

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

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## Important Safety Information: Read The Following Warnings Before You Or Your Child Play Video Games

### **⚠ WARNING - Seizures**

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

**Convulsions:  
Altered vision**

**Eye or muscle twitching:  
Involuntary movements**

**Loss of awareness:  
Disorientation**

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

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

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

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## **HARDWARE PRECAUTIONS / MAINTENANCE**

1. Do not disassemble or try to repair the NINTENDO DS or components. Doing so voids your warranty.
2. Always slide the power button of the NINTENDO DS off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the NINTENDO DS.
3. Do not store the NINTENDO DS in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
4. Do not drop, hit or otherwise abuse the NINTENDO DS or components.
5. Make sure all connections to the NINTENDO DS are made carefully and inserted into the correct locations only. Hold plugs straight when inserting them into a socket.
6. When disconnecting any plugs from the NINTENDO DS or wall outlet, first turn the NINTENDO DS off. Then carefully pull by the plug itself rather than by the cord. Do not tug on, sharply pull or bend any wires or cables.
7. Do not expose the NINTENDO DS, Game Paks or any of the NINTENDO DS components to extreme heat or cold. The liquid crystal display (LCD) may become slower or may not work when the temperature is low. The LCD will deteriorate at a high temperature. Take care not to expose the NINTENDO DS to direct sunlight for extended periods of time.
8. The LCD may be damaged by sharp objects or pressure. Take great care to protect the display from scratches or stains.

**NINTENDO DS**

INT-USA

## **INSTRUCTION BOOKLET**

9. Connect **ONLY** special accessories designed for use with the NINTENDO DS to the AC ADAPTER Connector.
10. Do not spill liquids on the NINTENDO DS, Game Paks or any other of the NINTENDO DS components. To clean, use a soft, slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)
11. Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your stored game information.
12. For the best game image, look directly at the NINTENDO DS display from the front and operate only in a good light.
13. To avoid dirt or dust from getting into the NINTENDO DS, always leave a Game Pak loaded (with the power off), when not in use.
14. When using an AC adapter, make sure you are using the correct model appropriate for your NINTENDO DS. Always unplug the AC adapter from the wall outlet when not in use.

## **GAME PAK PRECAUTIONS / MAINTENANCE**

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Pak and/or the NINTENDO DS.
2. The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.
3. Do not clean with benzene, paint thinner, alcohol or any other solvent.
4. Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the NINTENDO DS. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the NINTENDO DS Cleaning Wand. (Sold separately. Visit our on-line store at [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700.)

## **Cautions Related to Wireless Functionality**

### **COMPLIANCE WITH FCC REGULATIONS**

1. Do not use wireless multiplayer in crowded areas such as bars. Someone nearby may be using a heart pacemaker.
2. When you are using wireless multiplayer, keep at least 20cm from anyone who is using a heart pacemaker.
3. Turn the power OFF in areas where the use of electrical devices or wireless devices is prohibited, such as airports, hospitals and the like.
4. Using this machine in wireless multiplayer mode near equipment that is a source of radio interference (wireless LAN, mobile phone, cordless telephones, etc.) could interfere with the operation of those devices.

### **FCC Notice**

### **COMPLIANCE WITH FCC REGULATIONS**

#### **RF Radiation Exposure Statement:**

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product.

### **IC Notice**

### **COMPLIANCE WITH IC REGULATIONS**

Operation is subject to the following conditions: (1) This device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

The Term "IC:" before the certification/registration number only signifies that the industry Canada technical specifications were met.

# Nintendo Ds User Manual

**Christopher Hopkins**



## **Nintendo Ds User Manual:**

**The Videogame Style Guide and Reference Manual** Kyle Orland, Dave Thomas, Scott Steinberg, 2007 Journalists stop playing guessing games Inside the answers to your most pressing questions await Videogame one word or two Xbox Xbox or X box What defines a good game review Fitting neatly between The AP Stylebook and Wired Style The Videogame Style Guide and Reference Manual is the ultimate resource for game journalists and the first volume to definitively catalogue the breathtaking multibillion dollar game industry from A to Z Includes official International Game Journalists Association rules for grammar spelling usage capitalization and abbreviations plus proven tips and guidelines for producing polished professional prose about the world s most exciting entertainment biz Exploring the field from yesterday s humble origins to tomorrow s hottest trends The Videogame Style Guide and Reference Manual contains all the tools you need to realize a distinguished career in game journalism *The Complete Guide to Game Audio* Aaron Marks, 2012-10-12 Turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi billion dollar games industry Step by step instructions lead you through the entire music and sound effects process from developing the essential skills and purchasing the right equipment to keeping your clients happy Learn everything you need to Find the jobs Identify your niche implement a business and marketing plan that includes a great demo reel and plug into the established network to find clients Make the deals Make the bidding and contract process work for you by knowing the standard industry terminology understanding how to set fees and employing non confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders reworks payment options and other essentials Create music and sound effects for games Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems The companion DVD features audio and cinematic examples demos of useful sound editing and sequencing programs and sample business contracts **Department of Justice Manual** Wolters Kluwer, 2012-03-23 The new Department of Justice Manual Third Edition takes you inside all the policies and directives outlined in the latest U S Attorneys Manual used universally by the DOJ in civil and criminal prosecutions Along with comprehensive coverage of all the information relied on by today s DOJ attorneys this guide offers you other valuable DOJ publications in the form of Annotations You ll find the Asset Forfeiture Manual the Freedom of Information Act Case List and Merger Guidelines And it s all incorporated in a comprehensive six volume reference You ll discover how to Request immunity for clients using actual terminology from factors that DOJ attorneys must consider Phrase a FOIA request so as to avoid coming within an exempted category of information Draft discovery requests using terminology to avoid triggering an automatic denial by the DOJ Counsel clients on DOJ investigative tactics and their significance using actual DOJ memoranda Develop trial strategies that exploit common problems with certain methods of proof and kinds of evidence offered by the government Propose settlements or plea bargain agreements within the authority of the DOJ attorney handling the case This

new Third Edition of Department of Justice Manual has been expanded to eight volumes and the materials have been completely revised to accommodate newly added materials including the text of the Code of Federal Regulations Title 28 and Judicial Administration as relevant to the enforcement of the Federal Sentencing Guidelines by the Department of Justice The Manual for Complex Litigation and The United States Sentencing Commission Guidelines Manual The new edition also includes The National Drug Threat Assessment for Fiscal Year 2011 and the updated version of the Prosecuting Computer Crimes Manual In an effort to provide you with the best resource possible as part of the Third Edition the Commentaries in each volume have been renumbered to refer to the relevant section in the United States Attorney and s Manual for more efficient cross referencing between the Manual and the Commentaries

*Aaron Marks' Complete Guide to Game Audio*  
Aaron Marks, 2017-03-16 Whether trying to land that first big gig or working to perfect the necessary skills to fill a game world with sound Aaron Marks Complete Guide to Game Audio 3rd edition will teach the reader everything they need to know about the audio side of the multi million dollar video game industry This book builds upon the success of the second edition with even more expert advice from masters in the field and notes current changes within the growing video game industry The tools of the trade excerpts will showcase what professionals like Marty O Donnell Richard Jacques and Tom Salta use to create their work and to help newcomers in the field prepare their own sound studios Sample contracts are reviewed within the text as well as helpful advice about contractual terms and negotiable points These sample contracts can also be found as a downloadable zip for the reader s convenience Aaron Marks also explores how to set your financial terms and network efficiently along with examples of how projects can go completely awry and achieving the best results in often complicated situations Aaron Marks Complete Guide to Game Audio serves as the ultimate survival guide to navigating an audio career in the video game industry Key Features New full color edition with a complete update of information Added and expanded coverage of field recording for games creating voiceovers adaptive and interactive audio and other cutting edge sound creation and implementation techniques used within games Update Replacement of interviews Include interviews features on international game audio professionals New and expanded interview features from game composers and sound designers of every experience level such as Keith Arem Bradley Meyer Christopher Tin and Rodney Gates including many international professionals like Pasi Pitkanen Henning Nügel and Christos Panayides Expanded and updated game console coverage of the Wii Wii U Xbox 360 Xbox One PS3 and PS4 Includes new scripting and middleware concepts and techniques and review of powerful tools such as FMOD and Wwise

### **The IFPUG Guide to IT and Software Measurement**

IFPUG, 2012-04-25 The widespread deployment of millions of current and emerging software applications has placed software economic studies among the most critical of any form of business analysis Unfortunately a lack of an integrated suite of metrics makes software economic analysis extremely difficult The International Function Point Users Group IFPUG a nonprofit and member governed organization has become the recognized leader in promoting the effective management of

application software development and maintenance activities The IFPUG Guide to IT and Software Measurement brings together 52 leading software measurement experts from 13 different countries who share their insights and expertise Covering measurement programs function points in measurement new technologies and metrics analysis this volume Illustrates software measurement s role in new and emerging technologies Addresses the impact of agile development on software measurement Presents measurement as a powerful tool for auditing and accountability Includes metrics for the CIO Edited by IFPUG s Management and Reporting Committee the text is useful for IT project managers process improvement specialists measurement professionals and business professionals who need to interact with IT professionals and participate in IT decision making It includes coverage of cloud computing agile development quantitative project management process improvement measurement as a tool in accountability project ROI measurement metrics for the CIO value stream mapping and benchmarking

*Mana Series* , Impossible Mission I & II - The Official Guide Holger Weßling,2020-11-25 The iconic Impossible Mission games by Epyx Inc enthralled a generation pitting the player s wits against the diabolic genius of the mad scientist Elvin Atombender in a race against time to save the world Now in this official guide to Impossible Mission I and II we get the chance to hear from some of the people who both created and brought the games to market such as Dennis Casswell Chris Crigg Peter Filiberti Mihaly Kenczler and many more This definitive work contains dozens of chapters from the history of Epyx the company the various versions and ports over the years the in game music the ground breaking synthesized speech to extensive hints tips and walkthroughs Written by established retro computer writer Holger We ling and with a foreword by Darren Melbourne who has been associated with many of the games incarnations

*The Six Immutable Laws of Mobile Business* Philip Sugai,Marco Koeder,Ludovico Ciferri,2010-01-07 Valuable lessons from Japan s mobile industry yield 6 Immutable Laws for Mobile Business globally Japan s mobile customers enjoyed better mobile devices more content and the most advanced functionality and services for the last 10 years This book helps cut through the many myths and all of the hype surrounding Japan s mobile dominance to identify the most important laws that will guide the success of mobile businesses around the world Based on detailed market analysis and unprecedented access to the major players and pioneers of the Japanese mobile industry this publication helps you understand the Six Immutable Laws of Mobile Business These will help you and your business successfully navigate the challenges that the world s Wireless Revolution brings From Law 1 through Law 6 authors Philip Sugai Marco Koeder and Ludovico Ciferri will help guide you to distinguish mobile myth from mobile fact micro developments from macro trends and regional characteristics from universal truths The book highlights Japan s incredible efforts to offer consumers complex high tech devices with enriched services that are nonetheless elegant and easy to use a quest which the authors have labeled Simplexity Based on their interviews and observations the authors assert that Simplexity will be what truly empowers individual users through their mobile devices Filled with case studies exploring all aspects of the Japanese mobile industry this unique publication points carriers and

content and service providers towards successful business models and practices for today's and tomorrow's mobile Internet. This book is the beginning of the conversation of The Six Immutable Laws of Mobile Business which is regularly being updated and expanded upon at [www.siximmutablelaws.com](http://www.siximmutablelaws.com). **Video Game Audio** Christopher Hopkins, 2022-08-17 From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe, and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored including synthesized v sampled sound, pre-recorded v dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS, and Android devices and many others. **iPhone: The Missing Manual** David Pogue, 2012-11 Covers all models with iOS 6 software including iPhone 5. **Game Testing** Charles P. Schultz, Robert Bryant, 2016-10-20 No detailed description available for Game Testing. **PC Mag**, 2007-02-06 PCMag.com is a leading authority on technology, delivering Labs-based independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. **The Oxford Handbook of Mobile Music Studies, Volume 2** Sumanth Gopinath, Jason Stanyek, 2014-03 The two volumes of The Oxford Handbook of Mobile Music Studies consolidate an area of scholarly inquiry that addresses how mechanical, electrical, and digital technologies and their corresponding economies of scale have rendered music and sound increasingly mobile, portable, fungible, and ubiquitous. At once a marketing term, a common mode of everyday life performance, and an instigator of experimental aesthetics, mobile music opens up a space for studying the momentous transformations in the production, distribution, consumption, and experience of music and sound that took place between the late nineteenth and the early twenty-first centuries. Taken together, the two volumes cover a large swath of the world: the US, the UK, Japan, Brazil, Germany, Turkey, Mexico, France, China, Jamaica, Iraq, the Philippines, India, Sweden, and a similarly broad array of the musical and nonmusical sounds suffusing the soundscapes of mobility. Volume 2 investigates the ramifications of mobile music technologies on musical, sonic performance, and aesthetics. Two core arguments are that mobility is not the same thing as actual movement and that artistic production cannot be absolutely sundered from the performances of quotidian life. The volume's chapters investigate the mobilization of frequency range by sirens and miniature speakers, sound vehicles such as boom cars, ice cream trucks, and trains, the gestural choreographies of soundwalk pieces and mundane interactions with digital media, dance music practices in laptop and iPod DJing, the imagery of iPod commercials, production practices in Turkish political music and black popular music, the aesthetics of handheld video games and chiptune music, and the mobile device as a new musical instrument and resource for musical ensembles. **Castlevania Series**, **The Legend of Zelda Titles**, **The Complete guide to pregnancy and child care - The baby manual - PART ONE** Sarah Owen, 2015-03-04 They say babies don't come with instruction manuals. I tried to change

this this guide will be as close to one as you will get It will answer questions that you hadn t even thought of It focuses on conception to 3 years They say babies don t come with instruction manuals this guide will be as close to one as you will get It also has sections for you to record your journey and keep as a keepsake making it an invaluable 2 in 1 complete guide reference book that you can keep referring to and a memory book to keep forever This book is in 2 parts this is part one You will also need to purchase part two for the complete book it is too large to publish as one book     *Manual of International Marketing*. Thomas Heilmann,2006-08-15 Top executives in international marketing and marketing professors give hands on theoretical insights and practical guidelines for the most relevant problems in international marketing The book is structured by easily accessible marketing catchwords and contains one in depth compact article per catchword     **The Games Machines** ,     *Final Fantasy* ,     *Mobile Screens* Nanna Verhoeff,2012 Nanna Verhoeff s new book is a must for anybody interested in visual culture and media theory It offers a rich and stimulating theoretical account of the central dimension of our contemporary existence interfacing and navigating both data and physical world through a variety of screens game consoles mobile phones car interfaces GPS devices etc In the process of exploring these new screen practices Verhoeff offers fresh perspectives on many of the key questions in media and new media studies as well as a number of new original theoretical concepts As the first theoretical manual for the society of mobile screens this book will become an essential reference for all future investigations of our mobile screen condition Lev Manovich Publisher s description

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