

TWL Master ROM Submission Guidelines

(For TWL-Enhanced and TWL-Exclusive Software)

Version 1.00a

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and should be handled accordingly.**

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Revision History

Version	Date	Description
1.00a	2009/05/11	Minor corrections.
1.00	2009/03/12	Initial version.

1 Introduction

This document covers the information necessary for submitting a TWL-enhanced or TWL-exclusive Master ROM to Nintendo.

This chapter contains an overview. Chapter 2 explains terminology. Chapter 3 describes how to store data on media. The subsequent chapters detail each checklist to be submitted.

When submitting a Nintendo DS-dedicated Master ROM, see the separate *Nintendo DS Master ROM Submission Guidelines*.

1.1 Required Submission Items

Prepare the items listed below.

1.1.1 Master ROM

Submissions should be on media specified by Nintendo.

For details, see Chapter 3 Saving Submission File Data to Media.

1.1.2 Nintendo DSi Master ROM Submission Sheet

This document is where information regarding the Master ROM generated with TWL Master Editor is entered.

In addition to the printed material, a separate XML data file must also be submitted.

For more information, see the manual included with the TWL Master Editor package.

1.1.3 List of Middleware Used

This document is where information regarding the middleware used when generating with TWL Master Editor is entered.

Submit it with an XML format data file.

For more information, see the manual included with the TWL Master Editor package.

1.1.4 Program Specification Checklist

This document is for clarifying features implemented by a game.

Filename: `TWL-Program_Specifications_CheckSheet.doc`

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 4 Program Specification Checklist for Nintendo DSi.

1.1.5 Banner Display Content Support Checklist

This document is for clarifying the content of the banner displayed on the Nintendo DSi Menu.

Filename: TWL-Banner_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 5 Banner Display Content Support Checklist for Nintendo DSi.

1.1.6 TWL Lotcheck Checklist

This document is for clarifying the results of the checks related to Nintendo's guidelines.

* In preparation

For directions on filling out this document, see *TWL Lotcheck Instructions (in preparation)* of the same version number as the Lotcheck Checklist. In addition, there is a Lotcheck Checklist for each feature. When a feature is supported, submit the corresponding Lotcheck Checklist as well.

1.2 Items to Submit According to Features Used

Prepare the following items in conjunction with features used in the game.

1.2.1 System NAND Memory Support Checklist

Submit this document when using system NAND memory.

Filename: TWL-NANDMemory_CheckSheet.doc

The most recent version is 1.00.

For directions on filling out the checklist, see Chapter 6 System NAND Memory Support Checklist for Nintendo DSi.

1.2.2 Save Data Memory Map

If creating save data, you must submit even a simple document that shows the save data structure. If data is saved to the backup memory on the Game Card, see `sample_memmap_for_CARD.doc`. If data is saved to Console NAND memory, see `sample_memmap_for_NAND.doc`.

This document should be submitted in electronic format, such as a PDF file (text and DOC files are also acceptable). Do not submit this document in printed form.

1.2.3 DS Wireless Play Support Checklist

Submit this document when using DS Wireless Play.

Filename: TWL-DS_Wireless_Play_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 7 DS Wireless Play Support Checklist for Nintendo DSi.

1.2.4 DS Download Play Support Checklist

Submit this document when using DS Download Play.

Filename: TWL-DS_Download_Play_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 8 DS Download Play Support Checklist for Nintendo DSi.

1.2.5 DS Download Play Support Banner Display Content Checklist

Submit this document when using DS Download Play.

Filename: TWL-DS_Download_Play_Banner_CheckSheet.doc

The most recent version is 1.00.

For directions on filling out the checklist, see Chapter 9 DS Download Play Support Banner Display Content Checklist for Nintendo DSi.

1.2.6 Dedicated Reception Mode Support Checklist

Submit this document when using Dedicated Reception Mode.

Filename: TWL-DS_Receive-Only_Mode_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 10 Dedicated Reception Mode Support Checklist for Nintendo DSi.

1.2.7 Wii Support Checklist

Submit this document when communicating with the Wii console. (MP communication only; Nintendo Wi-Fi Connection would be excluded.)

Filename: TWL-Wii_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 11 Wii Support Checklist for Nintendo DSi.

1.2.8 Microphone Support Checklist

Submit this document when using the microphone.

Filename: TWL-Mic_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 12 Microphone Support Checklist for Nintendo DSi.

1.2.9 GBA/DS Game Pak Checklist

Submit this document when using either a GBA Game Pak or a DS Game Pak while operating in NITRO mode.

* Currently in preparation

1.2.10 Camera Checklist

Submit this document when using the camera.

Filename: TWL-Camera_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 13 Camera Checklist for the Nintendo DSi.

1.2.11 Nintendo Wi-Fi Connection Checklist

Submit this document when using the Nintendo Wi-Fi Connection.

Filename: TWL-Nintendo_Wi-Fi_Connection_CheckSheet.doc

The most recent version is 1.00a.

For directions on filling out the checklist, see Chapter 14 Nintendo Wi-Fi Connection Support Checklist for Nintendo DSi.

1.2.12 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 IPL internal fonts. Create a file using a procedure that mentions the list and submit it in HTML format without printing it.

The most recent version is 1.40.

Open the Unsupported Font List file to verify how to create a list.

1.3 Reference Materials to Be Submitted

1.3.1 Instruction Booklet

Nintendo will refer to this document when verifying operations. If the final version of the Instruction Booklet has not been completed when submitting, a simplified version is acceptable.

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

1.3.2 Revision History

If you are resubmitting the Master ROM, 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 Lotcheck.

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

1.4 Mailing Address

While it is possible to send your submissions to Nintendo by mail, we strongly recommend sending all documents and ROM data via the NOA FTP server. Please contact the Submissions group at Submissions@noa.nintendo.com to obtain access to the NOA FTP server.

If you need to send submissions to NOA by mail, use 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

2 Explanation of Terms

This section explains terminology related to Master ROM submissions.

2.1 ROM Versions

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

2.1.1 Remaster 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. For DSiWare, once you have been notified that Nintendo Lotcheck was passed, the remaster version increases when a program is resubmitted due to further revisions.

Use E(E0h) for pre-release versions.

2.1.2 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, and so on when you go over 9.

2.1.3 Notation Examples

	1 st time	2 nd time	3 rd time	Changes after mass production ¹	4 th time	5 th time	...
Remaster 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	...

2.2 ROM Internal Registration Data

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

Use the TWL Master Editor to set registration data in the Master ROM.

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

¹ For DSiWare, this would be after you received notification that you passed Nintendo Lotcheck.

2.2.1 Software Titles

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 you can use.

	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. You cannot use katakana or lowercase characters.

2.2.2 Game Code

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 section 2.2.1 Software Titles.

2.2.3 Maker Code

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 listed in section 2.2.1 Software Titles.

2.2.4 Platform

Store the type of game software. Specify either NTR/TWL Hybrid (TWL-enhanced software) or TWL Limited (TWL-exclusive software).

2.2.5 ROM Type Setting

Store the access speed code according to ROM type used on the card. Specify either 1TROM (one-time PROM) or MROM (mask ROM).

2.2.6 ROM Capacity

Store the code for the capacity of the ROM used in the card. Currently, you can specify 64M, 128M, 256M, 512M, 1G, 2G, or 4G.

For NAND applications such as DSiWare, this specification is ignored. The optimal value is automatically selected.

2.3 TWL Master Editor

This tool automates the operations related to Master ROM submission for TWL-enhanced and TWL-exclusive software. For more information, refer to the manual included in the TWL Master Editor package.

You must use the most recent version of TWL Master Editor to create the Master ROM and submission documents.

3 Saving Submission File Data to Media

This section explains the important points to consider when storing submission files 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 (or Windows Vista).

3.2 Data Format

When storing a particular type of data to media, use one of the following data formats.

3.2.1 Master ROM

Submit the SRL file that is output by TWL Master Editor. For NAND applications such as DSiWare, submit the TAD file as well.

3.2.1.1 Card Applications

For TWL-enhanced and TWL-exclusive card applications, match the file size to the card. For example, if a 64M bit mask ROM was ordered, match the file size to 64M bits.

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

3.2.1.2 DSiWare

For DSiWare, do not pad. Submit the ROM size that is actually used.

Remember to submit the TAD file along with the SRL file.

3.2.2 Master ROM Submission Sheet and Used Middleware List

Submit the XML file that is output by TWL Master Editor.

In addition, because the Master ROM Submission Sheet has fields that must be filled in, print out and fill in those items before submitting it.

3.2.3 Checklists, Lotcheck Checklist, and Memory Map

Fill in and submit each required document as a DOC file.

3.2.4 Unsupported Characters List

If required, fill in this document and create a file following the procedure described in the file, and submit as an HTML file.

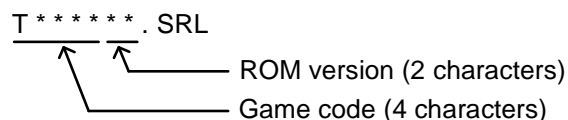
3.3 Filenames

When saving data to media, use the following filenames.

3.3.1 Master ROM

Use the following format for filenames.

T * * * * * . SRL



ROM version (2 characters)

Game code (4 characters)

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

Example: When the game code is “ASMJ” and the ROM version is “0.2,” the filename is TASMJ02.SRL.

Use the same format when also submitting a TAD file.

For information on ROM versions, see section 2.1 ROM Versions.

3.3.2 Master ROM Submission Sheet and Used Middleware List

Use the filename that is output with TWL Master Editor.

3.3.3 Checklists, Lotcheck Checklist, and Memory Map

Use a filename format that adds the filename before the .SRL on the Master ROM file plus an underscore (_) as a prefix for the original filename.

Example: For the *Program Specification Checklist* for TWL-ASMJ (ROM version 0.1), use the following.

TASMJ01_TWL- Program_Specifications_CheckSheet_x_xx.doc

x_xx indicates the version of the checklist.

3.3.4 Unsupported Characters List

Follow the instructions on the List to set the filename.

3.3.5 Save Data

Use a filename format that adds the filename before the .SRL on the Master ROM file plus an underscore (_) as a prefix for the original save data filename. Use a name that clearly identifies the kind of save data for the original save data filename.

Example: For the save data to verify Wireless Play for TWL-ASMJ (ROM version 0.1), use the following.

TASMJ01_for_wireless_play_confirmation.bin

3.4 Label

Write the following information on the media.

- Company name Example: Nintendo of America Inc.
- Game title Example: Super Mario 64 DSi
- Game code Example: TWL-P-ASME (USA)
- Filename Example: TASME02.SRL
- CRC Example: ABCDh
- Date Example: 11/01/2008

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 Program Specification Checklist for Nintendo DSi

This section describes the *Program Specification Checklist for Nintendo DSi*.

4.1 Device Features Used

Select whether TWL device features are used in the game. When **Yes**, submit the documents indicated on the right or enter details. When **No**, you may leave the item to the right blank.

4.1.1 System NAND Memory

Select **Yes** when game save data is saved to system NAND memory or if the save data from other games is referenced. If **Yes**, fill in the necessary items in the *System NAND Memory Support Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 6 System NAND Memory Support Checklist for Nintendo DSi.

Also, when save data is written to system NAND memory, submit a save data memory map.

4.1.2 DS Wireless Play

Select **Yes** when implementing DS Wireless Play features in the game. Also, if **Yes**, fill in the necessary items in the *DS Wireless Play Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 7 DS Wireless Play Support Checklist for Nintendo DSi.

4.1.3 DS Download Play

Select **Yes** when implementing DS Download Play features in the game. Also, if **Yes**, fill in the necessary items in the *DS Download Play Support Checklist for Nintendo DSi* and the *DS Download Play Support Banner Display Content Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 8 DS Download Play Support Checklist for Nintendo DSi and Chapter 9 DS Download Play Support Banner Display Content Checklist for Nintendo DSi.

4.1.4 Dedicated Reception Mode

Select **Yes** when implementing Dedicated Reception Mode features in the game. Also, if **Yes**, fill in the necessary items in the *Dedicated Reception Mode Support Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 10 Dedicated Reception Mode Support Checklist for Nintendo DSi.

4.1.5 Communication with Wii

Select **Yes** when implementing features to communicate with the Wii console in the game. Also, if **Yes**, fill in the necessary items in the *Wii Support Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 11 Wii Support Checklist for Nintendo DSi.

4.1.6 Microphone

Select **Yes** when the microphone is used in the game. Also, if **Yes**, fill in the necessary items in the *Microphone Support Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 12 Microphone Support Checklist for Nintendo DSi.

4.1.7 Camera

Select **Yes** when the camera is used in the game. Also, if **Yes**, fill in the necessary items in the *Camera Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 13 Camera Checklist for the Nintendo DSi.

4.1.8 AGB Cartridge

Select **Yes** when implementing linking to a GBA Game Pak in the game. Also, if **Yes**, fill in the necessary items in the *GBA/DS Game Pak Checklist for Nintendo DSi* to be submitted with the Master ROM.

* In preparation

4.1.9 DS Cartridge

Select **Yes** when implementing linking to a DS Option Game Pak in the game. Also, if **Yes**, fill in the necessary items in the *GBA/DS Game Pak Checklist for Nintendo DSi* to be submitted with the Master ROM.

* In preparation

4.1.10 Nintendo Wi-Fi Connection

Select **Yes** when implementing features to connect to Nintendo Wi-Fi Connection in the game. Also, if **Yes**, fill in the necessary items in the *Nintendo Wi-Fi Connection Support Checklist for Nintendo DSi* to be submitted with the Master ROM.

For more information, see Chapter 14 Nintendo Wi-Fi Connection Support Checklist for Nintendo DSi.

4.1.11 Touch Screen

Select **Yes** when the game supports touch screen input. In addition, if supported, indicate in the column to the right when the touch screen is used in the game.

4.1.12 PictoChat Search

Select **Yes** when the game implements PictoChat Search. In addition, if supported, indicate in the column to the right when PictoChat Search is used in the game.

4.1.13 Feature to Return to Nintendo DSi Menu

Select **Yes** if implementing a feature to return to the Nintendo DSi Menu in the game. In addition, when supported, indicate in the column to the right where the feature to return to the Nintendo DSi Menu is used in the game.

4.1.14 Software Reset

Select **Yes** when the game implements a software reset feature when simultaneously pressing the START, SELECT, L, and R Buttons.

4.2 Languages Used in the Game

Select all languages used in the game. If a language is not listed, select **Other** and enter the name of the language used in the parentheses.

4.3 Power Management

Select and fill in from the following the required items related to power management during gameplay.

4.3.1 Behavior When Closing the Unit

Select **Yes** when there is a power saving mode (sleep mode, LCD off, or backlight off states) that the unit transitions to when the device is closed during gameplay. When **Yes**, indicate in the field to the right when the power saving mode is entered and what power saving mode is entered when the device is closed.

4.3.2 LCD Auto-Off

Select **Yes** when implementing a feature to turn the LCD off automatically when a state of no input continues in the game. When **Yes**, enter the time in minutes during which there is no input until the LCD turns off in the field to the right.

If this feature works in a specific scene, enter that specific scene in the **Comments** field.

4.3.3 Backlight Auto-Off

Select **Yes** when implementing a feature to turn the backlight off automatically when a state of no input continues in the game. When **Yes**, enter the time in minutes during which there is no input until the backlight turns off in the field to the right.

If this feature works in a specific scene, enter that specific scene in the **Comments** field.

4.4 User Information

Select and fill in from the following the required items related to user information registered in the console settings.

4.4.1 User Name

Select **Yes** when the user name information is used in the game. Also enter where the user name information is used in the field to the right.

If there are characters, however, that can be input with console settings but cannot be displayed in the game, submit the Unsupported Characters List.

4.4.2 Language Settings

Select **Yes** when language setting information is used in the game. Also enter where language setting information is used in the field to the right.

4.4.3 Comments

Select **Yes** when comment information is used in the game. Also enter where comment information is used in the field to the right.

If there are characters, however, that can be input with console settings but cannot be displayed in the game, submit the Unsupported Characters List.

4.4.4 Clock

Select **Yes** when clock information is used in the game. Also enter where clock information is used in the field to the right.

4.4.5 Birthday

Select **Yes** when birthday information is used in the game. Also enter where birthday information is used in the field to the right.

4.5 Parental Controls

Select **Yes** when one of the following restrictions is used in relation to the parental controls set in the console settings.

Select **No** if there are no restrictions that apply.

4.5.1 Restrictions on Sending Photographs

Select this when sending photographs in the game is restricted. Also enter where the restriction is applied in the field to the right.

4.5.2 Restrictions on UGC transmission

Select this when sending user-generated content (UGC) in the game is restricted. Also enter where the restriction is applied in the field to the right.

4.6 Middleware

Select from the list the middleware used in the game. In addition, if **Yes**, select or enter the required information in the field to the right.

Note that not all middleware that has been released or provided is included in the list.

4.6.1 ATOK Library (JUSTSYSTEM)

Select **Yes** when the ATOK library is used in the game.

4.6.1.1 Staff Credit

Select **Yes** if the staff credits are displayed in the game.

4.6.1.2 Staff Credits Display

When the ATOK library is used and staff credits are displayed in the game, the ATOK library logo must be displayed in the staff credits. Indicate how staff credits are viewed. In addition, provide save data for confirmation purposes when staff credits cannot be viewed within 5 minutes after the game starts.

Examples: Select **Credits** in **Options** in the game; reach the end of the game

4.7 Comments

Enter any supplementary information not included in the checklist items.

Also, if the LCD auto-off or backlight auto-off features are used in a specific scene, enter that scene here.

5 Banner Display Content Support Checklist for Nintendo DSi

This section describes the *Banner Display Content Support Checklist for Nintendo DSi*.

5.1 Displayed Banner Information

Enter the banner information (game title and retailer) displayed on the Nintendo DSi Menu. When multiple languages are used in the Nintendo DSi Menu, enter how each language will be displayed.

Each language has three lines to be filled in. Enter the text that is displayed for each line in the fields. This document is for comparison to the content displayed on screen, so provide the content as it will be displayed on the screen.

If a particular language is not available, enter the language name in the **All Others** field and provide the banner information in the fields to the right.

5.2 Comments

Enter any supplementary information not included in the checklist items.

6 System NAND Memory Support Checklist for Nintendo DSi

This section describes the *System NAND Memory Support Checklist for Nintendo DSi*.

6.1 System NAND Memory Usage

Select all applicable items below in regard to the use of system NAND memory.

6.1.1 Create Save Data

Select **Yes** when save data for the game is created in the system NAND memory. If **Yes**, enter the required information in section 6.2 Created Data Size.

6.1.2 Reference Save Data from Other Software

Select **Yes** when referencing save data for other software that is stored in system NAND memory. In addition, if **Yes**, enter the required information in section 6.3 Referencing Save Data of Other Software.

6.2 Created Data Size

When save data is created in system NAND memory, enter or select the required information for the following items.

6.2.1 Save Data Size

Select **Fixed** when the size of the save data (or number of files) does not change during game play because all regions are allocated from the first save.

Select **Variable** when the size of the save data (or number of files) increases as game play progresses. In addition, when variable, enter or select the required information for the following items.

6.2.1.1 Situation Where Save Data Is Created

Enter all scenes in the game where save data is created and the type of save data created.

6.2.1.2 Creation Procedure

Describe the procedure in the game up until each type of save data is created.

6.2.1.3 Amount of Save Data That Can Be Created

Provide the maximum amount of save data that can be created.

6.2.1.4 Save Data for Verification

When save data cannot be created within 5 minutes of starting the game, submit save data that has progressed to a point where it can be created easily. Select **Yes** if submitting this save data and enter the save data filename in the field to the right.

6.3 Referencing Save Data of Other Software

When referencing save data stored in system NAND memory, enter or select the required information for the following items.

6.3.1 Title That Creates the Referenced Save Data

Enter the game code of the title that created the referenced save data.

6.3.2 Referenced Data Content

Enter specifics for the save data that is referenced.

6.3.3 Changes in the Game When the Data Is Referenced

Enter the changes that occur in the game when save data is referenced.

6.3.4 Save Data for Verification

When save data cannot be created within 5 minutes of starting the game for referencing, submit save data that has progressed to a point where it can be referenced easily. In addition, also submit data when creating the save data to be referenced is difficult.

6.4 Comments

Enter any supplementary information not included in the checklist items.

7 DS Wireless Play Support Checklist for Nintendo DSi

This section describes the *DS Wireless Play Support Checklist for Nintendo DSi*.

Enter in this document all modes in the game for which DS Wireless Play is performed. Because each mode is entered in a single field, submit multiple copies of this document when implementing four or more modes.

7.1 Overview of Communications

Enter what can be done with DS Wireless Play and what type of gameplay is possible with communication.

7.2 GGID(s) Used

Enter the GGID(s) used during communication. If a GGID value changes during communication, also enter the GGID(s) after the change. In addition, enter when the change occurs in the **Comments** field.

7.3 Number of Units That Can Simultaneously Communicate

Enter the maximum number of devices that can simultaneously use DS Wireless Play.

If, for example, two or four devices can simultaneously communicate but simultaneous communication for three devices is not implemented, enter the number of devices for which simultaneous communication is not implemented in the **Comments** field.

7.4 Communication Partner

Select the items that apply to the communication partner.

7.4.1 Same Game

Select this when communication is among players in the same game. The *same game* refers to games for which the four-digit game code matches.

7.4.2 Games for Other Markets

Select this when communication is among players in games for other markets. When selected, enter the four-digit game code for the communication partner.

7.4.3 Other Games

Select this when communication is among players with games that have a different game code. When selected, enter the hardware and four-digit game code for the communication partner.

7.5 Selecting the Wireless Channel

Select the method for choosing the wireless channel to be used when the device is the parent device. Although use of the `WM_MeasureChannel` function is recommended, select **Other** and enter the method to select a wireless channel in the field to the write when another method is used.

7.6 Chance Encounter Communication

Select **Yes** when the communication mode type is chance encounter communication (which allows communication or data exchange standby wirelessly when the device is closed).

7.7 Save Data for Confirmation

When operation of the implemented communication feature cannot be confirmed within five minutes of starting the game, submit save data that has progressed to a point where confirmation can be made easily. Provide save data for the maximum number of devices that can connect. In addition, the submitted save data should have different content. Do not submit save data that has the exact same content. For example, if the exact same data is provided for item exchange specifications, determination cannot be made because the number of items does not change even if the exchange occurs.

Select **Yes** when submitting data and provide the filename in the field to the right.

7.8 Comments

Enter any supplementary information not included in the checklist items.

8 DS Download Play Support Checklist for Nintendo DSi

This section describes the *DS Download Play Checklist for Nintendo DSi*.

Enter in this document all modes in the game for which DS Download Play is performed. Since each mode is entered in a single field, submit multiple copies of this document when implementing three or more modes.

8.1 Overview of Communication

Enter what can be done with DS Download Play and what type of gameplay is possible with communication.

8.2 During Download

This item refers to the period from when one DS becomes the parent device until the time another DS selects the parent device from DS Download Play, download starts, and the Nintendo Logo is displayed.

8.2.1 GGID(s) Used

Enter the value of the GGID(s) used during communication while downloading.

8.2.2 Maximum Number for Simultaneous Connection

Enter the maximum number of devices that can download simultaneously, including the parent device.

8.3 Reconnect to Download Play Child Device

Select **Yes** if reconnecting to a child device and starting communication after the Nintendo Logo is displayed on the child device when the download period defined in section 8.2 During Download ends. In addition, if **Yes**, fill in the following items.

8.3.1 GGID(s) Used

Enter the value of the GGID(s) used when reconnecting and communicating with a child device after the Nintendo logo has been displayed on the Download Play child device.

8.3.2 Maximum Number That Can Connect Simultaneously

Enter the maximum number of child devices that can be reconnected simultaneously, including the parent device, after the Nintendo logo has been displayed on the Download Play child devices.

8.4 Communication Between Download Play Child Devices Only

Select **Yes** when communication play is possible only between the Download Play child devices without DS cards. In addition, if **Yes**, fill in the following items.

8.4.1 GGID(s) Used

Enter the value of the GGID(s) used during communication only among Download Play child devices.

8.4.2 Maximum Number That Can Connect Simultaneously

Enter the maximum number of devices that can communicate only among Download Play child devices.

8.5 Independent Play by Download Play Child Device Alone

Select **Yes** when operating with only Download Play without communicating with the parent device after the Nintendo logo has been displayed on the Download Play devices. In addition, also select **Yes** if independent play is ultimately possible after reconnecting and communicating with the parent device after the Nintendo logo is displayed. (Also select **Yes** for section 8.3 Reconnect to Download Play Child Device because you are reconnecting to the parent device, even if for a limited time.)

8.6 Access to the Download Play Child Device DS Card

Select **Yes** when the Download Play child device accesses the backup memory of the DS card inserted into the Nintendo DS system. When **Yes**, enter the game code of all DS cards that are accessed.

8.7 Access to the Download Play Child Device Cartridge

Select **Yes** if the Download Play child device accesses cartridges (GBA Game Pak, DS rumble pack, and so on) inserted into the Nintendo DS system. When **Yes**, enter the game codes of all cartridges that are accessed.

8.8 Selecting a Channel

Select the method for choosing the wireless channel to be used when the device is the parent device. Although use of the `WM_MeasureChannel` function is recommended, select **Other** and enter the method to select a wireless channel in the field to the right when another method is used.

8.9 Save Data for Confirmation

When operation of the implemented communication feature cannot be confirmed within 5 minutes of starting the game, submit save data that has progressed to a point where confirmation can be made easily.

Select **Yes** when submitting data and provide the filename in the field to the right.

8.10 Comments

Enter any supplementary information not included in the checklist items.

9 DS Download Play Support Banner Display Content Checklist for Nintendo DSi

This section describes the *DS Download Play Support Banner Display Content Checklist for Nintendo DSi*.

9.1 Download Play Banner Information

Enter the parent device banner information that is displayed on the DS Download Play child device. When multiple languages are used or if data is transmitted, provide all banner information.

Because this checklist is to check the banner information, provide the information as it is displayed on the screen.

9.1.1 Language Used

Enter the language used for the text portion of the banner information.

9.1.2 Title Name Text

Enter the content displayed in the title name text field for the banner information.

9.1.3 Software Description Text

Enter the content displayed in the software description text field for the banner information. When using two lines for display, enter the content displayed in the first line and the content displayed in the second line separately.

9.2 Comments

Enter any supplementary information not included in the checklist items.

10 Dedicated Reception Mode Support Checklist for Nintendo DSi

This section describes the *Dedicated Reception Mode Support Checklist for Nintendo DSi*.

Enter in this document all modes in the game in which dedicated reception mode is performed. Because each mode is entered in a single field, submit multiple copies of this document when implementing four or more modes.

10.1 GGID(s) of Data Transmitter

Enter the GGID(s) used by the data transmitter (parent device) when data is received.

10.2 Title of Data Transmission

Enter the game code of the title of the data transmitter (parent device).

10.3 Number of Units That Can Simultaneously Receive

Enter the maximum number of DS devices that as child devices can receive data simultaneously from the same DS parent device. Do not include the number of parent devices.

10.4 Situations Where Reception Starts

Enter the situations where reception starts on the child device.

10.5 Situations Where Reception Ends

Enter the situations where reception ends on the child device.

10.6 Player Agreement

Select whether the player must agree to activating dedicated reception mode before doing so.

10.7 Overview of Received Data

Describe the data that the child device receives during dedicated reception mode.

Example: Player receives weapons or protective gear that can be used.

10.8 Method to Confirm Data Was Received

Describe the method to confirm whether data was received by the child device in dedicated reception mode.

Example: Confirm that reception occurred by selecting **Equipment** from the menu and verifying that the received weapon or protective gear was added.

10.9 Save Data for Confirmation

When operation of the implemented communication feature cannot be confirmed within 5 minutes of starting the game, submit save data that has progressed to a point where confirmation can be made easily.

Select **Yes** when submitting data and provide the filename in the field to the right.

10.10 Comments

Enter any supplementary information not included in the checklist items.

11 Wii Support Checklist for Nintendo DSi

This section describes the *Wii Support Checklist for Nintendo DSi*.

Enter in this document all modes in the game in which communication with the Wii console is performed. Because each mode is entered in a single field, submit multiple copies of this document when implementing five or more modes.

11.1 Overview of Communication Features

Enter what can be done by communicating with the Wii console and what type of gameplay is possible with communication.

11.2 GGID(s) Used

Enter the GGID(s) used during communication.

11.3 Number of Units That Can Simultaneously Communicate

Enter the maximum number of devices that can simultaneously communicate with the Wii console. Do not include the Wii console in this figure, however.

If, for example, two or four devices can simultaneously communicate but simultaneous communication for three devices is not implemented, enter the number of devices for which this is not implemented in the **Comments** field.

11.4 Communication Partner

Enter the game code of the communication partner (Wii title). However, enter the communication partner title name if the game code is unknown because of linking to Wii console features.

11.5 Save Data for Confirmation

When operation of the implemented communication feature cannot be confirmed within 5 minutes of starting the game, submit save data that has progressed to a point where confirmation can be made easily.

Select **Yes** when submitting data and provide the filename in the field to the right.

11.6 Comments

Enter any supplementary information not included in the checklist items.

12 Microphone Support Checklist for Nintendo DSi

This section describes the *Microphone Support Checklist for Nintendo DSi*.

Enter all the scenarios where the microphone is used in this document. Because each scenario is entered in a single field, submit multiple copies of this document when used in three or more scenarios.

12.1 Scenarios That Use the Microphone

Enter the scenarios where the microphone is used during gameplay.

12.2 Procedure to Use the Microphone

Enter the procedure to use the microphone when there is a progression to the scenario where the microphone is used or when there is a necessary operation when actually using the microphone.

Example: Connect to Nintendo Wi-Fi Connection, and the microphone icon appears on the bottom of the screen when matchmaking with a friend succeeds. Touch the microphone icon to turn the microphone on and begin using voice chat with the other player.

12.3 How the Microphone Is Used

Describe how the microphone is used.

Examples: Yelling out a specific word (xxxxx), blowing your breath into it.

12.4 In-Game Changes Caused by the Microphone Input

Describe specific changes in the game caused by microphone input.

12.5 Speaker Volume While the Microphone Is In Use

Select **Audible** if sound is output from the Nintendo DS speaker during the period that microphone input is received.

12.6 Amplitude Resolution

Select the amplitude resolution of the microphone input. However, select **Automatically set by the Voice Recognition Library** when using the Panasonic voice recognition library to automatically set it.

12.7 Threshold Value Determined to Indicate Microphone Input

Enter the threshold value for determining microphone input. For 12-bit amplitude resolution, enter a 16-bit threshold value by using 4 bits of padding.

However, skip this item if **Automatically set by the Voice Recognition Library** was selected for section 12.6 Amplitude Resolution.

12.8 Microphone Gain Settings

Enter the microphone gain settings. If the value is not one of the selections, select the box next to the blank and enter the set value.

Select **User-modifiable through options or other means** when the user can change gain settings.

12.9 Save Data for Confirmation

When confirmation of the operation that uses the microphone cannot be confirmed within 5 minutes of starting the game, submit save data that has progressed to a point where confirmation can be made easily.

Select **Yes** when submitting data and provide the filename in the field to the right.

12.10 Comments

Enter any supplementary information not included in the checklist items.

13 Camera Checklist for the Nintendo DSi

This section describes the *Camera Checklist for the Nintendo DSi*.

Enter all scenarios where the camera is used in this document. Because each scenario is entered in a single field, submit multiple copies of this document when used in four or more scenes.

13.1 Summary of Camera Feature

Describe how the camera is used during gameplay.

13.2 Camera Usage

Select all items that apply to how the camera is used.

If only recognizing characters or QR code and not taking still images or video, select **Other** and describe the usage in the parentheses to the right.

13.3 Situation

Enter the situation where the camera is used during gameplay.

13.4 Procedure Leading Up to Camera Usage

Enter the procedure leading up to using the camera when there is a progression to the scenario where the camera is used or when there is a necessary operation when actually using the camera.

13.5 Cameras Used

Select either **Inner Camera** or **Outer Camera** as the camera to be used. Select both if both are to be used.

13.6 Screen Size When the Camera Is Active

Enter the size of the content input from the camera to be displayed on-screen when the camera is in an active state.

13.7 Save Data for Confirmation

When confirmation of the operation that uses the camera cannot be confirmed within 5 minutes of starting the game, submit save data that has progressed to a point where confirmation can be made easily.

Select **Filename** when submitting data and provide the filename in the field to the right.

13.8 Comments

Enter any supplementary information not included in the checklist items.

14 Nintendo Wi-Fi Connection Support Checklist for Nintendo DSi

This section describes the *Nintendo Wi-Fi Connection Support Checklist for Nintendo DSi*.

14.1 Save Data to Confirm Connection to Nintendo Wi-Fi Connection

If you cannot connect within 5 minutes after starting the game, provide save data that has been advanced to the point just before connecting to Nintendo Wi-Fi Connection. When the maximum number of connection is more than one, provide data for that number of units.

14.1.1 Save Data

Select **Available** when submitting save data for confirmation of Nintendo Wi-Fi Connection features.

14.1.2 Filename

Enter the filename of the save data submitted for confirmation of Nintendo Wi-Fi Connection features. If there are multiple files, provide all files.

14.2 Library Information and Setting Information

Enter the library used and the information set on the library.

14.2.1 Library Information

Enter the information for the library used to support Nintendo Wi-Fi Connection.

14.2.1.1 DWC Library Type

Select the DWC library used: TWL-DWC or TWL-DWC-DL.

14.2.1.2 Library Version

Enter the version number of the library selected in section 14.2.1.1 DWC Library Type.

14.2.2 Setting Information

Enter the information for the library settings used for Nintendo Wi-Fi Connection. You may skip this item when using TWL-DWC-DL.

14.2.2.1 GameSpy Game Name

Enter the content set in the `gameName` argument of the `DWC_InitFriendsMatch` function.

14.2.2.2 Product ID

Enter the content set in the `productID` argument of the `DWC_InitFriendsMatch` function.

14.2.2.3 Game Code Used for User ID Branch Number

Enter the content set in the `gamecode` argument of the `DWC_CreateUserData` function.

Specifically, the product code of the title is entered. However, when using Wi-Fi communication between multiple titles (including the same title for different markets), enter the product code shared between the titles. Note that this is different from the GameID assigned by GameSpy.

14.3 Communication Specifications

Enter or select the appropriate items in regard to Communication Specifications for Nintendo Wi-Fi Connection.

14.3.1 Simultaneously Playable Systems

Enter the minimum and maximum number of systems that can compete or cooperatively play on Nintendo Wi-Fi Connection at the same time.

14.3.2 Connection with Friends

Select whether the matchmaking feature for friends is possible on Nintendo Wi-Fi Connection.

14.3.3 Connection with Strangers

Select whether matchmaking with strangers, not friends, is possible on Nintendo Wi-Fi Connection.

See the separate *Nintendo Wi-Fi Connection Planning Consideration Guidelines for DS* for more information on strangers.

14.3.4 Rival Registration Feature

Select whether a rival feature is available that allows matchmaking with a stranger registered on a list again after communicating with him on Nintendo Wi-Fi connection in spite of restrictions on communication. Select **N/A** when competing players are not registered even though they are **Rivals** in the mode for communicating with strangers.

14.3.5 Communication

Select whether connection to partners can be made with Nintendo Wi-Fi Connection and which features can be used for communication. If **Available**, select all applicable formats.

14.3.5.1 Keyword Format

Select this item when communication on Nintendo Wi-Fi Connection is possible by using only keywords that have been previously registered in the game.

14.3.5.2 Free Word Format

Select this item when communication on Nintendo Wi-Fi Connection is possible using text freely created by the user.

14.3.5.3 Voice Chat Format

Select this item when voice chat is possible over Nintendo Wi-Fi Connection.

14.3.6 P2P Data Exchange

Select whether peer-to-peer exchange of data files is possible. If **Available**, fill in the following items.

14.3.6.1 Data Content

Enter the content of any data files to be exchanged.

Example: Competitor data created in EDIT mode.

14.3.6.2 Exchange Procedure

Describe the procedure to exchange data files with Nintendo Wi-Fi Connection.

Example: Select **Exchange Competitor Data** from the menu screen after connecting to Nintendo Wi-Fi Connection. Determine the competitor data to be exchanged after selection, and start matchmaking. Exchange starts after matchmaking succeeds and both players agree.

14.3.7 Communication Exchange with Other Software

Select whether exchange with titles that have a different game code, including games for different markets, is available. If **Available**, enter the game code of the title that can perform exchange. If there are multiple titles, enter all titles. In addition, if exchange can be performed with titles of a different type, enter the game code of that title as well.

Example: AAAE, AAAP, BBBJ, CCCJ.

14.3.8 Feature for Exchanging Freely Created User Content with Other Players

Select **Available** when there is functionality in the game that allows players to display or exchange freely created content (maps, items, emblem designs, and so on) with other players. If **Available**, describe in detail what is exchanged in the following field.

14.4 Names Used on Nintendo Wi-Fi Connection

Enter or select the appropriate items in regards to names used for Nintendo Wi-Fi Connection.

14.4.1 Use of Names

Select **Available** when the names of other players are displayed on Nintendo Wi-Fi Connection.

14.4.2 Invalid Name Check Feature

Select **Available** when a feature to check for invalid names is implemented when the names of players who are not friends are displayed on Nintendo Wi-Fi Connection. If **Available**, answer the following items.

14.4.2.1 Invalid Name Check Target

Enter all names that are targeted by the invalid name check feature in the game.

Examples: Player's name, names of teams and competitors created in EDIT mode.

14.4.2.2 Process When Invalidity Is Determined

Select the process in the game when it is determined that the name used is invalid.

14.4.3 In-Game Name-Change Feature

Select **Available** if implementing a feature where a name that is used for Nintendo Wi-Fi Connection can be changed even after it is set.

14.4.4 Console Nickname Synchronization

Select **Available** when the name used for Nintendo Wi-Fi Connection is synchronized to the console user name.

14.5 Other

Select or enter the following items.

14.5.1 Create Friend Relationship via DS Wireless Communications

Select whether a feature exists that allows friend relationships to be created on Nintendo Wi-Fi Connection using DS wireless communication.

14.5.2 Friend Relationship Recovery Feature

Select **Available** if implementing functionality that allows friend relationships to be recovered by having the other player register one's new friend code when the friend information remains on the DS card, even if the association between the DS unit and DS Card (for DSiWare, the association between the DS unit and save data) is deleted. In addition, if **Available**, select whether the specific recovery method is described in the game or in the user's manual.

14.5.3 ESRB Online Rating Notice Display

According to the ESRB Rating Certificate issued by ESRB, a caution must be displayed. Select **Available** if the software displays the caution in the game.

14.5.4 Content Unlockable by Using Nintendo Wi-Fi Connection Service

Select **Available** if there are hidden elements that cannot be used during normal play unless Nintendo Wi-Fi Connection Service is used. If **Available**, describe how hidden elements are evaluated.

Example of hidden elements: A new stage can be played once the player's ranking enters the top three.

14.5.5 Ability to View In-Game Information Online

Select **Available** if information that a player gets in a game can be made public by submitting it to a website or if there are plans to do so. If **Available**, answer the following items as well.

14.5.5.1 View Location

Enter the website (URL) where the information can be viewed.

14.5.5.2 Displayed Information

Enter the information that can be viewed online.

Example: Player name, stage, high score.

14.5.5.3 View Method

Describe the method to appropriately display the information sent by the player and how to view it on the website.

Example: Because there is a player search feature on the page for the viewing URL, submitted data can be displayed by searching by friend code with the search menu.

14.5.6 Automatic Disconnect Feature When a State of No Input Continues

Select **Available** if there is functionality that automatically disconnects from Nintendo Wi-Fi Connection when a state of no input continues after connecting to Nintendo Wi-Fi Connection. If **Available**, enter the number of minutes the no-input state must continue before disconnection.

14.6 Services and Features Used by Nintendo Wi-Fi Connection

Fill in the following items for the services or features used by Nintendo Wi-Fi Connection.

14.6.1 Wi-Fi Download Service

Check this if using the Nintendo Wi-Fi Connection download service (Wi-Fi download service).

14.6.1.1 Overview of Service

Describe how Wi-Fi download service is used in the game.

14.6.1.2 Usage of the Downloaded Data

Describe how downloaded data is used in the game.

14.6.1.3 Preparing Data for Download

When using the Wi-Fi download service, you must upload data in a downloadable format to the production server in order to check whether downloads are working. Prepare and upload a minimum of one of each type of data that can be considered as a specification. For example, if there are upload specifications for scenario data, item data, and character data, upload all three types of data. When there are no plans to make data public after a product's release, however, temporarily upload sample data to perform confirmation. For example, if your plans call for scenario data to be uploaded some time after product release, upload tentative scenario data to the production server as a sample when submitting the master. Be sure to delete tentative data after receiving notification from Lotcheck that the data passed.

As an exception, for Lotcheck titles using the same server region as titles already on the market, users might be able to access uploaded sample data using titles that have already been sold. Please contact Nintendo in such cases.

14.6.2 General Ranking Library

Check this when using the general ranking library.

14.6.2.1 Overview of Service

Describe how the general ranking library is used in the game.

14.6.2.2 Ranking Content Displayed

Enter the item (name, score, etc.) that is uploaded for ranking display.

14.6.2.3 Ranking Displayed Only Between Friends

Select **Available** if ranking information is displayed only between friends in the game.

14.6.2.4 Ranking Verification Method

Describe how verification that the correct ranking content is reflected occurs.

14.6.2.5 Measures Taken to Comply with Access Frequency Restrictions for the Ranking Server

The frequency of accessing the ranking server is restricted by the programming guidelines. Describe the measures implemented in the game to ensure that this access frequency is observed.

Example entry: When ranking data is gotten over and over, do not get ranking data again until one minute passes from the previous access.

14.6.3 Network Storage

Select this item if using network storage on the network prepared by GameSpy.

14.6.3.1 Overview of Service

Describe how network storage is used in the game.

14.6.3.2 Content Stored in Network Storage

Describe the content of data stored on network storage.

Example entry: Player name, battle record on Wi-Fi Connection, title, and so on.

14.6.3.3 Method for Confirming Stored Data

Describe the method to verify that information stored on network storage is appropriately reflected in the game.

14.6.4 Independently Provided Game Server (Independent Server)

Check this if using an independently prepared game server (independent server) for the submitted TWL title.

14.6.4.1 Overview of Service

Describe how the independent server is used in the game.

14.6.4.2 Independent Server Host Name

Enter the host name of the independent server.

14.6.4.3 Method for Confirming Server Operation

Describe the method to confirm what type of play must be done in the game to use the independent server features. If DNS settings must be changed for reasons including debugging, provide the information that Lotcheck will need for testing in the **Comments** field, such as the DNS address.

14.6.4.4 Game Operation When Authentication Token Is Invalid

Describe operations in the game when the authentication token is invalid while connecting to the independent server.

14.7 Comments

Enter any supplementary information not included in the checklist items.

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