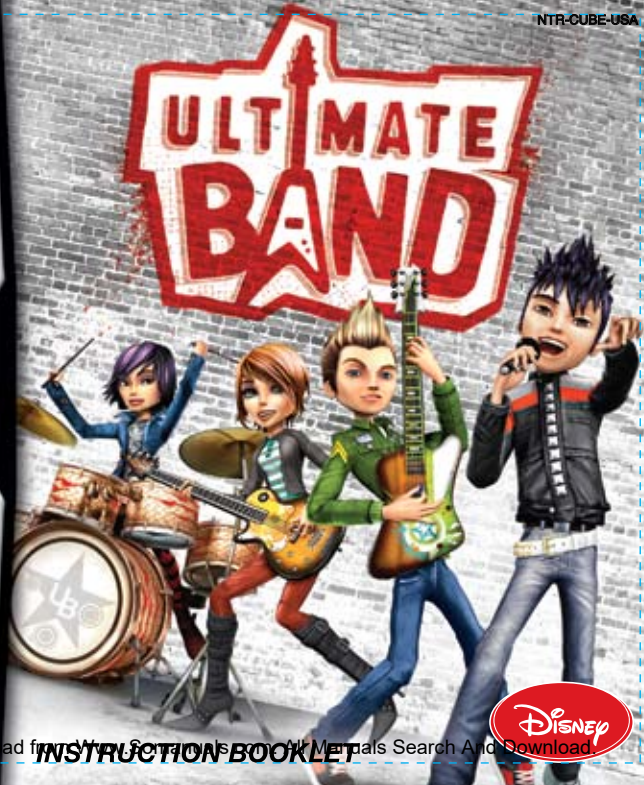


NTR-CUBE-USA

nintendo  
**Wi-Fi**  
connection

for  
**gamer.**

**NINTENDO DS™**



Download from <http://www.instructionbooklet.com> All Materials Search And Download.

**INSTRUCTION BOOKLET**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET 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**  
**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 - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons.

### **⚠ 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.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Multi-Card  
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

### **⚠ CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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# ULTIMATE BAND



## INTRODUCTION

**YOU'RE A STAR**, a music phenomenon and the fans idolize you! With hard work and a lot of luck, you've become a household name across the country. Now it's time to really put your name on the map. To reach your goal of international stardom, you'll have to win over the fans of Rockopolis, the world capital of **ROCK'N'ROLL**.

Using your talent and experience, earn points performing live at the hottest venues. The more fans and buzz you gain, the more venues will want to hire you as their headlining act. Sell out enough shows and write enough smash hits, and you'll become the heaviest rock star of them all. You may have started in the garage, but you always knew you would make it to the **BIG TIME**.

## GETTING STARTED

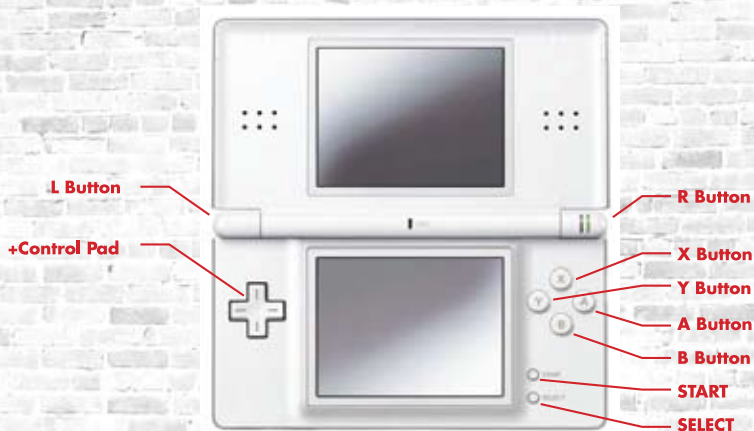
1. Make sure the **POWER** switch is **OFF**.
2. Insert the *Ultimate Band* Game Card in the **Nintendo DS™** slot.
3. Turn the **POWER** switch **ON**.
4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. If the game does not automatically launch, select the *Ultimate Band* game icon from the DS launch screen.

**NOTE** The *Ultimate Band* Game Card is designed for the **Nintendo DS™** system.

## CONTROLS

<b>TOUCH SCREEN</b>	Select menu items with the <b>stylus</b> and interact with instruments
<b>+CONTROL PAD</b>	Navigate Rockopolis city map and change guitar chords

<b>A, B, X AND Y BUTTON</b>	Change guitar chords (Left-Handed mode)
<b>B BUTTON</b>	Cancel a selection
<b>START</b>	Pause



## PREPARE TO ROCK

### NEW GAME

Start a new game here.  
There are two modes of play.

### CONTINUE GAME

Continue a saved game here.

### DELETE GAME

Delete an existing game.

### DGAMER™

Choose DGamer™ to enter the new online community exclusively for Disney gamers. Once inside, check out all the cool achievements you've unlocked, send gifts and chat with friends, create a 3D avatar and more (See the DGamer Quick Start Guide or visit [www.DGamer.com](http://www.DGamer.com) for more details.) Plus, while in LCD Off mode, you can plug in your headphones, close your **Nintendo DS™** and listen to music from DGamer.



## GAME OPTIONS MENU

Select the Game Options Menu icon at any time to access the following options and settings:

- Switch to right-handed or left-handed guitar strumming
- Start a new game
- Adjust music volume
- Adjust sound effects volume
- Exit the game

## VENUES

Your goal is to win over the city of Rockopolis, one fan at a time. As you perform around the city and earn buzz from fans, more venues open up. Be sure to chat with the audience members at each stop to learn more about their favorite music and instruments.

## ROCKOPOLIS CITY MAP

The game screen is divided into two parts. The top shows an overview of what's going on in Rockopolis. The **Touch Screen** shows the city map in detail—double click on a building to enter it.



## AUDIENCE MEMBERS

You can talk to audience members at the front of the stage when you're inside a live venue. Tap an audience member with the **stylus** to start a conversation. They'll tell you if they want to hear a specific song or instrument. You'll earn buzz points for playing, but playing audience favorites will earn you extra buzz.

## BUZZ METER



To earn buzz points and fill each audience member's buzz meter, play the music they like and wow them with your performance skills. Once an audience member's buzz fills to a certain point, they become a *fan*. The more buzz you get with a fan, the more they love you—and if they like you enough, they might give you a reward.

For every fan you win over, you gain venue buzz points. Venue buzz fills slower than audience buzz, but once it's full, you've unlocked the next building. *Rock on!*

## STATS BUILDING

When you perform live, you'll have the chance to unlock different sounding instruments, song styles, bandmates and more. Visit the Stats building to see which rewards you've unlocked and check your progress in mastering each instrument.



## CREDITS BUILDING

Stop by the Credits building to see who created *Ultimate Band* and to see how much of the game you've completed.



## PLAYING INSTRUMENTS

**RHYTHM GUITAR** Watch the musical notes on the **Touch Screen** as they scroll down the fret board toward the guitar body. When the yellow circle appears around the **+Control Pad** icon, press the **+Control Pad** in the same direction as the icon and strum across all the strings (from left to right or right to left) with the **stylus**. If you're left-handed, go to **Settings** from the World Menu and change the Handedness setting to Left-Handed. Lefties push the **A, B, X** and **Y Buttons** instead of using the **+Control Pad**.



**BASS GUITAR** Playing bass is like playing rhythm guitar, except instead of strumming all the strings when the note scrolls over the guitar body, you "pick" just one string by tapping it with your **stylus**.



**LEAD GUITAR** If you've mastered bass, you're ready for lead. Use the same **+Control Pad** fingering technique as rhythm guitar, but tap each string instead of tapping or strumming. In the Recording Studio you can "bend" a note by holding the **stylus** against the **Touch Screen** after a tap and then dragging the string up toward the next one.



**DRUMS:** Timing is everything in drums. Try to hit each drum when the falling notes match up with the ring on the drum. Use the **stylus** and the **Touch Screen** to tap each drum and cymbal at the right time.



## RECORDING STUDIO

There are two recording studios in the city: the first specializes in solo recording and the second is set up for multiplayer jam sessions. Once in the studio, you can record tracks for a new song or edit the tracks in a saved song. Recording music isn't hard—just follow the in-game tutorials.

### RECORDING

*It's time to rock!* First, select an instrument variation. There are up to four variations, each with its own unique look and sound. You start with one choice and can unlock more by performing live. Next, go on to the instrument interface. Here you can play the instrument in any way you'd like. You can record your song by pressing the Record button and when you're done, press the Stop button. To hear what you've recorded, press Play. When you're happy with the song, press the Next button to return to the Recording Studio. You can save 12 songs.



### CHORD SETS

When playing a guitar track, you can choose the chords you want to play. After selecting a guitar, select **Edit** to choose from one of six pre-set chords. You can also select **Edit** to create your own chord set if you have not selected a Genre.



### LOOPS

In the recording studio, you can create a song completely from scratch, or, if you've unlocked bandmates, they can play along using a background loop from the studio song library. Just press the Loops button in the Recording Studio. Select a loop and your bandmate will tell you what kind of loop he or she can play for you. If you like the loop, press next and it will be in your song. If you don't like it, select another loop or press the loop again to deselect it.



### GENRE

There are up to four classic song styles that set up the instruments, loops and chord/note groups for you. For example, if you select **Rock**, only rock music instrument variations and background loops are available. You start with one Genre and can unlock more by performing live.





## MULTIPLAYER

Visit a multiplayer building to connect with up to three of your friends over a **Nintendo DS™** wireless connection.

In the Practice Hall, you can compete against your friends playing the instrument of your choice. When the session ends, you'll see the results and have the chance to choose a new instrument and song for the next round.

Up to four players can participate in a Jam Session and each can choose an instrument. The Host can record the song and each player can then save the recorded song on their **Nintendo DS™**.

## Wii™ CONSOLE CONNECTIVITY

Use your Nintendo Wi-Fi Connection to connect to a **Wii™**. There are two Wii™ Connectivity modes:

**FX DJ MODE** You are in charge of lighting and stage effects. Build up the power for an effect, cue the effect, and launch the effect before time runs out.

**FREESTYLE MODE** Control the stage lighting colors and turn stage effects On.

## NINTENDO WI-FI CONNECTION

Nintendo Wi-Fi Connection allows multiple Ultimate Band owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo Wi-Fi Connection setup, you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo Wi-Fi Connection compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at [www.nintendowifi.com/terms](http://www.nintendowifi.com/terms).

For additional information on the Nintendo Wi-Fi Connection, setting up your Nintendo DS, or a list of available internet hotspots, visit [www.nintendowifi.com](http://www.nintendowifi.com) (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

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