

Wii Checklist Instructions

Version 1.02a

**The content of this document is highly confidential and
should be handled accordingly.**

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

Table of Contents.....	3
1 Introduction.....	8
1.1 Regarding Each Document.....	8
1.1.1 Program Specifications Checklist for the Wii Console [Required]	9
1.1.2 Controller Specifications Checklist for the Wii Console [Required].....	9
1.1.3 Banner Display Content Checklist for the Wii Console [Required].....	9
1.1.4 Wii Console NAND Memory Usage Checklist for the Wii Console [May be required]	9
1.1.5 WiiConnect24 Support Checklist for the Wii Console [May be required]	9
1.1.6 Nintendo DS Support Checklist for the Wii Console [May be required].....	9
1.1.7 DS Single-Card Play Banner Display Content Checklist for the Wii Console [May be required].....	10
1.1.8 Nintendo Wi-Fi Connection Support Checklist for the Wii Console [May be required]	10
1.2 Save Data Submission.....	10
1.2.1 Software that Can Copy All Save Data to an SD Card.....	10
1.2.2 Software that Cannot Copy Certain Data to an SD Card.....	10
2 Program Specifications Checklist for the Wii Console.....	11
2.1 Features.....	11
2.1.1 Wii Console NAND Memory	11
2.1.2 SD Card.....	11
2.1.3 Nintendo GameCube Memory Card.....	12
2.1.4 USB Accessories	12
2.1.5 Face Library.....	13
2.1.6 Linked Operations with the Forecast Channel	13
2.1.7 Nintendo DS.....	13
2.1.8 WiiConnect24.....	13
2.1.9 Nintendo Wi-Fi Connection.....	13
2.2 Languages, Video Modes, Audio Settings, Number of Players, and Reducing Screen Burn-in	13
2.2.1 Languages.....	13
2.2.2 Video Display	13
2.2.3 Audio Settings	14
2.2.4 Number of Players.....	14
2.2.5 Screen Burn-in Reduction.....	14
2.3 Middleware	14
2.3.1 ATOK Library.....	14

2.4	Remarks	14
3	Controller Specifications Checklist for the Wii Console	15
3.1	Controllers Used in the Game	15
3.1.1	Wireless Controllers (+ Extension Controllers)	15
3.1.2	Nintendo GameCube Controller Socket	15
3.1.3	Miscellaneous Other Accessories	16
3.2	Regarding Wii Remote Controller Specifications	16
3.2.1	Pointer	16
3.2.2	Motion Sensor	16
3.2.3	Rumble	16
3.2.4	Wii Remote Controller Memory	16
3.2.5	Wii Remote Controller Speaker	16
3.3	Nintendo GameCube Controller Feature Specifications	17
3.3.1	Rumble	17
3.4	Wii Remote Controller Memory Specifications	17
3.4.1	Use of Mii Data	17
3.4.2	Registered Game Name	17
3.4.3	Data Stored in Wii Remote Controller Memory	17
3.4.4	Compatible Titles	17
3.5	Remarks	17
4	Banner Display Content Checklist for the Wii Console	18
4.1	Displayed Game Title	18
4.1.1	Today's Accomplishments	18
4.2	Remarks	18
5	Wii Console NAND Memory Usage Checklist for the Wii Console	19
5.1	Structure of the Save Data Stored in the Wii Console NAND Memory	19
5.1.1	Save Banner File	19
5.1.2	Directories and Files Other than the Save Banner File	19
5.2	nocopy Directory	20
5.3	Remarks	20
5.4	Example Entry	21
6	WiiConnect24 Support Checklist for the Wii Console	22
6.1	Overview of WiiConnect24	22
6.2	Scheduler Feature During the Game	22

6.3	Various Features of WiiConnect24	22
6.3.1	Posting Messages on the Wii Message Board	22
6.3.2	Send/Receive Messages Within the Game	23
6.3.3	Download Task.....	23
6.4	Details of Posting Messages on the Wii Message Board	23
6.4.1	Message Recipient and Method of Posting on the Wii Message Board.....	23
6.4.2	Use of Message Attachments	23
6.4.3	Messages Posted at Each Session.....	23
6.5	Sending and Receiving Messages Within the Game.....	24
6.5.1	Message Recipients.....	24
6.5.2	Use of Game-Dependent Attachments.....	24
6.5.3	Measures to Assure No More than 200 KB is Sent Once per Session.....	24
6.6	Download Task Details	24
6.6.1	Download URL	24
6.6.2	Download Schedule	25
6.6.3	Overview of Downloaded Data	25
6.6.4	Total Size of Downloaded Data.....	25
6.6.5	Method of Checking Downloaded Data.....	25
6.7	Describe How WiiConnect24-Related Errors are Displayed	25
6.8	Remarks	25
7	Nintendo DS Support Checklist for the Wii Console.....	26
7.1	Details of Use of Nintendo DS Within the Game.....	26
7.2	Communication Type with Nintendo DS	26
7.2.1	Performs Multi-Player Communication Between a Nintendo DS (with Specific DS Card) and a Wii Console.....	26
7.2.2	Performs Multi-Player Communication with the Wii Console After Downloading to DS Single-Card Play Child Device	26
7.2.3	Capable of Playing on the Nintendo DS by Itself (Without Multi-Player Communication and With the Wii Console) After Downloading to the DS Single-Card Play Child Device	27
7.3	Remarks	27
8	DS Single-Card Play Banner Display Content Checklist for the Wii Console.....	28
8.1	Download Play Banner Information	28
8.1.1	Language Used	28
8.1.2	Game Title Name.....	28
8.1.3	Parent Device Name.....	28
8.1.4	Simple Caption.....	28
8.2	Remarks	28

9	Nintendo Wi-Fi Connection Support Checklist for the Wii Console	29
9.1	Nintendo Wi-Fi Connection-Specific Items.....	29
9.1.1	Library Information	29
9.1.2	Setting Information.....	29
9.1.3	Communication Specifications	29
9.1.4	Name Change Feature	30
9.1.5	Other	31
9.2	Services Provided by the Game Server Used Under Nintendo Wi-Fi Connection	31
9.2.1	Game Server Type	31
9.2.2	Overview of the Features Using the Game Server.....	31
9.2.3	When Using a Nintendo Download Server.....	32
9.2.4	When Using the Nintendo General-Purpose Ranking Server.....	32
9.2.5	When Using Network Storage (Persistent Storage)	32
9.2.6	When Using an Independently Provided Game Server (Independent Server).....	33
9.3	Remarks	33

Revision History

Version	Revision Date	Description
1.02a	2008/04/09	<ul style="list-style-type: none"> • Corrected required game title language in 4.1 Displayed Game Title.
1.02	2008/03/07	<ul style="list-style-type: none"> • Changed “for a Wii disc” to “for Wii” in Chapter 1 Introduction. • Changed the most recent version for each document in section 1.1 Regarding Each Document. • Added section 1.2 Save Data Submission. • Added section 2.1.6 Linked Operations with the Forecast Channel. • In the item for section 2.2.4 Number of Players, added a field to fill in with the maximum number of Wii Remote controllers that are expected to be connected. This is independent of the number of players. • Added sections 2.3 Middleware and 2.3.1 ATOK Library. • Changed Nunchuk controller to Classic Controller in section 3.1.1.3 Classic Controller (Japanese version only). • Added section 3.1.1.4 Wii Balance Board Accessory. • Added section 3.1.3.2 Wii Wheel Accessory. • In section 3.4 Wii Remote Controller Memory Specifications, added an explanation regarding items that are only for software that writes to Wii Remote controller memory. • Changed the item name for section 3.4.1 Use of Mii Data from “Mii” to “Mii data”. • Removed “Language Used” and “Call-Outs” from section 4.1 Displayed Game Title. • Added section 5.4 Example Entry. • In section 6.1 Overview of WiiConnect24, added an explanation for usage in multiple situations, and noted the necessity of submitting save data when confirmation is not possible within 10 minutes. • Changed section 6.4.3 from “Measures Taken to Assure Not More than 200Kbyte is Sent per Day” to “Messages Posted”. This was in combination with the following added sections: 6.4.3.1 Software that Posts Messages to a User’s Own Wii Message Board Through Actions by that User, 6.4.3.2 Software that Automatically Posts Messages to One’s Own Wii Message Board, and 6.4.3.3 Software that Posts Messages to the Wii Message Board of a Wii Friend. • Modified heading and description of section 6.5.3 Measures to Assure No More than 200 KB is Sent Once per Session in Japanese version only. • Added section 6.6.4 Total Size of Downloaded Data. • Added section 6.6.5 Method of Checking Downloaded Data. • Modified heading of section 7.2.1 Performs Multi-Player Communication Between a Nintendo DS (with Specific DS Card) and a Wii Console (in Japanese version only). • Added section 9.1.2 Setting Information. • Mentioned that the maximum number of systems should be entered in section 9.1.3.1 Simultaneously Playable Systems. • Added section 9.1.5.4 Feature for Exchanging Freely Created User Content with Other Players. • Made other, miscellaneous changes, such as to small details in wording.
1.01a	2007/12/19	Made additional changes requested by Lot Check.
1.01	2007/09/19	<ul style="list-style-type: none"> • Noted the new versions of each document in section 1.1 Regarding Each Document. • Added DS Download Play Support Banner Display Content Checklist for the Wii console [May be required]. • Added section 2.1.5 Face Library. • Added section 3.1.3 Miscellaneous Other Accessories. • Corrected an explanation in section 5.1.1.2 Copy Prohibit Flag, where “ON” and “OFF” were reversed. • Added Chapter 6 WiiConnect24 Support Checklist for the Wii console. • Added Chapter 8 DS Download Play Support Banner Display Content Checklist for the Wii console. • Subdivided the items in section 9.1.1 Library Information, by library type and version. • To section 9.1.4.3 Ability to View In-Game Information Over the Web, added the stipulation that a browsable site is required, even if it is provisional. • Added section 9.2.5 When Using Network Storage (Persistent Storage). • Added section 9.2.6 When Using an Independently Provided Game Server (Independent Server). • Corrected various mistakes and missing characters.
1.00	2006/11/15	Initial version.

1 Introduction

These instructions describe the documentation required with submission of the master data for the Wii console and explain the items in the documentation and how to fill in each of them. This section provides a summary, while the following sections describe each checklist.

The contents of the submitted documentation are extremely important data used for management at Nintendo and when shifting to the production flow. Before submitting the information, be certain that it does not contain any errors.

1.1 Regarding Each Document

Prepare the following documents when submitting master data for the Wii console to Nintendo. Be aware that there are documents that are always required to be submitted as well as documents that may only be required under certain conditions.

By filling in the Product Code field in the documents, the product code will be automatically included in the header portion. But the header will not be updated automatically. The header will be updated once it has been printed or Print Preview mode is exited.

Type	Items to Submit	Reference
Required	<i>Program Specifications Checklist for the Wii Console</i> (Wii-Program_Specifications_CheckSheet.doc)	Chapter 2
	<i>Controller Specifications Checklist for the Wii Console</i> (Wii-Controller_CheckSheet.doc)	Chapter 3
	<i>Banner Display Content Checklist for the Wii Console</i> (Wii-Banner_CheckSheet.doc)	Chapter 4
When applicable	<i>Wii Console NAND Memory Usage Checklist for the Wii Console</i> (Wii-SystemMemory_CheckSheet.doc)	Chapter 5
	<i>WiiConnect24 Support Checklist for the Wii Console</i> (Wii-WiiConnect24_CheckSheet.doc)	Chapter 6
	<i>Nintendo DS Support Checklist for the Wii Console</i> (Wii-NintendoDS_CheckSheet.doc)	Chapter 7
	<i>DS Single-Card Play Banner Display Content Checklist for the Wii Console</i> (Wii-MPDL_Banner_CheckSheet.doc)	Chapter 8
	<i>Nintendo Wi-Fi Connection Support Checklist for the Wii Console</i> (Wii-Nintendo_Wi-Fi_Connection_CheckSheet.doc)	Chapter 9
Miscellaneous	Wii Master Data	-
	Nintendo Wii Master Data Checklist Entry Form	For details, see the Master Editor package.
	<i>Wii Lot Check Checklist</i>	For details, see the <i>Wii Lot Check Test Instructions</i> .
	Save Data	Section 1.2
	Operations Manual	Even a preliminary document is acceptable.

1.1.1 Program Specifications Checklist for the Wii Console [Required]

The most recent version is Version 1.03. Enter details regarding the Wii features that are used in the game.

For details, see Chapter 2 Program Specifications Checklist for the Wii Console.

1.1.2 Controller Specifications Checklist for the Wii Console [Required]

The most recent version is Version 1.03. Enter information about the controller used in the game.

For details, see Chapter 3 Controller Specifications Checklist for the Wii Console.

1.1.3 Banner Display Content Checklist for the Wii Console [Required]

The most recent version is Version 1.01. Enter information regarding the banner that is displayed with the Wii console Menu screen.

For details, see Chapter 4 Banner Display Content Checklist for the Wii Console.

1.1.4 Wii Console NAND Memory Usage Checklist for the Wii Console [May be required]

The most recent version is Version 1.02. Describe the structure of the save data stored in the Wii console NAND memory (system memory). This document is required only when using the Wii console NAND memory.

For details, see Chapter 5 Wii Console NAND Memory Usage Checklist for the Wii Console.

1.1.5 WiiConnect24 Support Checklist for the Wii Console [May be required]

The most recent version is Version 1.01. Describe the use of WiiConnect24. This document is required only when using WiiConnect24.

For details, see Chapter 6 WiiConnect24 Support Checklist for the Wii Console.

1.1.6 Nintendo DS Support Checklist for the Wii Console [May be required]

The most recent version is Version 1.01. Enter information regarding connection with the Nintendo DS. This document is required only when using Nintendo DS.

For details, see Chapter 7 Nintendo DS Support Checklist for the Wii Console.

1.1.7 DS Single-Card Play Banner Display Content Checklist for the Wii Console [May be required]

The most recent version is **Version 1.01**. Enter information about the banner displayed on the DS IPL screen if your program includes the communication feature with Nintendo DS using DS Single-Card Play. This document is required only when this feature has been implemented.

For details, see Chapter 8 DS Single-Card Play Banner Display Content Checklist for the Wii Console.

1.1.8 Nintendo Wi-Fi Connection Support Checklist for the Wii Console [May be required]

The most recent version is **Version 1.02**. Enter information about the Nintendo Wi-Fi Connection features that are used. This document is required only when supporting Nintendo Wi-Fi Connection.

For details, see Chapter 9 Nintendo Wi-Fi Connection Support Checklist for the Wii Console

1.2 Save Data Submission

In some games, a device or feature may not be available until you play the game for an extended period of time. When performing the lot check, Nintendo sometimes cannot play the game to the location where said device or feature can be verified within the Lot Check time period. Therefore, submit save data that has been advanced to a point where said device or feature can be easily verified.

1.2.1 Software that Can Copy All Save Data to an SD Card

From the Wii Menu, do the following.

1. Select the Wii icon (Wii Options).
2. Select Data Management.
3. Select Save Data.
4. Select Wii.
5. Copy the data to an SD Card and then submit the data.

1.2.2 Software that Cannot Copy Certain Data to an SD Card

Save data for confirming operations sometimes cannot be saved to an SD Card from the Save Data Screen on the Wii console, such as when, for save banner files, a flag that prohibits copying is turned on, or a `nocopy` directory is in use.

For these kinds of titles, submit save data that is copied to an SD Card using the “Save data utility” in the DEVKIT SYSTEM MENU, which operates on development consoles (NDEV, RVT-H, RVT-R, and so on).

2 Program Specifications Checklist for the Wii Console

This section describes the *Program Specifications Checklist for the Wii Console*.

2.1 Features

Select the Wii features that are used in the game and those that are not used in the game. When selecting **Yes**, also enter the necessary information in the column(s) to the right. When selecting **No**, the column(s) to the right may be left blank.

2.1.1 Wii Console NAND Memory

Select **Yes** when the save data for the game is stored in Wii console NAND memory. Submit the *Wii Console NAND Memory Usage Checklist for the Wii Console* to clarify the save data structure.

Reference: Chapter 5 Wii Console NAND Memory Usage Checklist for the Wii Console.

2.1.1.1 Amount of Memory Used

Enter the maximum number of blocks consumed for each game. The unit of measure for this entry is 1 user block (1 user block = 128 kilobytes).

2.1.1.2 NANDSafe Functions Used

Select "Used" if NANDSafe functions are used when storing data to the Wii console NAND memory.

Additionally, if NANDSafe functions are used only in specific game situations, enter these places under "4. Remarks".

2.1.1.3 Compatible Game Titles

If save data is shared with a title having a different Game Code, enter the Game Code for that title. If there is more than one, enter the Game Codes for each.

Example: AAAJ, BBBJ, CCCJ, and so on. (Save data is shared between titles.)

2.1.2 SD Card

Select **Yes** when an SD Card is used in the game.

2.1.2.1 Method Used

Select **Read Access** if data on a SD Card is referenced (read). In addition, select **Write Access** if data is written to the SD Card for backup, for example. Select both if both reading and writing occur.

2.1.2.2 Data to Be Accessed

Enter what type of data is referenced by the game when **Read Access** is selected in section 2.1.2.1 Method Used. Leave this item blank if only **Write Access** is selected.

Example: Save data backed up to the SD Card, MP3 format data, and so on.

2.1.2.3 Data to Be Written

Enter the type of data that the game writes to the SD Card when **Write Access** is selected in section 2.1.2.1 Method Used. Leave this item blank if only **Read Access** is selected.

Example: Backup of the save data for time attacks, and so on.

2.1.2.4 Outline of Usage

Enter information to clarify when the SD Card is used during the game and what impact using the SD Card has on the game application.

2.1.3 Nintendo GameCube Memory Card

Select **Yes** when a Nintendo GameCube Memory Card is used in the game.

2.1.3.1 Game Name

Enter the title of the Nintendo GameCube game of which the save data is referenced, as a four-digit Game Code. If there is more than one, enter the Game Code for each.

Example: AAAJ, AAAE, BBBP, and so on.

2.1.3.2 File Name

The save data of the Nintendo GameCube title can be in multiple files, even if there is only a single title. In this case, enter which save file to use. Leave this column blank if there are not multiple files but only a single save file.

Example: Replay data, and so forth.

2.1.3.3 Outline of Usage

Enter information to clarify when the Nintendo GameCube Memory Card is used during the game and what impact using the Nintendo GameCube Memory Card has on the game application.

2.1.4 USB Accessories

Select **Yes** if the game supports peripherals connected to the USB connector. However, because it is shared, the Wii LAN adapter is exempted.

2.1.4.1 Accessory Name

Select the USB accessory used by the game. If the corresponding item does not exist, select **Other** and enter in the field to the right the name of the USB accessory used by the game. If there is more than one, enter all accessory names.

2.1.4.2 Outline of Usage

Enter how the USB accessory specified in section 2.1.4.1 Accessory Name can be used and how it is reflected in the game. If the explanation does not fit in the column provided on the checklist, write the explanation in a separate supplementary document.

2.1.5 Face Library

Select **Yes** when the Face Library is used in the game. If it is used, describe which scenes or parts of the game in the field to the right.

2.1.6 Linked Operations with the Forecast Channel

Select **Yes** when information obtained from the Forecast Channel is applied during gameplay. If this feature is used, describe in which scenes or parts of the game it is applied in the field to the right.

2.1.7 Nintendo DS

Select **Yes** when connecting with a Nintendo DS during the game. In addition, fill in the necessary items and submit the separate *Nintendo DS Support Checklist for the Wii Console* to supply details on the connection.

Reference: Chapter 7 Nintendo DS Support Checklist for the Wii Console

2.1.8 WiiConnect24

Select **Yes** when implementing the WiiConnect24 feature during the game. In addition, fill in the necessary items and submit the separate *WiiConnect24 Support Checklist for the Wii Console* to supply details on the connection.

Reference: Chapter 6 WiiConnect24 Support Checklist for the Wii Console

2.1.9 Nintendo Wi-Fi Connection

Select **Yes** when connecting to Nintendo Wi-Fi Connection during the game. In addition, fill in the necessary items and submit the separate *Nintendo Wi-Fi Connection Support Checklist for the Wii Console* to supply details on the connection.

Reference: Chapter 9 Nintendo Wi-Fi Connection Support Checklist for the Wii Console.

2.2 Languages, Video Modes, Audio Settings, Number of Players, and Reducing Screen Burn-in

Select the appropriate items that can be used during the game from the following.

2.2.1 Languages

Select all the languages that can be used in the game. If the language is not listed, select **Other** and enter the language that is used in the parentheses.

2.2.2 Video Display

Select all the video modes that can be used in the game.

2.2.3 Audio Settings

Select all the audio settings that can be used in the game.

2.2.4 Number of Players

Enter the number of players that can play in the game. For single-player games, enter **1** in the parentheses for **Maximum**. In addition, enter the maximum number of Wii Remote controllers used in the game. Several Wii Remote controllers will sometimes be used even for single-player games, and a single Wii Remote controller is sometimes used even if multi-play is supported. Fill in the maximum number of Wii Remote controllers that are expected to be connected.

If multi-play is supported, enter the method used to play with multiple players and summarize the content of multi-play.

2.2.5 Screen Burn-in Reduction

Enter the number of minutes without input before the Wii console screen burn-in reduction feature starts, when the feature is turned ON. In addition, select whether the screen burn-in feature is disabled during any game scenes. If **Yes** is selected, enter the scene or scenes for which it is disabled. Additionally, select whether this scene can be reached within 10 minutes of gameplay from the beginning. If not, submit save data so that the feature can be easily verified.

Refer to section 1.2 Save Data Submission for information on submitting save data.

2.3 Middleware

Select the middleware that is used in the game. If **Yes** is checked, also complete the columns to the right.

2.3.1 ATOK Library

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

2.3.1.1 Staff Credits

Select **Yes** when staff credits are shown in the game.

2.3.1.2 Method for Viewing the Staff Credits

If the ATOK library is used and staff credits are shown in the game, the ATOK library logo must be displayed in the staff credits. Enter the method used to view these staff credits. Submit save data for confirmation purposes if the staff credits cannot be seen within 10 minutes of starting the game.

Example: Select Options and then Credits in the game, when the game is ended, etc..

2.4 Remarks

Enter any supplementary information not included in the other checklist items.

In addition, if NANDSafe functions were used in specific game situations, enter those situations here.

Example entry: NANDSafe functions are used during the automatic saves that occur after each stage is cleared.

3 Controller Specifications Checklist for the Wii Console

This section describes the *Controller Specifications Checklist for the Wii Console*.

3.1 Controllers Used in the Game

Select the controllers that can be used for gameplay from the list of controller types. If **Yes** is selected, also enter in the columns to the right whether the controller is required in the game, how it is used, and scenes in which it is used. When **No** is selected, leave the columns to the right blank.

3.1.1 Wireless Controllers (+ Extension Controllers)

Select whether a controller connected to the Wii console wirelessly and an extension controller connected to the Wii Remote controller are used. In the bottom row, enter the name of the used controller in the empty field for the type only if the controller is not listed as an item in the table already.

3.1.1.1 Wii Remote Controller

Select **Yes** when the game supports Wii Remote controller operations.

3.1.1.2 Nunchuk Controller

Select **Yes** when the game supports Nunchuk controller operations.

3.1.1.3 Classic Controller

Select **Yes** when the game supports Classic Controller operations.

3.1.1.4 Wii Balance Board Accessory

Select **Yes** when the game supports Wii Balance Board accessory operations.

3.1.2 Nintendo GameCube Controller Socket

Select whether a controller that can be connected to the Nintendo GameCube Controller Socket on the Wii console can be used. In the bottom row, enter the name of the controller that supports the Nintendo GameCube Controller Socket if it is not in the list.

3.1.2.1 Nintendo GameCube Controller

Select **Yes** when the game supports Nintendo GameCube Controller or Nintendo GameCube WaveBird Wireless Controller operations.

3.1.3 Miscellaneous Other Accessories

Select whether any other controller-type accessories can be used, other than the ones covered in section 3.1.1 Wireless Controllers (+ Extension Controllers) or section 3.1.2 Nintendo GameCube Controller Socket. Depending on the item, if **Yes** is selected, also enter the necessary information into the column(s) to the right. In the bottom row, enter the name of any additional accessory, if it is not in the list.

3.1.3.1 Wii Zapper Accessory

Select **Yes** when the game supports the Wii Zapper accessory. If **Yes** is selected, also select the type of "Wii Zapper Pre-Use Check Screen" displayed at game startup in the column to the right.

3.1.3.2 Wii Wheel Accessory

Select **Yes** when the game supports operations with the Wii Wheel accessory.

3.2 Regarding Wii Remote Controller Specifications

When **Yes** is selected for section 3.1.1.1 Wii Remote Controller, complete the following necessary items. However, fill in whether it is used for the scenes other than the Home Menu because all items other than the Wii Remote controller are **Yes** for the Home Menu.

3.2.1 Pointer

Select **Yes** when the game supports the Pointer.

3.2.2 Motion Sensor

Select **Yes** when the game supports the Motion Sensor. Because a Motion Sensor is mounted on the Wii Remote controller and the Nunchuk controller, select all the supported controllers for which a Motion Sensor is used in the game.

3.2.3 Rumble

Select **Yes** when the game supports the Rumble Feature. Select **Yes** for **Rumble settings unique to the game** when the game has a feature to switch Rumble on or off in the game, independent of the Home Menu.

3.2.4 Wii Remote Controller Memory

Select **Yes** when the game supports the Wii Remote controller memory.

3.2.5 Wii Remote Controller Speaker

Select **Yes** when the game supports the speaker.

3.3 Nintendo GameCube Controller Feature Specifications

When **Yes** is selected for section 3.1.2.1 Nintendo GameCube Controller, complete the following items.

3.3.1 Rumble

Select **Yes** when the game supports the Nintendo GameCube Controller Rumble Feature.

3.4 Wii Remote Controller Memory Specifications

When **Yes** is selected for section 3.2.4 Wii Remote Controller Memory, complete the following items. Only complete sections 3.4.2 Registered Game Name, 3.4.3 Data Stored in Wii Remote Controller Memory, and 3.4.4 Compatible Titles for software that writes to Wii Remote controller memory.

3.4.1 Use of Mii Data

Select **Yes** when the game uses Mii data that is stored in the Wii Remote controller. In addition, enter into the columns to the right the way that Mii data is used in the game.

3.4.2 Registered Game Name

Enter the game title to register as the game data file information saved to Wii Remote controller memory.

3.4.3 Data Stored in Wii Remote Controller Memory

Enter the contents of the game data saved to the Wii Remote controller memory.

Example: Card data used for battles, and so on.

3.4.4 Compatible Titles

If data written to Wii Remote controller memory is shared with a title that has a different Game Code (including games that are localized for different markets), enter the Game Code for that title. If there is more than one, enter the Game Code for each.

3.5 Remarks

Enter any supplementary information not included in the other checklist items.

4 Banner Display Content Checklist for the Wii Console

This section describes the *Banner Display Content Checklist for the Wii Console*.

4.1 Displayed Game Title

Enter the game title that is displayed in the following items, such as the Wii Menu screen. Fill in all languages that can be displayed on the Wii console for supported markets. Any language that is not relevant should be left blank.

- Japanese titles: Fill in Japanese only.
- North American titles: Fill in English, Spanish, and French only.
- European or Australian titles: Fill in English, German, French, Italian, Spanish, and Dutch only.

4.1.1 Today's Accomplishments

The Wii Message Board in the Wii Menu contains the history of the games played on a given day and the events of that day. Enter the game title to be displayed in the play history. If the title spans two lines, enter the content to be displayed on the first line in the field for the first line, and the content to be displayed on the second line in the field for the second line. If there are not two lines, leave the second line blank.

4.2 Remarks

Enter any supplementary information not included in the other checklist items.

5 Wii Console NAND Memory Usage Checklist for the Wii Console

This section describes the *Wii Console NAND Memory Usage Checklist for the Wii Console*

5.1 Structure of the Save Data Stored in the Wii Console NAND Memory

Enter the number of directories, number of files, and capacity of files stored in the Wii console NAND memory and the method used to create them.

5.1.1 Save Banner File

Enter information for each of the following items regarding the save banner file that must always be created when storing data to the Wii console NAND memory.

5.1.1.1 Save Banner File Capacity

Enter the number of FS (file system) blocks that are consumed when the save banner file is saved to Wii console NAND memory (1 block = 16 kilobytes).

5.1.1.2 Copy Prohibition Flag

Select the status for the flag to indicate whether to prohibit the copying of all save data to an SD Card. If **OFF** is selected for the flag status, save data can be copied to an SD Card, but if **ON** is selected, save data cannot be copied to an SD Card.

5.1.2 Directories and Files Other than the Save Banner File

Fill in each of the following items for files and directories, other than the save banner file, that are saved to Wii console NAND memory.

5.1.2.1 Format

Select either directory or file. When selecting file, enter the number of FS blocks consumed by one file in the parentheses to the right (1 block = 16 kilobytes).

5.1.2.2 Number of Files that Can Be Created

When file is selected for section 5.1.2.1 Format, enter the maximum number of files that can be created. For example, when storing replay data in a game multiple data items (30 for example) will be saved, even though there is only one banner data file. Enter the maximum number of data items.

5.1.2.3 Summary and Creation Method

Enter the way to create directories or files. In addition, summarize what kind of directories or files can be created.

Example 1: Profile data. Created when selecting one of three save files in the game and continuing.

Example 2: Replay data. Created by selecting from the menu displayed after a timed attack.

5.2 nocopy Directory

If a `nocopy` directory is created in save data, of the files entered under section 5.1.2 Directories and Files Other than the Save Banner File, enter those file numbers that will be stored in the `nocopy` directory.

This item may be left blank if a `nocopy` directory is not going to be created.

5.3 Remarks

Enter any supplementary information not included in the other checklist items.

5.4 Example Entry

This is an example of how to complete section 5.1.2 Directories and Files Other than the Save Banner File for software with the following specifications.

- When the game is started with no save data, the original data (`system.bin`) is created using 20 FS blocks of memory.
- When Edit Mode is selected, a maximum of 5 customized data files (`custom*.bin`) can be created, each of which uses 3 FS blocks.
- The **nocopy** directory is created when Nintendo Wi-Fi Connection is selected for the first time. At the same time, 5 FS blocks of Nintendo Wi-Fi Connection user data (`userdata.bin`) are created under the **nocopy** directory.
- Up to 20 replay data files (`replay*.bin`), each of which uses 5 FS blocks, independent of the original data.

File Number	Format (Select either Directory or File)	Number of Files that Can Be Created	Summary of Directory or File and How It Was Created
1	<input type="checkbox"/> Directory <input checked="" type="checkbox"/> File(20)FS blocks	1	Original game data. Created the first time the game is started (<code>system.bin</code>).
2	<input type="checkbox"/> Directory <input checked="" type="checkbox"/> File(3)FS blocks	5	Game edit data; up to 5 can be created. Created whenever a new team is created in Edit Mode (<code>custom*.bin</code>).
3	<input checked="" type="checkbox"/> Directory <input type="checkbox"/> File()FS blocks	1	The nocopy directory. Created when Nintendo Wi-Fi Connection is first selected.
4	<input type="checkbox"/> Directory <input checked="" type="checkbox"/> File(5)FS blocks	1	User data and friend data for Nintendo Wi-Fi Connection. Created when Nintendo Wi-Fi Connection is first selected (<code>userdata.bin</code>).
5	<input type="checkbox"/> Directory <input checked="" type="checkbox"/> File(5)FS blocks	20	In-game replay data; up to 20 can be created. Created whenever a new replay is saved (<code>replay*.bin</code>).
6	<input type="checkbox"/> Directory <input type="checkbox"/> File()FS blocks		

Note: Enter “3” in the nocopy Directory item (section 5.2) because a `nocopy` directory is created.

6 WiiConnect24 Support Checklist for the Wii Console

This section describes the *WiiConnect24 Support Checklist for the Wii Console*.

6.1 Overview of WiiConnect24

Enter an overview of how the WiiConnect24 feature is used in the game.

Examples:

- When the game is played, that day's score is recorded on the Wii Message Board.
- It is possible to send a message to a Wii Friend and attach an item used in the game to the message.
- It is possible to download new game problems from the server at regular intervals.

Simple explanations are given above, but a specific, detailed description should be entered to the greatest extent possible. When this feature is used in multiple situations, give an explanation for each situation.

If a place that uses WiiConnect24 cannot be reached within 10 minutes of gameplay from the beginning, submit save data that has been advanced to a location where confirmation can be performed. Refer to section 1.2 Save Data Submission for information on submitting save data.

6.2 Scheduler Feature During the Game

Select one item according to whether WiiConnect24's Scheduler feature is in OFF state or ON state while the game is running. If actions such as sending messages are possible only in certain limited scenes of the game and the Scheduler is turned ON only for these parts, select **ON in only some scenes** and enter those scenes in the lower portion of the section marked "ON Scenes" If the opposite is true and Scheduler is turned OFF only for certain scenes, select **ON in only some scenes** and enter all the ON scenes in the lower portion of the section marked "Scenes with Scheduler turned ON."

6.3 Various Features of WiiConnect24

WiiConnect24 features are divided into three categories. Select **Yes** for all categories containing features used in the game.

6.3.1 Posting Messages on the Wii Message Board

Select **Yes** if loading is performed to the Wii Message Board when the game is played, regardless of whether the Wii Message Board is on one's own Wii console or a Wii Friend's Wii console. If **Yes** is selected, you must answer the items in section 6.4 Details of Posting Messages on the Wii Message Board and section 6.7 Describe How WiiConnect24-Related Errors are Displayed.

6.3.2 Send/Receive Messages Within the Game

Select **Yes** if it is possible to send or receive messages and/or data attached to messages with a game opponent, without this activity showing on the Wii Message Board at all. If **Yes** is selected, you must answer the items in section 6.5 Sending and Receiving Messages Within the Game and section 6.7 Describe How WiiConnect24-Related Errors are Displayed.

6.3.3 Download Task

Select **Yes** if data used in the game is downloaded at regular intervals from a server at a specified URL. If **Yes** is selected, you must answer the items in section 6.6 Download Task and section 6.7 Describe How WiiConnect24-Related Errors are Displayed.

6.4 Details of Posting Messages on the Wii Message Board

If **Yes** was selected in section 6.3.1 Posting Messages on the Wii Message Board, you must complete this section.

6.4.1 Message Recipient and Method of Posting on the Wii Message Board

Select the recipients of messages posting on the Wii Message Board. For the selected items, enter in the field to the right what actions during gameplay will cause a message to be posted on the Wii Message Board.

6.4.2 Use of Message Attachments

If letterform templates, photo data, or mini-data can be attached to messages posted on the Wii Message Board, select all items that apply.

Also, enter what actions during gameplay will cause these to be attached to a message in the **Attachment Method** field to the right.

6.4.3 Messages Posted at Each Session

There is processing that must be implemented when messages are posted to the Wii Message Board, depending on how the messages are posted and where they are posted. Posting has been divided into the following three methods. Complete all that apply.

6.4.3.1 Software that Posts Messages to a User's Own Wii Message Board Through Actions by that User

It is necessary to display an on-screen warning (after meeting specific conditions) during a single program run, for software that posts messages to a user's own Wii Message Board through actions by that user. Select the corresponding conditions from the following items: "Display a warning for every 4 posted messages" and "Display a warning each time the posted message size exceeds a total of 400 KB."

6.4.3.2 Software that Automatically Posts Messages to One's Own Wii Message Board

There are restrictions on the number of messages and total data size sent during a single program run for software that automatically posts messages to one's own Wii Message Board. Enter the number of messages and total data size (in kilobytes) that can be posted.

6.4.3.3 Software that Posts Messages to the Wii Message Board of a Wii Friend

There are restrictions on the total data size sent during a single program run for software that posts messages to the Wii Message Board of a Wii Friend. Describe the countermeasures taken to ensure that the size restriction is observed.

6.5 Sending and Receiving Messages Within the Game

If **Yes** was selected in section 6.3.2 Send/Receive Messages Within the Game, you must complete this section.

6.5.1 Message Recipients

Select the message recipients. If it is possible to send to other game titles with different Nintendo-assigned Game Codes, such as versions localized for other markets, select **Other Games**. Enter the Game Codes of all titles which may receive messages in the field to the right.

Examples: AAAJ, AAAE, BBBP, and so on.

6.5.2 Use of Game-Dependent Attachments

Select **Yes** if data may be attached that is usable only within the game and which is not shown on the Wii Message Board at all.

If **Yes** is selected, enter the method (procedure) for sending such attached data, and the method for using attached data when it is received.

6.5.3 Measures to Assure No More than 200 KB is Sent Once per Session

The total amount of data that a single application can send through messages is capped at 200 kilobytes per session. Enter the measures taken within the game to assure that no more than 200 kilobytes is sent from the game per game session.

Example: No more than 10 messages can be sent per game session.

6.6 Download Task Details

If **Yes** was selected in section 6.3.3 Download Task, you must complete this section.

6.6.1 Download URL

Enter the URL of the server to download from at regular intervals.

6.6.2 Download Schedule

Enter the download schedule.

Example: Every 30 minutes.

6.6.3 Overview of Downloaded Data

Give an overview of the downloaded data, including specifically what sort of data it is and how it will be used in the game.

6.6.4 Total Size of Downloaded Data

Enter the total size of data that will be downloaded. If there are two download tasks, enter the total of the two tasks.

6.6.5 Method of Checking Downloaded Data

Explain the method used to check whether the downloaded data can be used without causing problems in the game.

6.7 Describe How WiiConnect24-Related Errors are Displayed

Select **Yes** if errors related to WiiConnect24 may be displayed. If **Yes** is selected, also enter the points in the game where errors may display.

Example: Error is displayed when a message Send button is clicked.

6.8 Remarks

Enter any supplementary information not included in the other checklist items.

7 Nintendo DS Support Checklist for the Wii Console

This section describes the *Nintendo DS Support Checklist for the Wii Console*.

7.1 Details of Use of Nintendo DS Within the Game

Enter a summary of how Nintendo DS will be used in the game. If it is to be used in various ways, be sure to describe all of them.

7.2 Communication Type with Nintendo DS

The types of communication available with Nintendo DS can be classified into three categories. Select **Yes** or **No** for whether each of these types will be used for communications. If you select **Yes** for an item, be sure to enter details in the columns to the right.

7.2.1 Performs Multi-Player Communication Between a Nintendo DS (with Specific DS Card) and a Wii Console

Select **Yes** if MP communications are to be performed using a specific DS Card running on the Nintendo DS.

7.2.1.1 GGID Used

Enter the GGID to be used when communicating with the Nintendo DS. Enter all GGIDs if there is more than one.

7.2.1.2 Communicating DS Title

Enter the Game Code for the DS titles to indicate with which DS titles communication can be performed. Enter the Game Codes for all titles if there is more than one.

7.2.1.3 Simultaneously Connected Units

Enter the number of Nintendo DS systems that can connect to the Wii console and play at the same time. For this item, do not include the Wii console in the number of systems that can connect at once.

7.2.2 Performs Multi-Player Communication with the Wii Console After Downloading to DS Single-Card Play Child Device

Select **Yes** if MP communications with the Wii console are to be performed using a program downloaded using DS Single-Card Play.

7.2.2.1 GGID Used

Enter the GGID to be used when communicating with Nintendo DS. Enter all GGIDs if there is more than one.

7.2.2.2 Simultaneously Connected Units

Enter the number of Nintendo DS systems that can connect to the Wii console and be played at the same time. For this item, do not include the Wii console in the number of systems that can connect at once.

7.2.2.3 Access to the DS Card

Select **Yes** if a program downloaded using DS Single-Card Play will be accessing the DS Card inserted in the Nintendo DS.

If you select **Yes**, enter which DS Card will be accessed and the Game Code.

7.2.2.4 Access to the Game Pak

Select **Yes** if a program downloaded using DS Single-Card Play will be accessing a Game Boy Advance Game Pak or DS

Option Pak inserted in the Nintendo DS. If you select **Yes**, enter which Game Pak will be accessed and the Game Code.

7.2.3 Capable of Playing on the Nintendo DS by Itself (Without Multi-Player Communication and With the Wii Console) After Downloading to the DS Single-Card Play Child Device

Select **Yes** if a program downloaded using DS Single-Card Play can be played on the DS by itself without MP communications with the Wii console.

7.2.3.1 GGID Used

Enter the GGID to be used when communicating with Nintendo DS. Enter all GGIDs if there is more than one.

7.2.3.2 Simultaneously Connected Units

Enter the number of Nintendo DS systems that can connect to the Wii console and be played at the same time. For this item, do not include the Wii console in the number of systems that can connect at once.

7.2.3.3 Access to the DS Card

Select **Yes** if a program downloaded using DS Single-Card Play will be accessing the DS Card inserted in the Nintendo DS.

If you select **Yes**, enter which DS Card will be accessed and the Game Code.

7.2.3.4 Access to the Game Pak

Select **Yes** if a program downloaded using DS Single-Card Play will be accessing a Game Boy Advance Game Pak or DS

Option Pak inserted in the Nintendo DS. If you select **Yes**, enter which Game Pak will be accessed and the Game Code.

7.3 Remarks

Enter any supplementary information not included in the other checklist items.

8 DS Single-Card Play Banner Display Content Checklist for the Wii Console

This section describes the *DS Single-Card Play Banner Display Content Checklist for the Wii Console*.

8.1 Download Play Banner Information

Enter the Download Play banner information displayed on the IPL screen of the Nintendo DS. If using multiple languages or data for download, enter banner information for all possible banners. Because this checklist exists to check banner information, describe it exactly as it appears on the screen.

8.1.1 Language Used

Enter the language(s) used for the text portion of the banner information.

8.1.2 Game Title Name

Enter the text displayed in the **Game Title Name** field of the IPL banner information.

8.1.3 Parent Device Name

Enter the text displayed in the Parent Device (data sender) Name field of the IPL banner information.

8.1.4 Simple Caption

Enter the portion of the IPL banner information which is the text displayed as a simple caption for the transfer data. If the caption is displayed over two lines, split the text of the caption into the first line and the second line and enter it as shown on the screen.

8.2 Remarks

Enter any supplementary information not included in the other checklist items.

9 Nintendo Wi-Fi Connection Support Checklist for the Wii Console

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

9.1 Nintendo Wi-Fi Connection-Specific Items

Make the appropriate selections and fill in data for each of the following Nintendo Wi-Fi Connection-specific items.

9.1.1 Library Information

Enter information regarding the libraries used to support Nintendo Wi-Fi Connection.

9.1.1.1 DWC Library Type

Select whether the DWC Library being used is Revolution DWC or Revolution DWC-DL.

9.1.1.2 Library Version

Enter the version information of the library selected in section 9.1.1.1 DWC Library Type.

Example: 0.1.0 patch1

9.1.2 Setting Information

Enter the following library information that was used when Nintendo Wi-Fi Connection is supported.

9.1.2.1 GameSpy Game Name

Enter the content set in the `gamename` argument to the `DWC_Init` function. This is `NULL` when the GameSpy service is not used.

9.1.2.2 Product ID

Enter the product ID that has been assigned by GameSpy.

9.1.2.3 Game Code Used for User ID Branch Number

Enter the content set in the `gamecode` argument to the `DWC_Init` function.

9.1.3 Communication Specifications

Make the appropriate selections and fill in data for each of the following items regarding communication specifications to be used under Nintendo Wi-Fi Connection.

9.1.3.1 Simultaneously Playable Systems

Enter the maximum number of systems that can engage in competitive or cooperative gameplay at the same time under Nintendo Wi-Fi Connection.

9.1.3.2 Connections with Strangers

Select whether matchmaking is to be allowed with strangers under Nintendo Wi-Fi Connection.

For details on strangers, see *Nintendo Wi-Fi Connection Programming Guidelines for the Wii Console*.

9.1.3.3 Rival Registration Feature

Although there are limitations on communications after communicating with strangers using Nintendo Wi-Fi Connection, select whether there is a rival feature that registers such players on a list and allows matchmaking again. Select **N/A** if **Rival** is to be the communication mode used with strangers, but they are not going to be registered as rival partners.

9.1.3.4 Communication Method(s)

Select the other parties that can connect using Nintendo Wi-Fi Connection and the type of communication that can be used. Enter all types if there is more than one.

9.1.3.5 P2P Data Transfer

Select whether a feature for exchanging data files between players using peer-to-peer communications will be available after matchmaking by the matchmaking server is complete.

9.1.3.6 Service Using a Game Server

In addition to regular matchmaking services, select whether any services that use the game server under Nintendo Wi-Fi Connection are implemented. If **Available** is selected, be sure to also respond to section 9.2 Services Provided by the Game Server Used Under Nintendo Wi-Fi Connection.

9.1.3.7 Compatible Titles

If there is compatibility with a title that has a different Game Code, including versions intended for other markets, enter the Game Code of the compatible title. Enter all Game Codes if there is more than one.

9.1.4 Name Change Feature

Make selections for the following items regarding the game player name used under Nintendo Wi-Fi Connection.

9.1.4.1 Ability to Change the Name Used in the Game

Select whether there is a feature that freely allows the name used under Nintendo Wi-Fi Connection to be changed.

9.1.4.2 IPL and User Name Synchronization

Select whether the name used under Nintendo Wi-Fi Connection will be linked to the IPL user name.

9.1.5 Other

Make selections and fill in information for each of the following items.

9.1.5.1 ESRB Online Rating Notice Display

Select **Available** if the ESRB Online Rating Notice is to be displayed (required for online games before access to Nintendo Wi-Fi Connection).

9.1.5.2 Content Unlockable by Using Nintendo Wi-Fi Connection Service

Select **Available** if there are any hidden elements that cannot normally be played unless using the Nintendo Wi-Fi Connection service. If you select **Available**, be sure to tell us how to check these hidden elements.

Example of a hidden element: A new stage can be played if the game player achieves a top three ranking.

9.1.5.3 Ability to View In-Game Information Over the Web

Select **Available** if information the game player obtains inside the game has been disclosed by uploading to a general web site or if there are plans to disclose such information. If you select **Available**, be sure to tell us the site where this information can be read. When you submit the game for Lot Check, you must make this information viewable, even if the web site you use is provisional.

9.1.5.4 Feature for Exchanging Freely Created User Content with Other Players

Select **Available** if there is an in-game feature that allows content freely created by players (maps, items, emblem designs, and so on) to be displayed to or exchanged with other players. If **Available** is selected, specifically describe what is being exchanged in the field below.

9.2 Services Provided by the Game Server Used Under Nintendo Wi-Fi Connection

Enter information for the following items regarding the game server to be used under Nintendo Wi-Fi Connection.

9.2.1 Game Server Type

Select the corresponding game server. Select all applicable items if there is more than one.

9.2.2 Overview of the Features Using the Game Server

Enter how the game server(s) selected in section 9.2.1 Game Server Type, will be used by the game.

9.2.3 When Using a Nintendo Download Server

Enter information for the following item if **Nintendo Download Server** was selected in section 9.2.1 Game Server Type. This item may be left blank if Nintendo Download Server was not selected.

9.2.3.1 Usage of the Downloaded Data

Enter how downloaded data will be used within the game.

9.2.4 When Using the Nintendo General-Purpose Ranking Server

Enter information for the following items if **Nintendo General-Purpose Ranking Server** was selected in section 9.2.1 Game Server Type. These items may be left blank if Nintendo General-Purpose Ranking Server was not selected.

9.2.4.1 Ranking Content Displayed

Enter the items (such as player's name, score, and so on.) that will be uploaded for display in rankings.

9.2.4.2 Ranking Verification Method

Enter the method used for checking whether ranking data is being reflected correctly.

9.2.5 When Using Network Storage (Persistent Storage)

If network storage was selected in section 9.2.1 Game Server Type, answer the following items. These items may be left blank if network storage was not selected.

9.2.5.1 Content Stored in Network Storage

Describe the content of the data stored in network storage.

Example: Player name, Score history for games played over Wi-Fi Connection, Title, and so on.

9.2.5.2 Method for Confirming Stored Data

Enter the method used to confirm that the data stored in network storage has been properly applied within the game.

9.2.6 When Using an Independently Provided Game Server (Independent Server)

If **Independently Provided Game Server (Independent Server)** was selected in section 9.2.1 Game Server Type, answer the following items. These items may be left blank if this type was not selected.

9.2.6.1 Independent Server URL

Enter the URL of the independent server.

9.2.6.2 Method for Confirming Server Operation

Describe the actions in the game which will allow the player to use features of the independent server, and enter the method used for confirming that the independent server's features operate correctly. If it is necessary to change DNS settings for debug or other reasons, enter the DNS address and any other necessary information in the **Remarks** field so that Lot Check can perform a test.

9.2.6.3 Game Operation When Authentication Token is Invalid

Describe the operation of the game when the authentication token used in connecting to the independent server is found to be invalid.

9.3 Remarks

Enter any supplementary information not included in the other checklist items.

The company and product names contained in this document are the trademarks or registered trademarks of their respective companies.

© 2006-2008 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.