

FACT SHEET

CONTACT:
GOLIN HARRIS
Eileen Tanner, 509-628-1993
etanner@golinharris.com
Chris Olmstead, 213-623-4200, ext. 780
colmstead@golinharris.com

NINTENDO DS™ LITE HARDWARE SPECIFICATIONS

Launch Date and MSRP: June 11, 2006, in the United States (as low as \$129.99 MSRP)
June 11, 2006, in the rest of the Americas (local prices vary)
March 2, 2006, in Japan (¥16,800)
(Original Nintendo DS launched Nov. 21, 2004, in the United States)

Colors: Polar White, Coral Pink, Onyx
Crimson/Onyx coming soon

Size (when closed): 133 millimeters (5.2 inches) wide, 73.9 millimeters (2.9 inches) long, 21.5 millimeters (0.85 inches) tall.

Weight: Approximately 218 grams.

Top Screen: A backlit, 3-inch, transmissive TFT color LCD with 256 x 192 pixel resolution and .24 mm dot pitch, capable of displaying 260,000 colors.

Touch Screen: Same specs as top screen, but with a transparent analog touch screen.

Brightness Adjustment: Users can adjust the brightness of screens at four different levels. Electricity consumption will vary, depending on the brightness level (the brighter the setting, the less continuous play-time capability).

<u>Brightness</u>	<u>Approximated Continuous Play</u>
1 st level	15-19 hours
2 nd level	10-15 hours
3 rd level	7-11 hours
4 th level	5-8 hours

Wireless Communication: IEEE 802.11 and Nintendo's proprietary format; wireless range is 30 to 100 feet, depending on circumstances;

multiple users can play multiplayer games using just one DS game card, depending on the software. Ability to connect to Nintendo® Wi-Fi Connection, Nintendo's wireless gaming network.

- Controls:** Touch screen, embedded microphone for voice recognition, A/B/X/Y face buttons, + Control Pad, L/R shoulder buttons, Start and Select buttons. The stylus is 1 centimeter longer and 2 millimeters thicker than the stylus of the original Nintendo DS.
- Microphone:** Located at the center of the unit, which allows it to pick up spoken commands regardless of how the DS is positioned.
- LED Lights:** Visible even when the DS unit is closed. Users can easily tell if they have put the machine into sleep mode.
- Input/Output:** Ports for both Nintendo DS game cards and Game Boy® Advance game paks, terminals for stereo headphones and microphone. A removable cover for the Game Boy Advance game pak slot provides added protection from dust and other foreign materials.
- Other Features:** Embedded *PictoChat*™ software allows one user to draw pictures, or up to 16 users within local range of one another to chat at once; embedded real-time clock; date, time and alarm; touch-screen calibration.
- CPUs:** One ARM9 and one ARM7.
- Sound:** Stereo speakers providing virtual surround sound, depending on the software.
- Battery:** Lithium ion battery delivering five to 19 hours of play on a four-hour charge, depending on use; power-saving sleep mode; AC adapter.
- Languages:** English, Japanese, Spanish, French, German, Italian.

###