

MEMORANDUM
Nintendo of America Inc.

TO: All Recipients of Development Equipment, Tools, and Software

FROM: Steve Singer
VP, Licensing

DATE: February 16, 2007

SUBJECT: Confidentiality Obligations

Thank you for your continuing support of the Nintendo hardware gaming platforms.

We wanted to take a moment to emphasize a key point concerning your confidentiality obligations to Nintendo under our various Non-Disclosure Agreements you have signed, or will be required to sign in order to receive development tools (the "NDA").

Please note, and permit us to strongly emphasize, that all of the development tools provided to you by Nintendo (including for example, development hardware like the N-DEV system, and the Wii software development kit) are considered extremely confidential and proprietary.

Consistent with the terms of your NDA, these tools may not be removed from the business address you provided to us in your NDA, nor may they be displayed or otherwise disclosed to anyone outside of your company (for example at a public event), for demonstration purposes, or otherwise, without our prior, written, consent.

If you have any questions about using the development tools to demonstrate or display your games, or any other questions about your confidentiality obligations, please contact:

Cammy Budd
Senior Manager, Licensing
Nintendo of America Inc.
cammyb@noa.nintendo.com
Phone: (425) 861 – 2089
Fax: (425) 882-3585

Thank you for your cooperation.

Nintendo Software Development Support

4820 150th Ave. NE
Redmond, WA 98052

Phone:
(425) 861-2715

Phone Menu:

- 1 → AGB
- 2 → GCN
- 3 → Nintendo DS
- 4 → Wii
- 5 → Lot check
- 6 → Licensing / How to
become a developer
- 7 → Other questions

E-Mail:
support@noa.com

HTTP:
www.warioworld.com

NNTP:
news.sdsgr.nintendo.com

Nintendo's Development Support Plan

Nintendo's Software Development Support Group (SDSG) welcomes you to Nintendo's software development team. We would like to take this opportunity to describe our development support plan.

Web Site - <http://www.warioworld.com/>

Our first avenue of support is the SDSG web site at: <http://www.warioworld.com>. It has software updates, development information, Technical Updates, FAQs, Tools Info, Parts Order Forms, Lot Check Info, Licensing Info, News and more. It's your portal to the SDSG.

Newsgroups

Our newsgroups offer you direct access to the SDSG and Lot Check departments as well as putting you in contact with developers around the globe. You can ask questions, get answers, and exchange information in a friendly, informal forum. For information on how to connect to the SDSG news server, check out: <https://www.warioworld.com/news/>.

E-Mail

You can e-mail us directly at: support@noa.com. One of our engineers will reply to your e-mail within two business days, although most questions are answered within a few hours.

Phone

Please feel free to call us at (425) 861-2715 with any urgent questions or inquiries. We have introduced a phone menu for your convenience. Our regular hours are 9:30 a.m. – 6:30 p.m., Pacific Time. If no one is available to answer your call, please leave a message with your name, company name, and telephone number so that we can call you back.

E-Mail Updates

We periodically send e-mail to the developers on our mailing lists to ensure that everyone is up-to-date with the latest important information. If you have an individual account on WarioWorld, you can subscribe to the appropriate mailing list for your needs.

Accounts

You will need an account in order to access the developer support options above. For security reasons we do not support group accounts, but will be happy to give individual accounts to anyone from your company needing one. This helps us provide more personalized support, and gives us a better idea of how many people we are serving. Please send anyone needing an account with us to: <https://www.warioworld.com/createaccount.html>.

If you ever forget your account information, or if you would like to update your account, please visit WarioWorld to use our Lost Password or Account Change pages.