



Nintendo Wi-Fi Connection

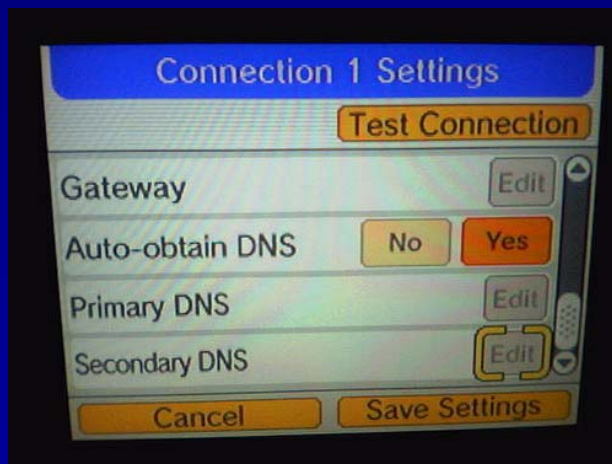
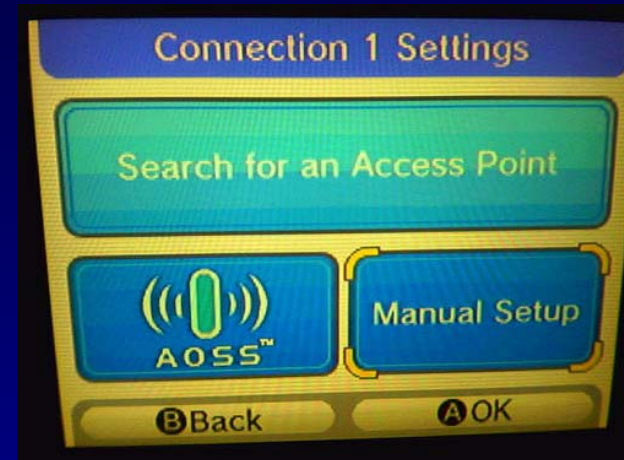
- Game publisher Nintendo's first official entry in the world of online video gaming
- Play against close friends or random players around the world over IEEE 802.11
- Series of public Wi-Fi hubs and residential wireless broadband connections provide access
- For use with Nintendo DS and Nintendo Revolution game systems

Connections For Everyone

- Automatic configuration
- Manual configuration
 - SSID
 - WEP key
 - Subnet mask
 - Gateway
 - Auto-obtain DNS
 - Primary and Secondary DNS
- USB “Nintendongle”
- Wayport wireless hotspot



Connections For Everyone



“Nintendongle”

- Allows Nintendo DS to access wired broadband connections
- Includes software and driver for Windows XP
- \$25 price tag encourages adoption; may even be included with some titles in the future
- Available direct from Nintendo
- DS needs no manual configuration when using the connector



Upcoming Events

- November 14, 2005: First wave of online-enabled games ships to retail; Wi-Fi Connection officially opens for business.
- Late November 2005: First wave of Wayport free wireless hotspot hubs installed in retail stores and 6,000 McDonald's restaurants.
- January 2006: Nintendo estimates 90% of North American Nintendo DS owners will have played an online-enabled game.

Points To Emphasize

- Ease of use and multiple ways to connect
- Free access encourages online play
- Popular game icons draw in nostalgic fans
- Is WEP security enough?
- Will the network stand up to high traffic volume?
- How many DS owners will use the network in the first few weeks of operation?

