overview of how the above-mentioned server(s) will be used.

6.5 Questions Regarding the Nintendo Download Server Usage

6.5.1 Application of the Download Data

Write an overview of the download data. Please indicate the types of data, its download method, and its verification method for lot check. Please do not set AP limits or time limits to the data until a lot check approval notification is received. This is to allow evaluation for proper operation.

6.6 Questions Regarding the General Ranking Server Usage

6.6.1 Data Displayed in Rankings

Describe the types of data that will be displayed on screen. Also, indicate the scoring criteria for generating the ranking, as well as the content of the user definition data.

6.6.2 Verification Method of Proper Ranking

For Lotcheck purposes, describe the method for registering scores to the ranking, and evaluating the result.

6.7 Compatible Titles on the Wi-Fi Connection

6.7.1 Compatible DS Title

Write the Game Code(s) of any compatible DS titles (including those from other destination regions) in the “Title” field. If the title is not capable of communicating with different titles or titles of different localization, check “No” for compatibility

6.8 Save Data

Check “Yes” if Wi-Fi communications are possible within 30 minutes or less after the game is started on all Nintendo Wi-Fi Compatible sections of the game. Check “No” if the Wi-Fi communications take more than 30 minutes to start. Provide save data for verification purposes along with the file name of the data.

6.9 Nintendo Authentication Server

Check whether the argument from `DWC_SetAuthServer` function is changed to `DWC_CONNECTINET_AUTH_RELEASE`, and check “Yes” if changed. If this argument is not changed, the release version will be authenticated on the development authentication server.

6.10 Comments

If there are any other issues, enter them here.

© 2007 Nintendo
The contents of this document cannot be duplicated, copied, reprinted, transferred, distributed or loaned in whole or in part without the prior approval of Nintendo Co. Ltd.