



Wii™

nintendo  
Wi-Fi  
connection

Welcome to  
**Animal Crossing**  
**CITY FOLK**

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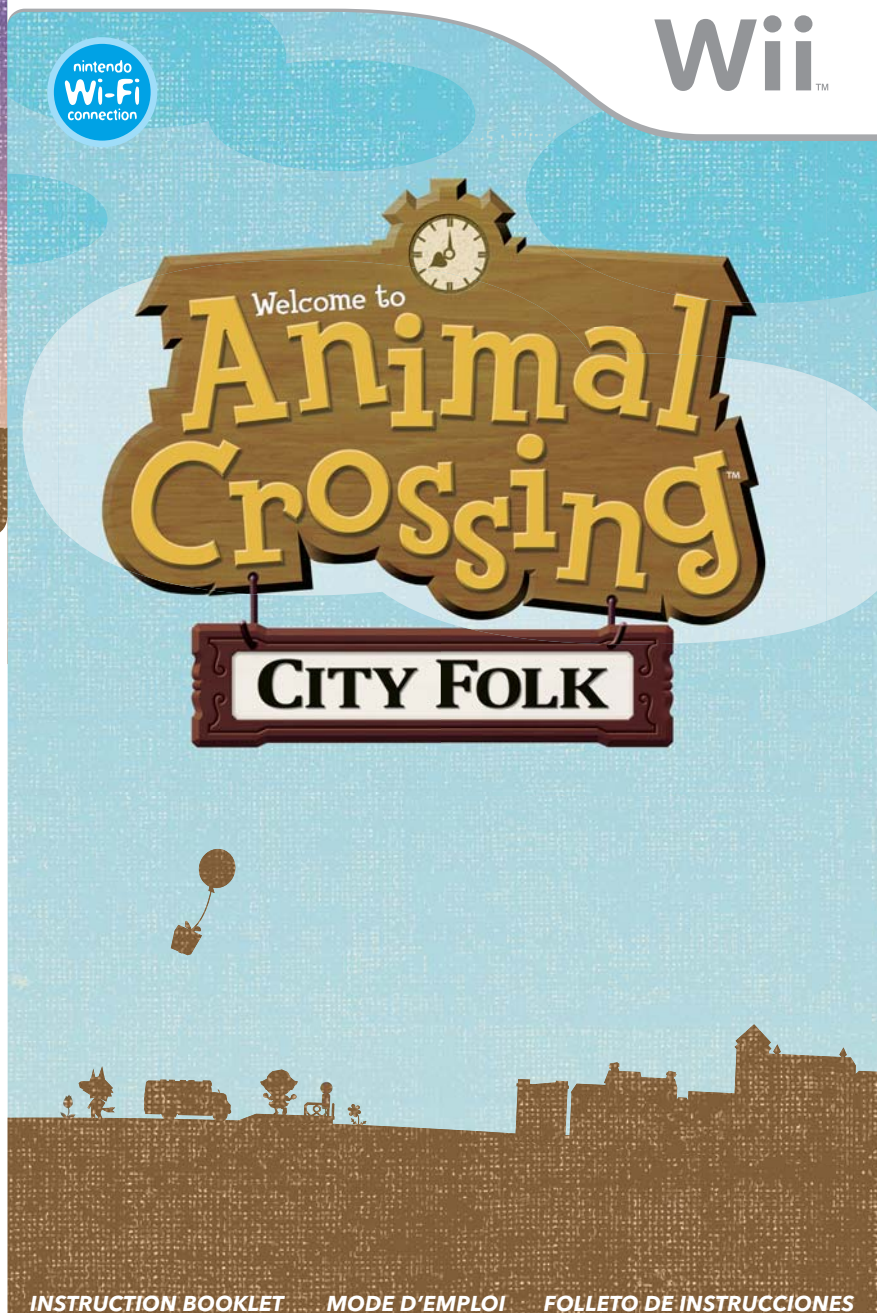
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INSTRUCTION BOOKLET    MODE D'EMPLOI    FOLLETO DE INSTRUCCIONES



**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**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, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	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. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should 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, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

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# Getting Started

Note to Parents: Animal Crossing: City Folk allows players to communicate with friends in game via real time text chatting and voice conversations (Mic Chat). Players can also send letters to friends. Players can design items which may be seen when playing online via Nintendo Wi-Fi Connection. If you would like to disable these features, please go to the Wii console's system settings and set the communication restriction in Parental Controls.

## Starting a New Game

The first time you play, you will register a character. To create a new character, when Rover appears, choose "Start fresh!" and follow his instructions to enter the time, your nickname, and other information. When you're done, your life in town will begin. Up to four players can live in a town.

### Animal Crossing: Wild World Player Data

If you have player data from Animal Crossing: Wild World for the Nintendo DS™, you can play as that character in Animal Crossing: City Folk. Follow the steps below to send your save data from your Nintendo DS to the Wii Console.

\* You can transfer your DS character's face, name, and part of your catalog. (p. 12). You cannot transfer the items in your pockets, Bells, and other items. Also, you will need to re-register your town name.

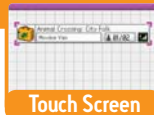
\* Even if you transfer your Animal Crossing: Wild World data to your Wii Console, you won't lose your character on your DS.

#### 1 Wii Transfer your DS character.

When Rover asks you if you want to start fresh or move, choose "Move from DS!"

#### 2 DS Prepare your DS.

With the Animal Crossing: Wild World Game Card inserted, turn on your Nintendo DS and choose DS Download Play. Select the Moving Van panel when it appears.



Touch Screen

#### 3 Wii Transfer data.

Once the data is transferred from the DS, you can register that data as a player.

## Continuing Your Game

When you already have player data registered, four options will appear: "Yeah!" "DS Suitcase," "Before playing..." and "Other things."



### "Yeah!" (Go to town)

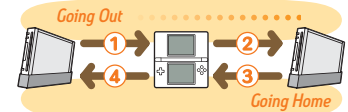
If you choose this option, a list of all the players living in your town will appear. Please choose the player whose game you'd like to continue. If you choose "I'm new!" you can register a new player.

### "DS Suitcase"

Use your DS to visit a friend's town ② or return to your own town ④.

#### What is the DS Suitcase?

The DS Suitcase lets you visit your friends' towns when they aren't playing.



### Using the DS Suitcase

#### 1 Get ready to go out.

**Wii** Using the player you want to take out, go to the gate (p. 16). Talk to Copper and choose "I wanna go out!" and "DS Suitcase."

**DS** Turn your Nintendo DS on and select DS Download Play. Select the Suitcase panel to download the DS Suitcase. Once you've done so, close your DS with the power still on to put it into Sleep Mode. Then take your DS to your friend's Wii.

#### 2 Enter your friend's town.

**Wii** Start up your friend's Wii Console, and when Rover appears, choose "DS Suitcase."

**DS** Choose "Connect to the Wii" and transfer the player data. When you're done, turn the power off on the DS.

#### 3 Get ready to go home.

**Wii DS** Follow the same steps you used when you left your town to transfer your player data to the DS ①.

#### 4 Return to your town.

**Wii** Start up your game, talk to Rover, and choose "DS Suitcase." Once the connection with the DS is confirmed, choose "I'm back!" to return to your town.

**DS** Choose "Connect to the Wii" when the prompt appears on the TV.

#### DS Suitcase Tips

- Don't turn the power off on the DS containing the downloaded data until you've transferred the data to a Wii Console. A message will appear on the DS when it's safe to turn off the power.
- Whenever you go out, be sure to go home at the end of your session. If you don't go home, you will lose the Bells and items you had when you left.
- If you start a session with a player before that player has returned, you won't be able to save the player data from your DS.
- If you delete a player or town before a player has returned, the player data that has gone out won't be able to return. Be careful.

## “Before playing...”

Adjust the sound, text display, or WiiConnect24 settings.

**Sound** Set what the animals sound like when they speak. To mute them completely, choose “Shhhh!”

**Text Entry** Choose how you’d like to enter text when you chat with friends (p.22) and write letters (p. 9).

**Menus** Set whether you want pop-up explanations to appear when you hover over menus.

**WiiConnect24** Set whether or not to connect to WiiConnect24™.

*\*You can also change this setting when you meet Rover on the bus to the city.*

*\*You can’t set your WiiConnect24 to on in the game if the WiiConnect24 settings on your Wii console are turned off.*

## “Other things”

Change the time on your clock or erase your player or town data.


**Clock** The clock displays the Wii’s time and date by default, but you can also change the time by choosing “Set the clock.”

Choose Confirm after setting the month, day, and year, then set the time and choose Confirm again. If you change the time, any turnips you have could be spoiled or presents in the mail could be lost.

**House Demolition** If you choose to tear down your house, you will erase the player data associated with that house. Player data that has been erased can’t be restored, so be careful.

**Rebuild the Town** If you choose to rebuild the town, all players who live there will also be erased. Again, data that’s been erased can’t be restored, so be careful.

## About Saving

To save, either lie down in your bed in the attic or select  (p. 7). The game saves automatically before and after you go out.

You need 36 blocks of memory in your Wii system memory to save. To save pictures you’ve taken, you also need an SD Card (sold separately) (p. 11). You can only save one town per Wii console.

## System Menu Update

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



# Controls

You can play this game using the Wii Remote™ controller alone by holding it vertically or with the Nunchuk (Nunchuk Style). In this manual, controls are explained based on the Nunchuk Style of game play.

## Nunchuk

### Control Stick

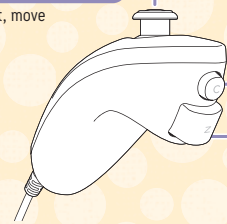
Select, move

### C Button

Talk, use tools, read signs, open doors

### Z Button

- Cancel, pick up items, pick flowers
- (Press while moving) Run



## Nunchuk Style



## Wii Remote

### Pointer

- Select
- Point +  : Confirm, move

### +Control Pad

#### Outside

- Up: Change view
- Left/Right: Change tool
- Down: Put tool away

#### Inside

Change view

### A Button

Confirm, talk, use tools, read signs, open doors

### - Button

Open menus, scroll through menus

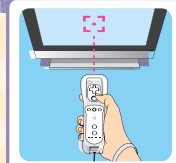
### HOME Button

Display HOME Menu

### + Button

Open menus, scroll through menus

## Pointing



“Pointing” means pointing the Wii Remote at the TV screen.

### B Button

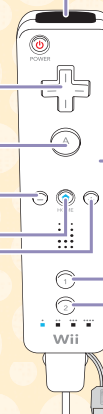
- Cancel, pick up items, pick flowers
- (Press while moving) Run

### 1 Button

Take a photo (p. 11)

### 2 Button

Display Photos menu



**CAUTION: WRIST STRAP USE** Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

# The Great Outdoors

Most of town life takes place outdoors, where you can talk to animals, fish, catch bugs, participate in events, and much more.

## The Game Screen

The save, emotion, and menu icons appear when you point at the screen. The clock appears if your character stays still for a bit.

### Clock

The clock displays the current date and time.

### Emotion Icons

These icons appear whenever you learn a new emotion. Choose an emotion to make your character perform the corresponding action.

### Save (p. 5)

Save your progress and return to the title screen.

### Menus (p. 8-11)

Display your pockets, designs, bug and fish log, photos, friend roster, keyboard, or map. Use **+** and **-** to display the menus and scroll through them.



## Show How You Really Feel!

Choose an emotion icon to perform the corresponding action. You can use these to express yourself when chatting with other players (p. 22). You can learn more emotions at the Marquee in the city (p. 18).



## Things to Do in Your House

Use furniture and items to create a space all your own!

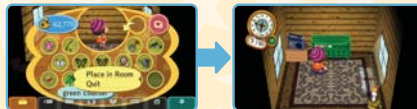
### Changing Your View

Press **+** to change your view in your house, in other houses, and in the museum.



### Placing and Picking Up Furniture

To place an item in your house, choose from your pockets (p. 8) and choose "Place in Room." You can also display wallpaper and carpet in your house. To tidy up, stand in front of your furniture and press **B** or **Z**.

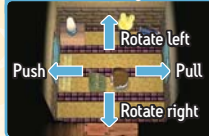


*\*You can't put anything down if there's no space in your room.*

### Moving Furniture

To move furniture, stand in front of it and press and hold **A** or **C** to grab it. Move in the direction of the furniture to push it, and away from the furniture to pull it. Tilt left and right to spin the furniture.

### Controls for Moving Furniture



# Your Pockets

Access your items and change clothes here. Open your pockets by selecting .

## The Menu Screen

To close your pockets, choose or press **B**.

### Wallet

This is the number of Bells that you have on hand. This doesn't include any money in your bank account.

### Drop

Drag items here to drop them on the ground.

### Letters

### Player

Drag clothes and tools on to the player to equip them.

### Items

You can carry up to 15 items, not including items that you're wearing. Some of them are:

: Furniture : Clothes : Stationery

Point at an item and hold **A** to grab and move it. You can move items you're holding or place them on the ground.



Choose an icon to display that menu.

## Letters

Choose to display the mail you're carrying. You can carry up to 10 letters at a time. Choose to return to your pockets.

*\*Open presents that are attached to letters by moving them to your pockets.*

### Letter Icons

Letters you receive are pink, and letters you write are blue (p. 9).

: Unread letters : Read letters : Letters with presents



## Pockets Submenu

Point at an item and press **A** to display a submenu, where you can choose to do things like drop an item or toss it out. See pages 8-9 for more information.

### Drop

Select this option to drop items or furniture on the ground. If the ground is too cluttered, however, you won't be able to use this option.

### Read

Select this option to read a letter.

### Toss

Choose this option to throw away a letter. Once you've tossed a letter, you can't retrieve it, so be careful.



### Pockets Submenu

## How to Use Your Pockets

### Changing Clothes

Choose clothing, hats, or accessories, and a menu will appear. Choose "Wear" to put them on. You can also drag and drop clothing on to the player (p. 8) to change clothes.

When you want to remove headgear and accessories, choose the player and then choose "Remove Headgear" or "Remove Accessory."

*\*When you remove an item, it returns to your pockets (p. 8).*

### Carrying Tools

If you want to carry your fishing rod, shovel, or another tool, select the tool and choose "Carry" in the menu. You can also drag and drop the tool on to the player.

When you want to remove a tool, choose the player and select "Remove Equipment" from the menu that appears.

*\*Any tools you remove return to your pockets. You can't carry tools indoors.*

### Sending Letters

If you have stationery, you can send letters to other residents and friends by following the steps below. In order to write a letter to friends in different towns, you must exchange friend codes first (p. 19). Remember, your friends can send your letters to their friends so be sure to not write about anything personal or offensive.



Use Tools By Pressing A or C

#### 1 Choose a recipient.

In your pockets, choose and then choose "Write letter." A list of addressees will appear, so pick who to send the letter to. shows a list of residents in your town, and shows a list of your friends.



#### 2 Write your letter.

Enter your message, then press Done and Confirm to add your letter to the letter screen (p. 8).

#### When you want to add an item...

With your letter screen open, drag and drop an item on to your letter. From here, you can also choose to edit letters.

#### 3 Go to the town hall.

Go to the town hall and choose "Send mail" at the post office. Then, just choose a letter to send it off. If a resident likes your letter, you might even get a response.



### Entering Text

Point to a letter and press A to type. Choose from two text-entry methods, keyboard or cell-phone style. In keyboard style, each key is assigned to a letter or symbol. In cell-phone style, scroll through a series of characters with each press of A. You can change these by choosing "Before playing..." (p. 5)

*\*You can also use a USB keyboard to write letters and text chat, but not all USB keyboards are compatible. Nintendo has verified that the following keyboards will function as expected:*

*Logitech, Classic USB keyboard, 200 (as of August 2008). For more information, please see the Wii Operations Manual.*

## Other Menus

### Designs

Create and edit designs and put them on your clothes, hats, umbrellas, and surroundings. You can also wear your Mii as a mask.

*\*See page 14 for information on how to create a design.*

*\*You can create Miis in the Mii Channel. Please see the Mii Channel section of the Wii Operations Manual for more information. If the Mii you're using is deleted, your player's face will return to normal.*

#### Player

#### Designs

You can hold up to 8 designs at a time. PRO denotes a Pro design (p. 14).



#### Mii

Wear one of your Miis as a mask. You can only carry one Mii face with you at a time. You can change your Mii at the salon in the city, Shampooode.

### Design Screen

To use a design, choose it and make your selection from the submenu.



#### Design Submenu



### How to Use Designs

Wear	Place your design on clothes, umbrellas, and hats.
Display on Ground	Place your designs on the ground like tiles. This option is only available outside.
Place in Room	Display your design in your house on an easel or as a hat, a piece of clothing, or an umbrella. This option is only available in your house.
Install in Room	Use your design as carpeting or wallpaper. This option is only available in your house. <i>* Wallpaper or carpeting that is currently displayed in your house will go into your pockets.</i>
Edit Design	Revise your design.

## Bugs and Fish

See all the bugs and fish you've caught. Choose a bug to display information about it, and choose the image to see when they can be caught. Choose  (bugs) or  (fish) to swap between the screens.



## Photos

Photos that you take are stored on an SD Card (sold separately). To save a photo, choose SD Card and then "Save Photo." Choose "Erase All" to erase all saved photos.

*\*Any photos not saved to an SD Card are lost when the game ends.*



Press **1** to take a photo. You can carry one photo at a time, and if you're not saving to an SD Card, it will be overwritten when you take a new photo. Also, if you choose "Wii Message Board" in the post office in town hall, you can attach a photo to a message when you send it.



## Friends

Register your friends' friend codes and check the Mic Chat settings (p. 22) here.

## Keyboard

Text chat with your friends from here (p. 22).

## Map

If you choose a resident name or landmark from the list on the right, it will flash on the map. To change lists, press  or .



# Your Town

Each town contains shops, a museum, and other landmarks. Some of these have limited hours, so please pay attention to them.

## Tom Nook's Shop

You can buy and sell items here. Each item you buy earns you points in Tom Nook's Point Tracking System. As you earn more points, your membership rating will improve, and you can trade in these points for presents and earn discounts. Use the PTS Machine in Nook's shop to see how many you've earned.

*\*You can shop at Tom Nook's shop once you have finished your part-time job.*



PTS Machine

## Buying Items

Either stand in front of an item and press **A** or **C**, or point at an item and press **A**. When asked if you want to buy it, choose "I'll take it!" The selection at Nook's shop changes daily.



## Talking to Nook

Sell items and learn about turnip prices by talking to Nook.

"I want to sell!" Select the items you'd like to sell and choose Sell.

"Catalog, please." You can order any item you've ever had. However, you can't order items that aren't for sale, like fossils or gyroids.

"Turnip prices?" You can buy white turnips from a visitor who comes through town occasionally. Nook will buy the turnips back from you, but the price changes daily. If you want to know how much they're going for, ask Nook. You could make a hefty profit!

## The Museum

Donate items like bugs, fish, and fossils, check out the exhibition rooms, create constellations, or grab a cup of coffee.



### Talking to Blathers

Blathers will accept donations, analyze fossils, and explain the different features of the museum, so it's worth your while to chat him up!

- "Donation!" Donate bugs, fish, or fossils and they will be displayed in the museum.
- "Check a fossil!" Blathers will identify fossils for you.
- "Exhibits!" See the museum's current collection.
- "Where am I?" Hear an explanation of the exhibit.

### Observatory

At the observatory on the second floor of the museum, you can create and look at constellations. Stand in front of the telescope and press **A** or **C**.



- "Constellations!" Create a constellation or edit an existing constellation.  
How to create a constellation: Choose a star and a blue line will appear. Connect the stars using this line. Choose a line to erase it. You can't erase a line if it splits the constellations into two parts.
- "Stargazing!" View the constellations and ask when they can be seen in town.
- "Erasing!" Choose a constellation to erase it. Erased constellations can't be restored.

## The Able Sisters' Shop

Buy items like clothes, hats, and accessories, display your designs, and get designs here. You can also create Pro designs.



Designs

Items for Purchase

### Buying an Item

When you want to buy an item, the process is the same as it is in Tom Nook's store (p. 12). Just choose an item and then choose "I'll take it!" You can also try on clothing before buying it. The selection here changes daily.



### Designs

If you choose a design on display at the front of the store, you can store it in your Designs section (p. 10) and put it on display wherever you want.



- "Display mine!" Take one of your stored designs and display it at the Able Sisters' shop.
- "I want it!" Replace one of your stored designs with a design in the shop.
- "Switch it out." Trade one of your designs for one of the designs on display in the shop.

### Talking to Mabel

Talk to Mabel to create a Pro design or to store one of your designs.

- "Make a Pro design." Unlike regular designs that apply the same design across the front, back, and arms of a garment, Pro designs have different designs for each section. Pro designs cost money to make and can only be made in the tailor's shop.
- "See design storage." You can only carry a limited number of designs, so this option lets you store your designs at the tailor.
- "What is this place?" Hear an explanation of how the tailor works.

## Town Hall

You can access the civic center and post office in your town hall.



### Civic Center Services

- "Environment!" See how your town is doing and work toward creating a more livable place.

---

- "Town tune!" Change the tune that's heard throughout the town.

---

- "Town fund!" Donate Bells to help improve the town.

---

- "Got a problem!" Voice your complaints to the civic center. They can also help you with problems in your house.

### Post Office Services

- "Send mail." Send mail you've written (p. 9).

---

- "Wii Message Board." Send messages to your Wii Message Board, a friend's Wii Message Board, e-mail addresses, and cell phones. You can attach a photo to the message, but the data might be corrupted if you send it to anything except the Wii Message Board.


---

- "Save mail." Save your mail here when your letter window is full or when you have a letter you don't want to erase. You can save up to 160 letters.


*\*If you want to send a message to somewhere besides someone's Wii Message Board, make sure you have that person's Wii number and e-mail address registered to your Wii system. For more information, see the Wii Message Board section of the Wii Operations Manual.*

*\*Whenever you write a letter, it could be seen by many people. Please don't include anything in your letters that you don't want other people to see, including personal information and language that might be offensive to others.*

### Other Town Hall Features

-  **Bank ABD** Pay off your mortgage, make a deposit, or withdraw Bells.

---

-  **Recycling Bin** Put things you don't need here, and they will be collected every Monday and Thursday at 6 a.m. You can also take items you find here.

## The Gate

Hear about lost items and go out to other towns by talking to Copper and Booker.



Booker

Copper

### Talk to Booker to hear about...

- "What's new?" Hear if your friends or any special visitors are in town.

---

- "Something lost?" Check the town lost and found. You can take any lost items home with you.

---

- "Change flag." Change the town flag by applying one of your designs.

---

- "Where am I?" Hear details about these features.

### Talk to Copper to hear about...

- "I wanna go out!" Visit other towns via Nintendo® Wi-Fi Connection (p. 21) or DS Suitcase (p. 4).

---

- "Invite guests!" Have friends visit you from other towns (p. 20).

---

- "Friend code!" Get a friend code if you don't have one or check your friend code. You need this code to visit other towns. If you exchange friend codes with another player, they will be able to see your online status. You need this code to visit other towns over Nintendo WFC.

---

- "Where am I?" Hear details about these features.

*\*Please make sure your console is set up to connect to the internet before using Nintendo Wi-Fi Connection*



### What is Nintendo Wi-Fi Connection?

Nintendo Wi-Fi Connection is a revolutionary system provided free of charge by Nintendo that allows you to easily enjoy games with people all over the world.

### What is WiiConnect24?

24

WiiConnect24 is a service that allows data and messages from friends and family to reach your Wii console, even when it is in stand-by mode.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail address, or home address when communicating with others.

The End User License Agreement that governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at [support.nintendo.com/wiiprivacy.jsp](http://support.nintendo.com/wiiprivacy.jsp).

# The City

## Going to the City

When you want to go to the city, head to the bus stop in town. When you want to return to town, head to the bus stop in the city. You can't take the bus until after you've finished Tom Nook's part-time job or while playing over Nintendo WFC.

Bus Stop



## Happy Room Academy HQ

Once you're a member, the HRA will let you know through a weekly letter just how well put together your room is.

Rooms that fit a certain monthly theme will be on display as one of the model rooms.



Lyle  
Hey? You? Bang! Let's old Lyle he today?

► The model room.  
My latest evaluation.  
Letters.  
Nothing.

## The Marquee

Learn how to express emotions (p. 7) by watching Dr. Shrunk's show!



## Auction House

Buy and sell items with your friends here.



Lloid  
Yes, mmmm, yes. be of assistance day?

► Display an item!  
Bid!  
Checkroom!  
What's all this?  
Never mind.

## Katrina's Shop

Have your fortune told and hear about ways to lead a charmed life.



Katrina

I, Katrina, will fr your future or i charm that lies just 100 Bells...

► Tell my fortune!  
I want the charm!  
I'm OK, thanks.

## Redd's Shop

This furniture shop is for members only. You need an invitation from a friend before you can get in.



Redd

Aha! Oh, I just love it when one of my cousins has such a keen eye for quality!

## GracieGrace

This high-end shop is full of the latest in furniture, clothes, and accessories.



## Shampoodle

Change your player's hairstyle or get a Mii makeover!



Harriet

Would you like to chan your hairstyle today? maybe you're in the m for a total makeover?

► Hairstyle!  
Makeover!  
Never mind.

## About Auctions

Auctions are your chance to sell items that you no longer need for more Bells, and to buy items for relatively fewer Bells. There is a window of time in which you can put things up for auction and bid; you can only bid on one item at a time, and they cannot be retracted later.



Lloid

### Auctioning Items

Talk to Lloid and set the item and minimum bid. When the item is sold, the Bells will be deposited to your bank account. If it's not sold, the item will be sent back to you.

### Bidding

Talk to Lloid when he's standing in front of the item you want and set your price. If you win the bid, the item will be sent to you, and if you lose, the Bells will be returned to you.

### Checkroom

Even if you forget to bring an item to the city, you can access the belongings in your house through the checkroom.

# Visiting Friends

Visit and host friends via Nintendo WFC.

For information on visiting friends using the DS Suitcase please see page 4.

## Before You Go

To play "Animal Crossing: City Folk" over Nintendo WFC, when visiting another town, visitors and hosts must first register each others' friend codes to their friend rosters. Follow the steps below to register each other.

### 1 Get your friend code.

Talk to Copper (p. 16), and choose "Friend code!" and then "I want one!" You will then connect to Nintendo WFC and receive a friend code.



### 2 Give your friend code.

Share your code with your friends.

### 3 Register your friends' friend codes.

Go to your friend roster (p. 11), choose Register a Friend, and then enter the friend code. Next, enter your friend's player name, town name, and any comments and you're set.



Friend codes allow people to play with people they know. If you exchange friend codes with someone you don't know, you could receive corrupted data or be exposed to offensive language. Please avoid exchanging friend codes with people you do not know.

Up to four people total can participate in multiplayer sessions over Nintendo WFC.

## Hosting Friends

Before your friends come over, talk to Copper and choose "Invite guests!" to open the gate. When the gate is open, your friends can come over and visit you.



### When friends are coming...

If someone in your town has a conversation or menu window open, your friends might not be able to enter your gate. If this happens, please follow the instructions on the screen and close the window.

To end a multiplayer session, choose  and then choose "End the party."

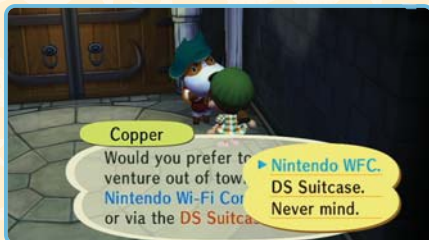
### Closing the Gate

When all your friends have gone home, talk to Copper and choose "Close the gate" to end your Nintendo WFC session. You can't close the gate when your friends are still visiting.



## Visiting a Friend

To go to a friend's town, talk to Copper and say "I wanna go out!" and then "Nintendo WFC." You will then connect to Nintendo WFC.



## Choosing a Destination

Choose a town from the list of towns currently available for you. After you connect, the gate will open and you will go out.



## Stuff You Can Do While Visiting

Just like when you're in your own town, when you're visiting another town, you can talk to the animals, pick fruit, catch bugs, and shop. You can take all the items that you get there home with you.

However, you can't donate items to the museum, create constellations, design clothes, ride the bus, or use the civic center in town hall.



## Going Home

When you want to go back home, go to the gate, talk to Copper, and say you want to "Go home."



## Chatting with Friends




You can chat with friends via text chat or Mic Chat.



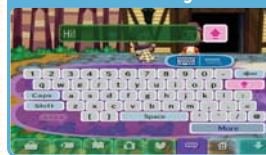
When using text chat or Mic Chat...



- Do not use language that might be considered offensive to others.
- Do not share personal information (last name, addresses, phone numbers, birth date, age, school, or email addresses) with others.

To text chat with friends, choose the Keyboard icon to display the keyboard. If you choose , the message will be sent to everyone playing. You can also express yourself using the emotion buttons (p. 7).





Write a message...



And it will appear like this!



## Mic Chat

Connect the Wii Speak™ accessory to the Wii console via the USB port to chat with your friends. Choose  from the Friends menu and set Mic Chat to On. From here, you can also set the volume and whether or not to use headphones when talking. If you're not using headphones, please make sure that the headphone setting is set to Don't Use. Otherwise, you could experience some echo.  will appear when you're using Mic Chat. If you don't want to participate in Mic Chat, set it to Off. Check everyone's settings by choosing  (Mic Chat On)  (Mic Chat Off). If you're having trouble hearing your friends, turn up the volume.

*"If you have a Wii Speak accessory and you set Mic Chat to ON, all the other players in your Nintendo WFC session will be able to hear what you say, even if they do not have a Wii Speak accessory."*

Mic Chat Settings



When Using Mic Chat



Mic Chat Icon

For Wii Speak microphone setup, please refer to the Wii Speak accessory manual.