

First and foremost, here's the JUS Discord. You'll have an easier time getting a hold of people to ask questions or find matches: <https://discord.gg/rhnf2SQETF>

Save files can be downloaded here:

<https://gamefaqs.gamespot.com/ds/933199-jump-ultimate-stars/saves>

I'm not sure why they're .duc files, but they can be converted to .sav here:

<https://www.shunyweb.info/convert.php>

To use a sav file, place it in the same directory as your rom, with the same filename as your rom.

I've purposefully excluded the JUS ROM file and the DS firmware files that MelonDS needs from this guide because they're not legal to use unless you've dumped them yourself. Ask in the Discord for more guidance.

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1. What is Wiimmfi?

<https://wiimmfi.de/>

Wimmfi is an alternative to the official Nintendo WFC after its shutdown in 2014. At the time of writing this there's a notice on their site that you will need to patch games to go online, but that is specifically for Wii games since they require different protocols to successfully connect. The important things to know are that Wiimmfi are what lets us play online again, and that they provide these DNSes for us to set in the in-game WFC settings to be able to connect.

Use this DNS:

167.235.229.36

Regardless of which option you end up using, you can connect with other players who are using either of them. IE if I use the second one and my friend uses the first one, we will still be able to play together.

I've seen mixed information about specific IPs to set the secondary DNS to, but I've had no troubles connecting without a secondary one set.

2. Connecting to Wimmfi

In the in-game wifi menu, clear your WFC profile:
Go to Wi-Fi settings in-game

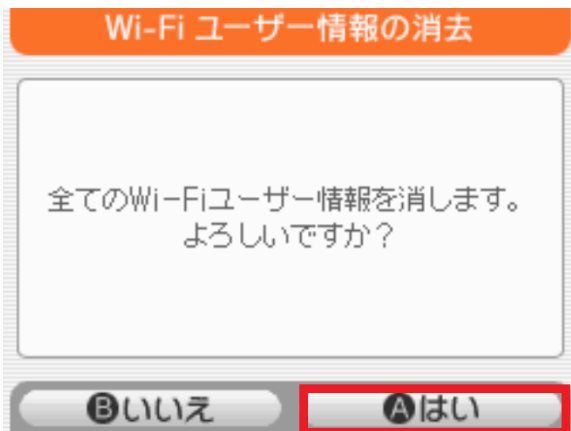


Click the orange button



Click the middle red button to clear your profile, and confirm.

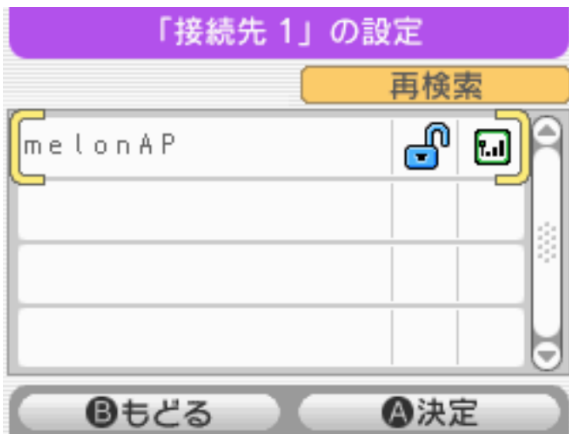
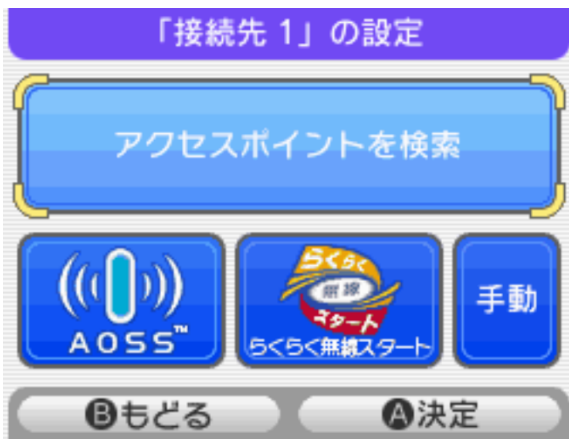




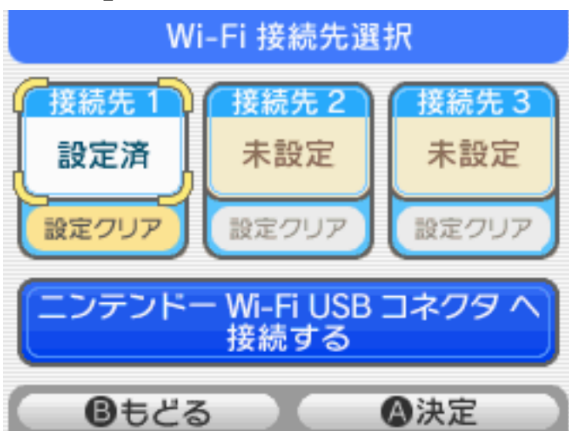
****If this middle button is greyed out already, that means there's no WFC profile for your game yet, and you can proceed with the following steps****

Once your WFC profile is cleared, connect to an access point - this will either be your hotspot (if using a physical DS), or MelonAP (if using melonDS):

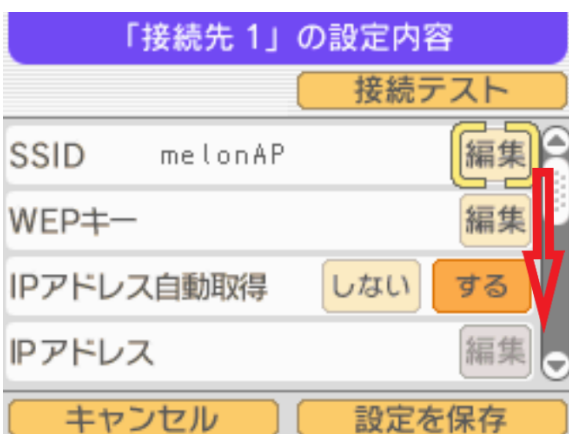




Once you've successfully connected to your access point, navigate to the settings for that access point



Scroll down



Set auto DNS to off, manually input a DNS from section 1

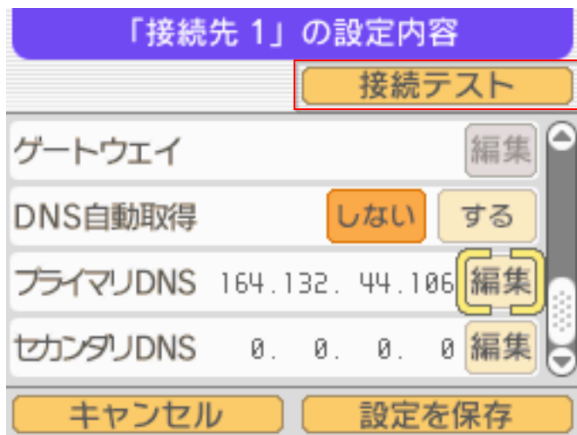


and confirm

****THE BELOW DNS IS OUTDATED. USE THE ONE AT THE TOP OF THE DOC****

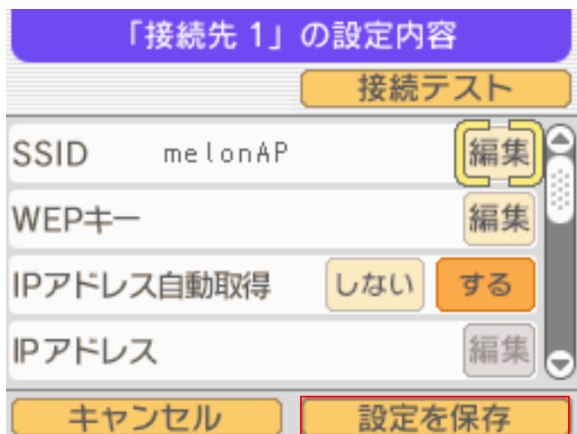


Then test your connection



****THE ABOVE DNS IS OUTDATED. USE THE ONE AT THE TOP OF THE DOC****

Once successful, save your access point settings



Then keep pressing B to exit out of WFC settings and return to the in-game menu.

From there, go online:



Once you've connected successfully, you should see the below screen.

If your game completely freezes when attempting to connect, go back into your access point settings and switch to the other DNS option. I've only experienced this on my actual 3DS, never with MelonDS



Exit out for now; this step created a new WFC profile for you on Wiimmfi's servers and generated your friend code.

Now that you have a WFC profile, you can navigate to the friend settings



And view your own friend code



Or register someone else's



3. Connecting with a DS/DSi/3DS

Start a hotspot on either your computer or your cell phone. As far as I'm aware, you cannot create an unprotected hotspot from iOS. You can also create a new Wi-Fi connection from your router. Instructions will vary based on your router; Google it.

Connection must be WEP if encrypted (slim chance of having that option for hotspots in my experience), or open (no password)

Not a requirement, but you might want to limit MAC addresses/number of devices allowed to connect as open connections are not secure

Follow connection steps in section 2

I personally always get error code 52000 when I try to connect my 3DS to my Android hotspot for the first time in that play session. Whenever this happens, a second attempt always works for me.

If you get error code 51099, your network or network device are incompatible with the DS. This will still happen playing DS games on a 3DS as DS mode for these devices mimics the original DS's limitations.

Add friend codes and play!

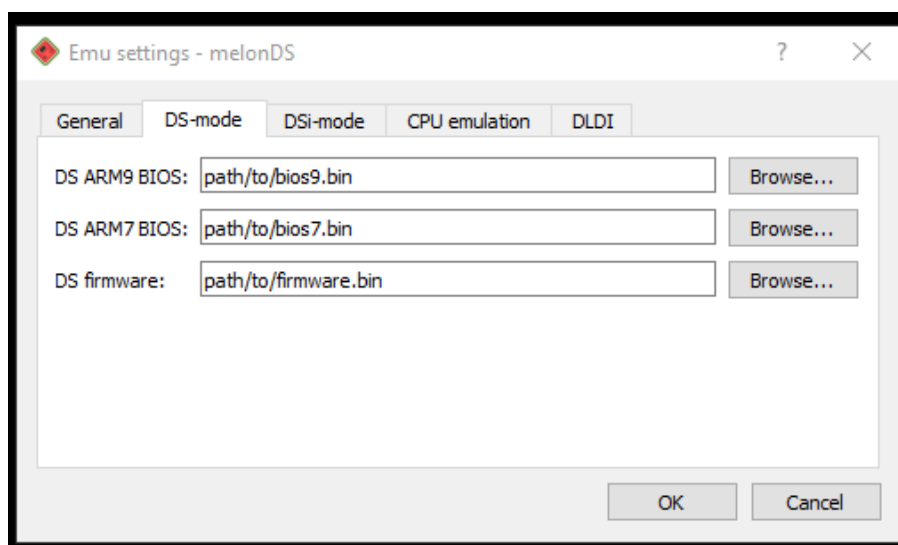
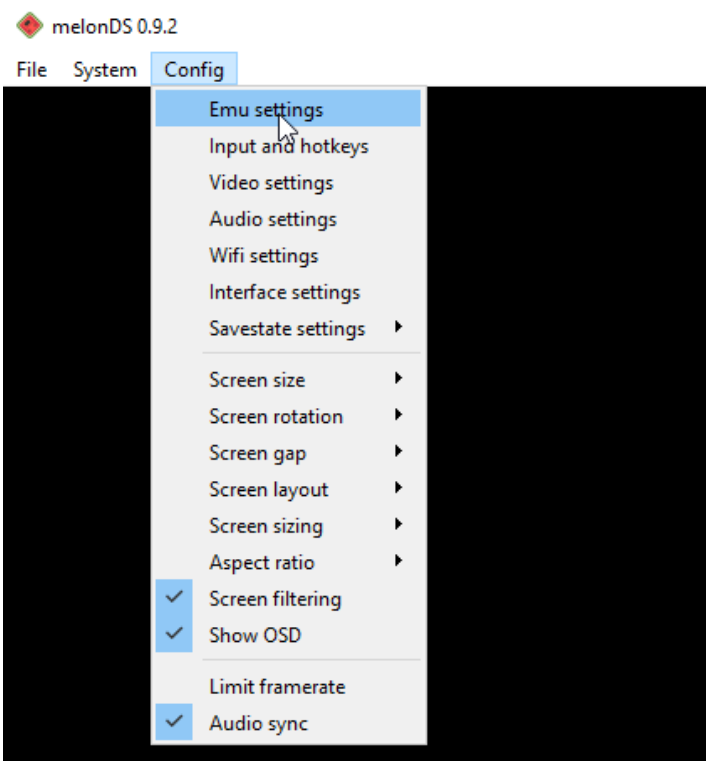
4. Connecting with a computer via MelonDS (works on Mac, Windows, and Linux)

Download MelonDS here <http://melonds.kuribo64.net/>

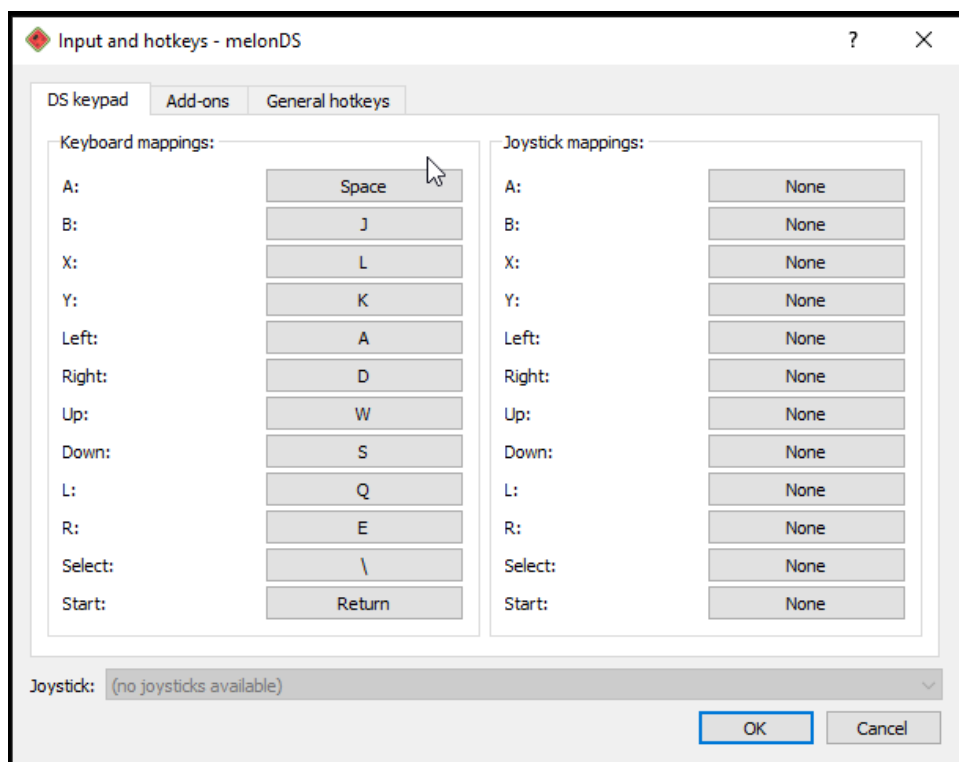
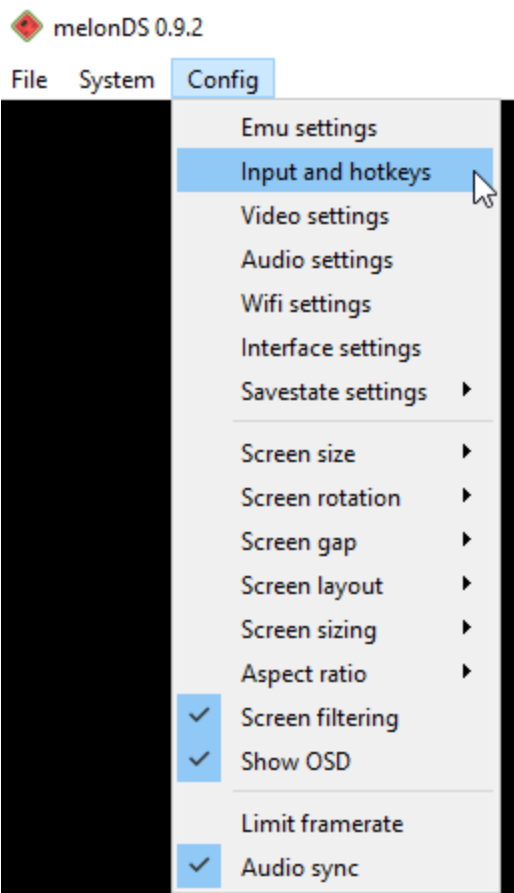
Get your totally legal JUS backup rom and NDS firmware files that you need for MelonDS to emulate properly. You need the following files:

- bios9.bin - 4KB - ARM9 BIOS
- bios7.bin - 16KB - ARM7 BIOS
- firmware.bin - 128/256/512KB - firmware dump

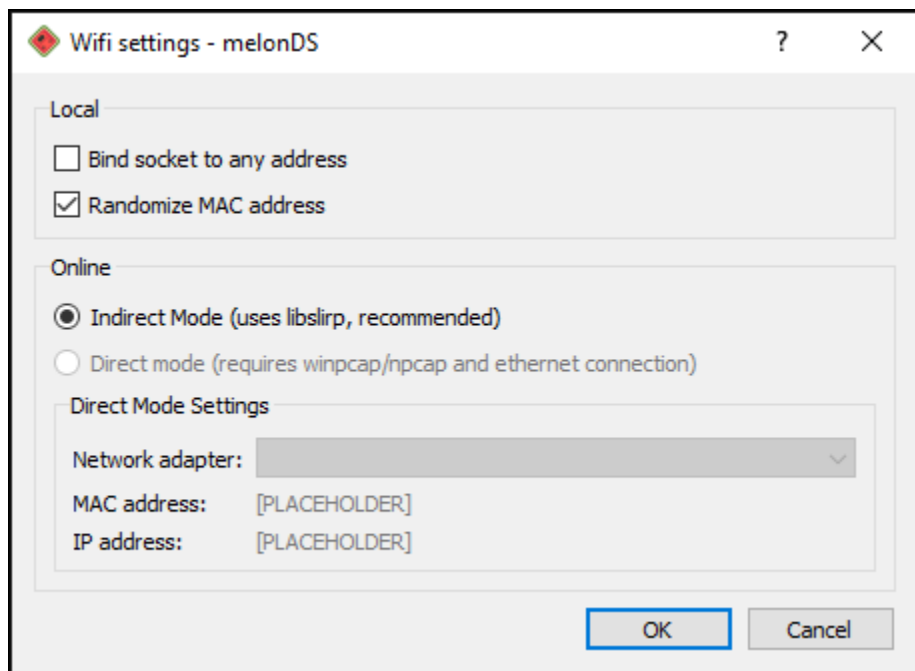
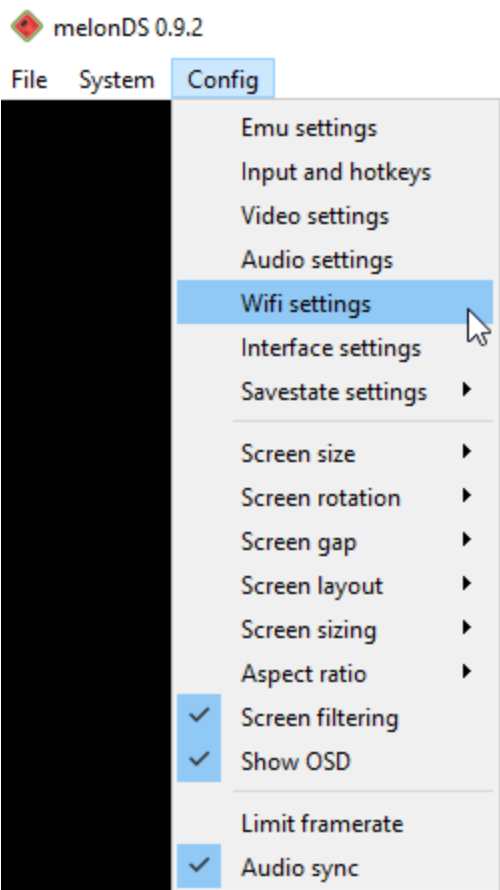
Open MelonDS, open the emu settings from the config dropdown, and switch to the DS-mode tab. Point each of the different input fields to the filepath for each of the files listed above.



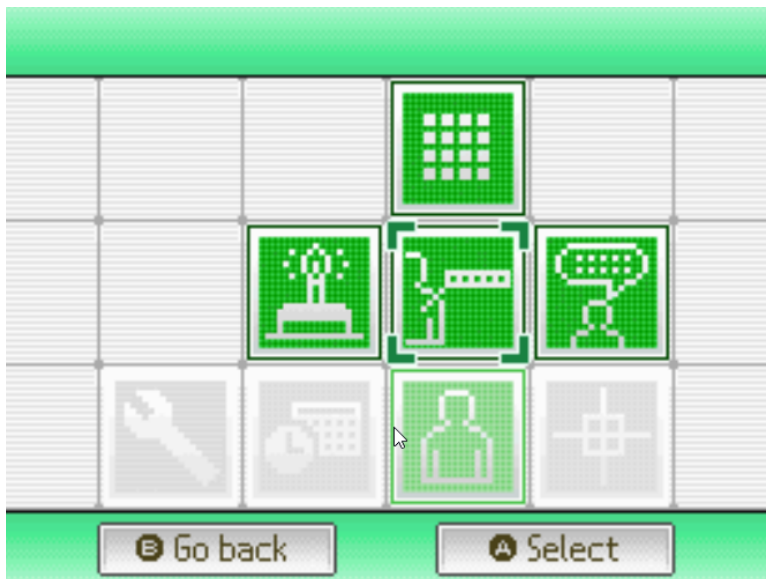
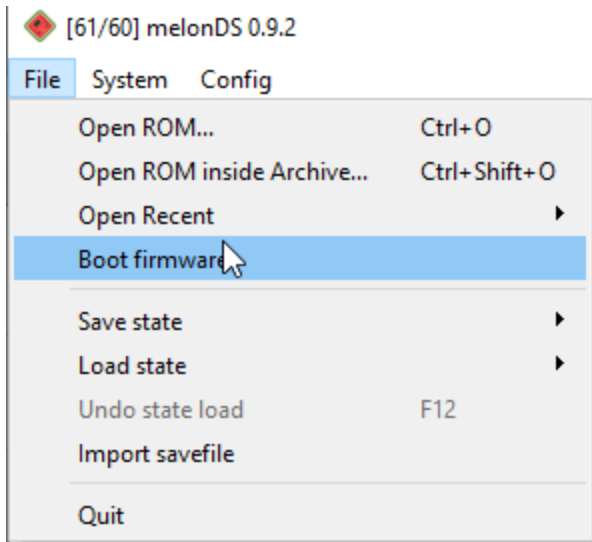
Open the hotkey binding settings and set your keys to be able to actually send input to the emulator.



Open the Wi-Fi settings, and ensure Indirect Mode is checked. Turn on Randomize MAC Address as well.

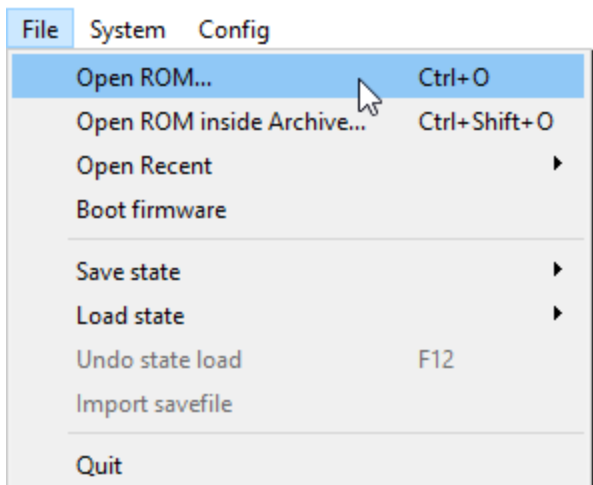


To change the system name (which will change your name in game), in the File dropdown look for boot firmware.



Enter your desired nickname, confirm, and exit all the way out. The system will “shut down”, putting MelonDS back to a black screen. To boot your game:

File -> Open ROM, and select your JUS backup from the file explorer



Follow the WiFi setup instructions in section 2
Add friend codes and play!

5. Other/Future Options (phone, switch)

Unfortunately it seems that most DS emulators do not support Wi-Fi, so right now your best bet is either to use one of the options above, or use a port of melonDS for whatever device you're trying to play from.

Here is a guide for installing melonDS on a modded Switch. As far as I understand, it does support Wi-Fi. I have not done this so I can't offer any specific help beyond googling.

<https://gbatemp.net/threads/melonds-for-switch-continuation.570021/>

There is currently a melonDS app being developed for Android, but at time of writing it is still in beta and the Wi-Fi is not implemented. You can keep an eye on progress here:

<https://github.com/rafaelvcaetano/melonDS-android>