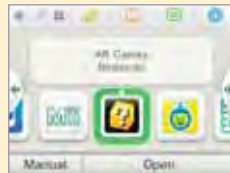




AR GAMES

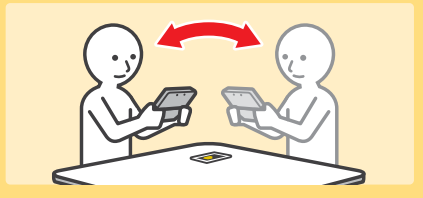


You can start AR Games from the HOME Menu. These games use AR Cards that are included with your Nintendo 3DS system. Using the outer cameras, the system can read the AR Cards and make magic happen! AR Cards display game stages or characters that can be recognized by the cameras.



Check your surroundings...

When playing AR Card games, you may have to move around the area while holding the Nintendo 3DS system. Make sure you have enough room, and hold the system firmly with both hands while playing.

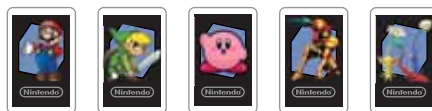


AR Cards

Your Nintendo 3DS system includes six AR Cards. You use the "?" AR card to start game play.



"?" AR Card



Character AR Cards

Use these cards when playing Star Pics (see next page).

NOTE: If you are not playing Star Pics, do not use these cards and the "?" AR Card together.

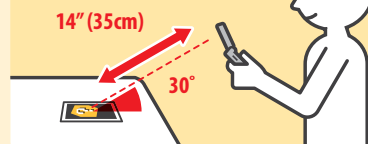
IMPORTANT: If an AR Card becomes damaged or dirty, the cameras may not be able to read it.

If you lose an AR Card, or if it becomes unreadable, you can download AR Card images from support.nintendo.com/ARcards and then print the images in color and use them as replacement cards.

Playing AR Card games

Place the "?" AR Card on a flat, well-lit surface and keep it within the view of your system's outer cameras at the correct distance and angle, as described below. Follow the directions, and an on-screen menu should appear above the image of the AR Card.

Keep the same distance and angle during game play.



Aim the cameras at the AR Card.



Aim the crosshair at the game you would like to play and then press **A** to make your selection.

Menu screen

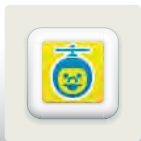
- Archery**
Shoot the targets that appear on the screen. Complete this to unlock Mii Pics and AR Shot, something more will be unlocked!
- Star Pics**
If you place a character AR Card in front of the cameras, the character will appear and you can take a photo.
- Mii Pics**
Arrange your Mii in different poses and take photos of your Mii in different settings!
- AR Shot**
Hit the ball and try to move it into the goal.
- ???**
These games are unlocked when you have cleared AR Shot.

NOTE: Press **START** to exit the game and return to the menu screen.

If an AR Card isn't recognized by the cameras, check the following conditions:

- Check the distance and the angle. The cameras can't recognize the card if the distance is too close.
- Make sure the card is centered on the screen.
- Make sure your game play area is well-lit.
- Make sure a bright light source is not reflecting off the surface of the card.
- Make sure the camera lenses are clean.
- Make sure the card is not damaged or dirty.

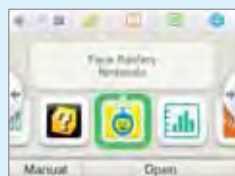




FACE RAIDERS™



You can start Face Raiders from the HOME Menu. Face Raiders puts your face and your friends' faces in the game! You will need to take at least one face photo to play (see page 42 for more information on taking photos).



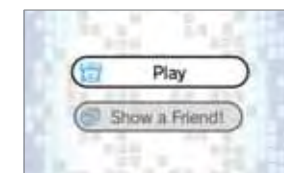
Check your surroundings...

In Face Raiders, you will move around with the Nintendo 3DS system and aim at the targets. Make sure you have enough room to move around freely, and hold the system firmly with both hands while playing.



Playing Face Raiders

- 1 Select Play.**
Choose an item using the Circle Pad and then press (A).

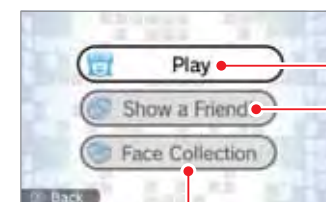


- 2 Take a photo of a face and begin the game.**
 - When taking a face photo, a guide will be displayed. Line up the face with the guide on the upper screen. When the face is recognized, the game will begin. (For tips on facial recognition, see page 96.)
 - If the face is not automatically recognized, you can manually take the photo by pressing (L) or (R).



Clearing a game and saving photos

When you complete a game, you can save the face photo. The more face photos you save, the more levels you can open up.



Play
Select a previously saved face and begin a game. You can also take a new face photo and then begin the game.
Face photos taken with Nintendo 3DS Camera may also randomly appear in the game.
NOTE: If you have a photo that you do not want used in Face Raiders, you can delete the photo.

Face Collection
You can view, edit, and delete previously saved faces.
NOTE: To edit, select a face and then select Face Settings.

Show a Friend!
Choose among several short stages designed to quickly introduce your friends to the game. Take photos of each other's faces and begin the game.

- You can press (L) or (R) as you progress through the game to save an image of the upper screen, which you can view later in the Nintendo 3DS Camera application.
- To end a stage and return to the stage selection screen, first press START to suspend your game, then select **Quit**.
- When you reach the maximum number of face photos, you can delete some photos to make room for new face photos.

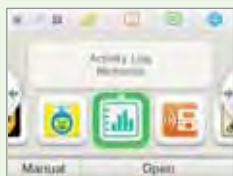


ACTIVITY

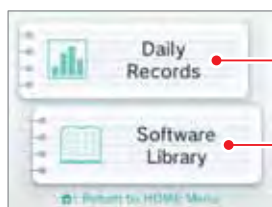
Activity Log

The Activity Log can be started from the Nintendo 3DS HOME Menu. This software allows you to keep track of the number of steps you have taken when you take the Nintendo 3DS with you. It also records your play time on software titles.

NOTE: Steps are counted when the system is on and closed.



Using Software

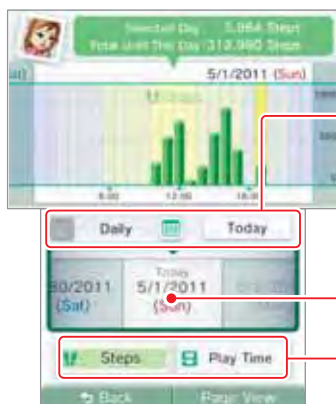


Select to view the number of steps you have taken when carrying the system with you and the number of hours you have played software.

Select to view a list of the software titles you have played, the number of times you have played them, and your play times for each title.

Daily Records

Activity Log



Tap or to change the time scale that is displayed between days, weeks, months, and years.

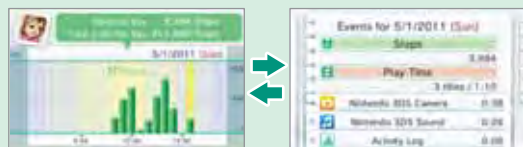
Tap this option to display the records for the day, week, month or year.

Control dial
Slide the dial left or right to change the displayed day, week, month, or year.



Switch between step count and play time.

Switch between graph display or activity lists.



Activity lists will display playing times for each software title. Scroll the list by tapping or on the lower screen.

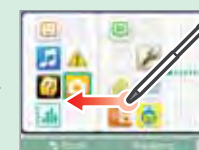
Software Library

Tap a software icon to display information about that software on the upper screen.



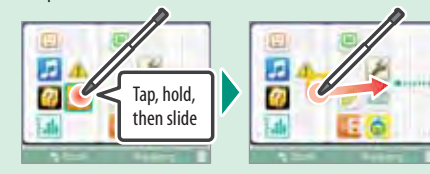
Turning pages

To turn pages, slide the stylus to the left or right, or tap / .



Moving icons

Tap and hold the stylus on an icon, and then you can slide it to a new position.



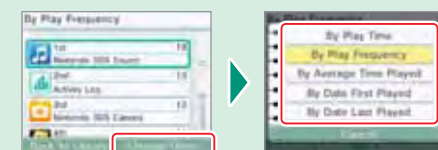
Deleting icons

Tap here to delete the selected icon.

- Icons displayed in the Daily Log will not be deleted.
- If you play the same software again after deleting its icon, your playing times and other information from before deleting its icon will be retained and added to its displayed figures.

Displaying rankings

Tap here to see various rankings of all the software you have played to date. To change the ranking being displayed, tap **Change Order**.



- The number of steps counted will depend on the conditions under which you use your system and may vary from the actual number of steps taken. For a more accurate step count, you can carry the system in something connected to your waist, such as a hip pouch.
- You can record up to 256 different software titles. If this number is exceeded, records will be deleted, beginning with the oldest.
- If you play a Nintendo DS or Nintendo DSi software title continuously without exiting it, you can store up to seven days' worth of step counts and playing times.
- When the log is full, step counts and playing times are deleted beginning from the oldest first. For step counts, you can store up to about 10 years' worth of data, depending on how you are using software applications.

Using Software

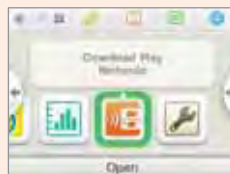
Activity Log



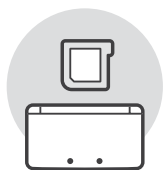
Download Play

With only a single copy of a Download Play-compatible software title, you can play multiplayer games with other Nintendo 3DS systems, and send and receive demos of some software titles through local wireless game play. (This feature is not supported through Internet online play.)

Download Play is compatible with Nintendo DSi XL™, Nintendo DSi™, Nintendo DS™ Lite, and Nintendo DS™ systems.

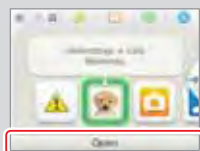


Operations on sending system (Host)




Steps for host system

- 1 Start a Download Play-compatible title from the HOME Menu.



- 2 Review the instruction booklet for the game title you are playing. Steps may vary depending on the type of software you are using.

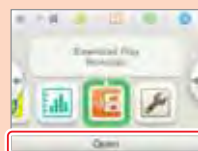
NOTE: Nintendo DS/Nintendo DSi titles are stretched to fit the Nintendo 3DS screen. To display the game at the original screen size ratio, hold down START or SELECT while tapping **Start** on the Host system and  on the Client system.


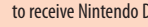
Operations on receiving system (Client)



Steps for client system

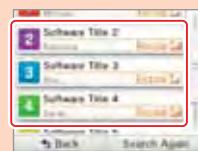
- 1 Start Download Play from the HOME Menu.



- 2 Tap  to receive Nintendo 3DS software, or tap  to receive Nintendo DS or Nintendo DSi software.



- 3 A list of available titles to download will appear in the lower screen. Tap the title you want to receive. Review the instruction booklet for the game title you are playing. Steps may vary depending on the type of software you are using.



Nintendo eShop

You can connect to Nintendo eShop through the Internet and download Nintendo 3DS Download Software and Nintendo DSiWare™, as well as classic Virtual Console™ software.

NOTE: A broadband wireless network connection is required to connect to the Internet. See page 63 for more information on setting up a connection.

A System Update is required to add the Nintendo eShop feature to your system. (See page 80 for more information on performing a System Update.) After the update, a Nintendo eShop icon will be added to your HOME Menu. Tap the icon and then select **Manual** from the HOME Menu to read the built-in manual for more information.



Downloadable software

Nintendo 3DS Download Software

Some Nintendo 3DS software is available exclusively through Nintendo eShop.

You can save a maximum of 300 Nintendo 3DS Download Software titles and Virtual Console titles on an SD Card. If there is insufficient space on the SD Card, you may need to create some blocks of free space by deleting data in Data Management (see page 78) or moving data to a high capacity SDHC Card (see page 24).

Virtual Console

With the Virtual Console service you can download games that were originally released on platforms prior to Nintendo DS, such as Game Boy™ and Game Boy™ Color.



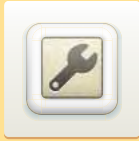
Nintendo DSiWare

You can also download Nintendo DSiWare from Nintendo eShop. Nintendo DSiWare was originally released for the Nintendo DSi system. There are many types of software titles available from Nintendo eShop, from games to useful tools and other applications.

You can save a maximum of 40 Nintendo DSiWare titles. If there is insufficient space in System Memory, you may need to create some blocks of free space by deleting data or moving data to an SD Card in Data Management (see page 78).

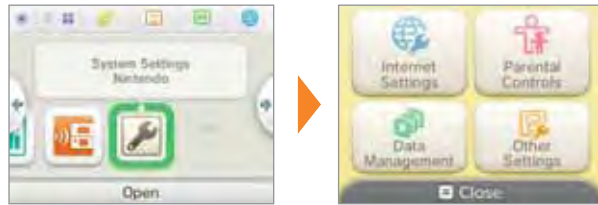
NOTE: To play Nintendo DSiWare saved on an SD Card, you must first transfer it into the Nintendo 3DS System Memory.





System Settings

From System Settings, you can configure various settings for the Nintendo 3DS system, such as Internet Settings and Parental Controls. You can access System Settings from the HOME Menu.



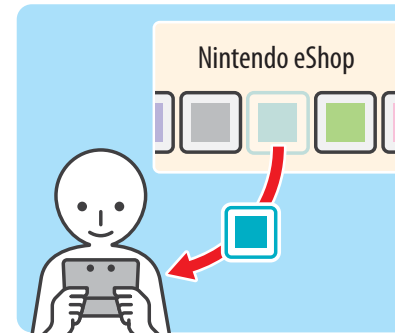
Internet Settings	Configure Internet connection settings (page 65).	
Parental Controls	Restrict a user's ability to download games and use certain features, such as the display of 3D images (page 74).	
Data Management	Manage downloaded software, StreetPass data, and blocked-user settings (page 78).	
Other Settings	Profile	Set your user name and birthday (page 81).
	Date & Time	Set the date and time (page 82).
	Touch Screen	Calibrate the Touch Screen (page 82).
	3D Screen Check	Check the 3D Screen viewing guidelines (page 83).
	Sound	Change the sound settings (page 83).
	Mic Test	Confirm that the microphone works properly (page 83).
	Outer Cameras	Calibrate the outer cameras (page 84).
	Circle Pad	Calibrate the Circle Pad (page 86).
	System Transfer	Transfer software and Internet settings to another Nintendo 3DS system (page 86). A system update may be required to use this feature.
	Language	Set the system language that text messages appear in (see page 87).
	System Update	Update the system and built-in software (page 87).
	Format System Memory	Erase all software, save data, and pictures saved on the system (page 88).



Internet Settings

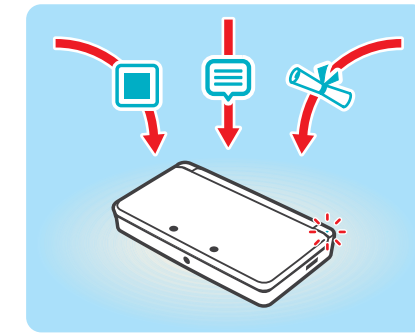
From Internet Settings, you can configure your Nintendo 3DS system to connect to the Internet. Once you have connected to the Internet and accepted the Nintendo 3DS Service User Agreement, you can use features such as Nintendo eShop, SpotPass, Internet Browser, and wireless game play over the Internet.

Nintendo eShop



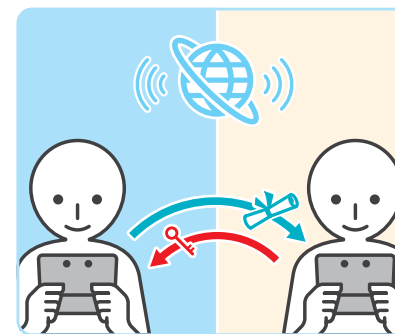
You can download software such as Nintendo 3DS Download Software and Nintendo DSiWare.
NOTE: Your Nintendo 3DS system may require a system update to use this software.

SpotPass



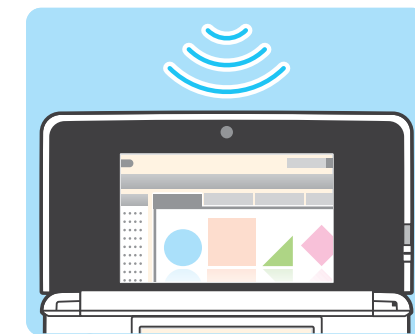
You can receive information or system updates even during game play or while the system is in Sleep Mode.

Wireless Internet game play



You can wirelessly connect to the Internet to play specially designed games against people from all over the world.
NOTE: The ability to play games over the Internet depends on the software title. See the instruction manual for the software you are using for more information.

Internet Browser

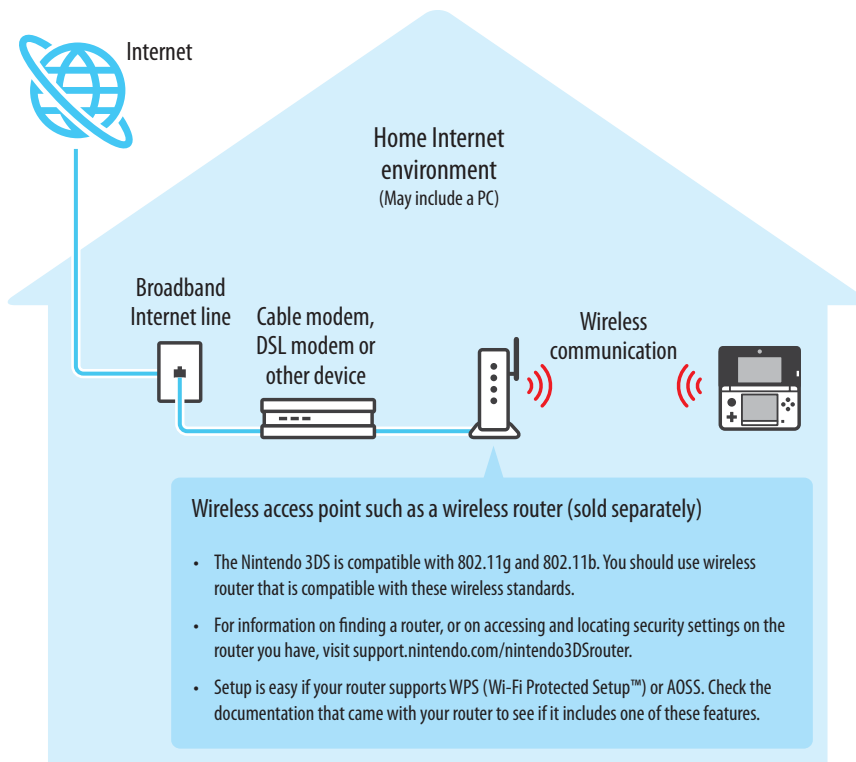


You can easily view web pages on the Internet.
NOTE: Your Nintendo 3DS system may require a system update to use this software.



Internet connection requirements

To connect your Nintendo 3DS system to the Internet, you will need an Internet connection that supports wireless communication. (If you haven't already set up a wireless network, you may also need a computer to configure a wireless access point such as a wireless router (sold separately).)



If you have no Internet connection...

Within a Nintendo Zone location, you can connect to the Internet without any special settings or equipment.

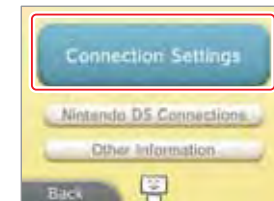
 **nintendo zone**

For more information on where to find Nintendo Zone locations, visit www.nintendo.com.

Configure your Internet settings

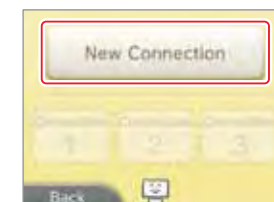
After configuring the devices necessary for connecting to the Internet, tap **Internet Settings** in the System Settings menu.

1 Tap **Connection Settings**.



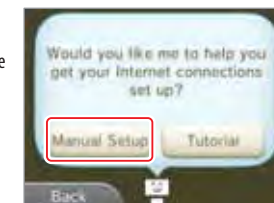
2 Tap **New Connection**.

NOTE: If you have already created connection settings that were unable to connect to the Internet, delete these first before configuring a new one.





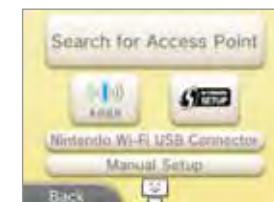
3 Tap **Manual Setup**.

NOTE: See the information at the bottom of this page for information on the **Tutorial** option.



4 Tap the setup method that matches your environment:

- **Quickest setup method:** If you know your access point name, tap **Search for Access Point**, see page 66.
- If you know that your access point supports the Wi-Fi Protected Setup (WPS) method for configuration, tap  (WPS), see page 68.
- If you know that your access point is compatible with the proprietary AOSS standard (found on most routers sold under the Buffalo™ brand), tap  (AOSS), see page 69.
- Configure with **Nintendo Wi-Fi USB Connector**
NOTE: This product is no longer available. If you already own this product and would like more information about using it for your wireless connection, visit support.nintendo.com.
- Configure with **Manual Setup**, see page 71.



Choose **Tutorial** for a guided setup.

In step 3 above, tap **Tutorial** for help determining the best setup method. Follow the on-screen directions to select the best Internet connection method. **NOTE:** If you need additional guidance during setup, tap the helper icon at the bottom of the screen.



Setup using Search for Access Point

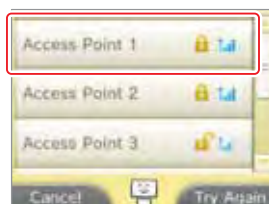
If you know the name of your wireless network (also known as an access point), and aren't using WPS or AOSS to configure your system, follow these steps:

If you are using the guided setup Tutorial and selected **No/I don't know**, proceed to step 2.

1 Tap Search for Access Point.



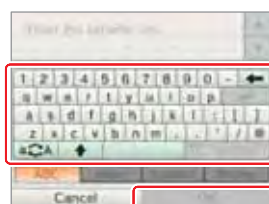
2 Tap the name of your wireless network to select it.



3 Enter a password, code, or key if required.

This screen will be displayed if your access point has security settings configured. You must enter the security password for the access point for your Nintendo 3DS system to be able to connect to it. This may also be called an encryption key or network password on your wireless network setup.

For information on accessing and locating the security settings on your router, visit support.nintendo.com/nintendo3DSrouter.




4 Tap OK to save the settings.

5 Tap OK to run a connection test.

If the connection test succeeds, setup is complete.

NOTE: If the connection test fails and an error code is displayed, follow the instructions displayed in the error message, or visit support.nintendo.com and use the Error Code Lookup tool for information on resolving the error.

About the and icons


 This icon shows whether or not you will need to enter a key to use that access point.

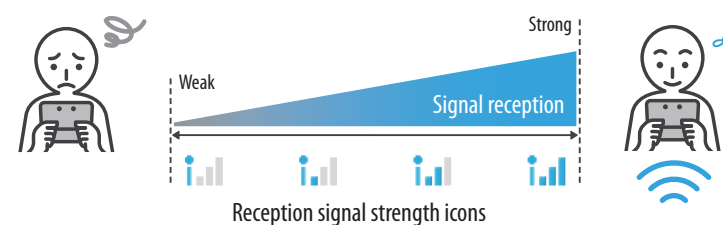


The access point requires a key.



The access point does not require a key.

 This icon shows the signal strength of the wireless connection. It is displayed in four stages, and the stronger the signal, the better reception you will have.



About security settings

The Nintendo 3DS system supports the types of security shown below. The type of security your router uses is usually set when you install the access point in your network environment. Review the manual for your router for more information on security settings for your access point.


Security encryption methods	WEP	WPA™-PSK(TKIP)	WPA2™-PSK(TKIP)	WPA-PSK(AES)	WPA2-PSK(AES)

NOTE: Nintendo DS software only supports WEP security. To connect to the Internet and play Nintendo DS software, please configure your Nintendo DS Settings and then make sure your access point is set up to use WEP security.

Setup using Wi-Fi Protected Setup (WPS)

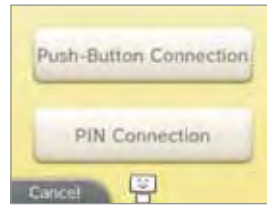
Setup is easy if you use a wireless router that includes the WPS feature. Read the instruction manual for your router for additional information on using the WPS feature.

If you are using the guided setup Tutorial, proceed to step 2.

- 1 Tap  to begin WPS configuration.



- 2 Tap the connection method that matches your router.

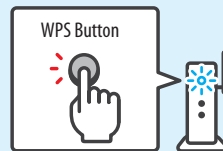


- 3 On your WPS-compatible router, you will have either one of the following options:

NOTE: It may take up to two minutes to complete the connection.

Push-Button Connection

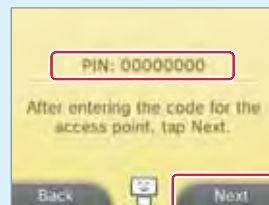
Hold down the WPS Button on the access point until the corresponding light flashes.



OR

PIN Connection

Use the number displayed on the Nintendo 3DS screen to configure your router, then tap **Next**.



- 4 When a Settings Complete screen appears on your Nintendo 3DS system, tap **OK** to run a connection test. If the connection test succeeds, setup is complete.


NOTE: The connection test may fail if you try to connect immediately after finishing setup. Wait one or two minutes before trying the connection test.

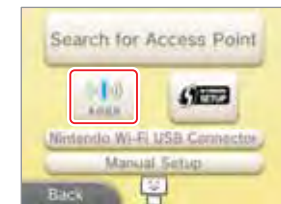
Setup using AOSS™

Setup is easy if you use a wireless router that includes the AOSS feature. This is found on many routers sold under the Buffalo™ brand name. Read the instruction manual for your router for additional information about using AOSS.

NOTE: If you use AOSS, your access point settings may sometimes change. **Computers and other devices connected without using AOSS sometimes lose the ability to connect to the Internet and may need to be reconfigured.** (If you configure your settings by using **Search for an Access Point**, your access point settings will not change.)

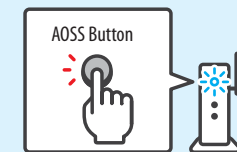
If you are using the guided setup Tutorial, proceed to step 2.

- 1 Tap  to begin AOSS configuration.



- 2 On your AOSS-compatible router, press the AOSS button.

Hold down the AOSS button until the corresponding LED blinks twice.
If the connection fails repeatedly, wait about five minutes and try again.



- 3 When a Settings Complete screen appears on your Nintendo 3DS system, tap **OK** to run a connection test. If the connection test succeeds, setup is complete.

NOTE: The connection test may fail if you try to connect immediately after finishing setup. Wait one or two minutes before trying the connection test.

Changing, deleting, or testing Internet settings

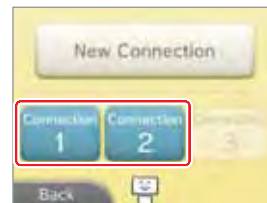
You can save up to three wireless configuration settings. Once you have saved a setting, you can change or delete it, or run a connection test.

IMPORTANT: If you enter incorrect information for the Internet connection settings, you will not be able to connect to the Internet. You should be familiar with configuring network settings before attempting to manually edit these settings.

1 Tap Connection Settings.

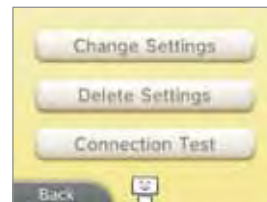


2 Tap the desired connection setting.



3 Tap the choice for the action you want to take.

- If you tap **Delete Settings** or **Connection Test**, follow the on-screen instructions.
- If you tap **Change Settings**, proceed to the next step.



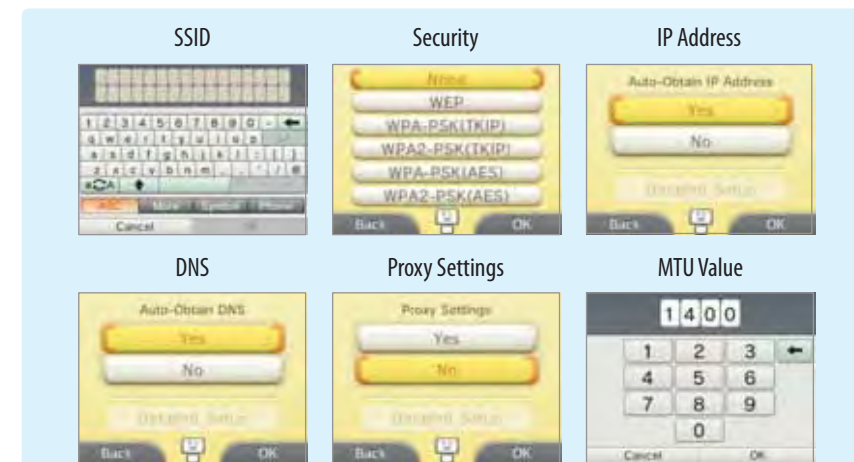
4 Tap the connection setting you want to change, as shown on the next page for Manual Setup.

NOTE: If you used the AOSS or WPS procedures for the setting you are changing, you cannot change the SSID or security settings.

Setup using Manual Setup

To enter individual settings yourself, tap **Connection Settings, New Connection, Manual Setup**, and then **Manual Setup** again. Tap a panel to edit a particular setting.

NOTE: If you configure the IP address manually, you must also configure the DNS.



SSID: The name assigned to the access point. Also called ESS-ID or network name.

IP Address: The number used on a network to identify a source/destination for transmitted data.

Subnet Mask: The value in an IP address that shows which network it belongs to.

Gateway: The entrance/exit for a network. In connection point settings, it points to this server's IP address.

Primary DNS/Secondary DNS: This is a server that can tell you the IP address that corresponds to a computer's name. In connection point settings, it points to this server's IP address.

Proxy: A server used to relay various requests to the Internet.

MTU: This value shows the maximum amount of data that can be sent over the network at once.

When you have completed your settings, tap **Save** and run a connection test.

If the connection test succeeds, setup is complete.

NOTE: If the connection test fails and an error code is displayed, follow the instructions displayed in the error message, or visit support.nintendo.com/errorcode and use the Error Code Lookup tool for information on resolving the error.



Nintendo DS Connections

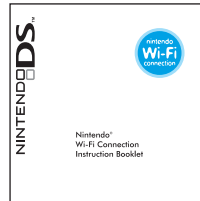
If you are using Nintendo DS software that supports game play over the Internet, use these settings.

NOTE: If your access point has security settings configured, they must be set to WEP for the Nintendo DS system to connect to the Internet.

- 1 Tap **Nintendo DS Connections**.

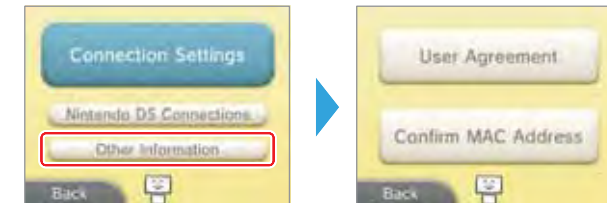


- 2 For operations specific to the Nintendo DS system, please refer to the Nintendo Wi-Fi Connection Instruction Booklet included with your Nintendo DS software that supports game play over the Internet.



Other Information

Tap this option to agree to or review the Nintendo 3DS Service User Agreement, or to confirm the MAC address for the Nintendo 3DS system. (The MAC address is a unique number assigned to all devices that connect to the Internet.)



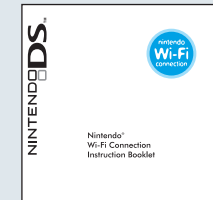
If an Error Code is displayed during setup

If the connection test fails and an error code is displayed, follow the instructions displayed in the error message, or visit support.nintendo.com/errorcode and use the Error Code Lookup tool for information on resolving the error.

If an error message is displayed while you are configuring Nintendo DS settings or while you are playing software for a Nintendo DS system, please try the following:

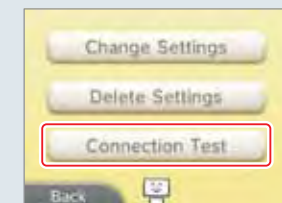
If you are configuring Nintendo DS settings or playing Nintendo DS software

It is possible that the Nintendo DS settings are not configured correctly. Please read the Nintendo Wi-Fi Connection Instruction Booklet included with the Nintendo DS software you are playing and refer to the displayed error code.



If you are playing Nintendo DSi software

It is possible that the Nintendo 3DS Internet settings are not configured correctly. Please perform a connection test as described on page 70 and follow any instructions displayed in an error message.





Parental Controls

Parental Controls can limit the download and use of certain content on the Nintendo 3DS system. Parental Controls can also limit the use of certain features of the Nintendo 3DS system such as the display of 3D images.

NOTE: When Parental Controls are enabled, some System Settings, such as Internet Settings, the Outer Cameras adjustment, and system update cannot be accessed. You will need to enter the PIN to access these features.

IMPORTANT: If a child will be the primary user, a parent or guardian should configure the settings.

Limiting the use of content or features

See the information below for a list of the content or features that can be limited.

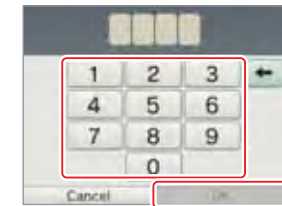
Software Rating	You can restrict the use of Nintendo 3DS software and Nintendo DSi software based on ratings set by the Entertainment Software Ratings Board (ESRB). See page 89 for more information on software rating information. You cannot restrict the use of Nintendo DS software or software downloaded with DS Download Play.
Internet Browser	You can restrict the use of the Internet browser.
Nintendo 3DS Shopping Services	When your system has been updated with Nintendo eShop, you can restrict the use of credit cards, prepaid cards, and online purchasing of content and services through Nintendo 3DS Shopping Services.
Display of 3D Images	You can restrict the display of 3D images. This will make all images display in 2D. The restriction of the display of 3D images is recommended for users 6 years or younger.
Sharing Images / Audio / Video	You can restrict the wireless transmission of photos, images, sounds, animations, and data and other user created content. NOTE: This restriction does not work with Nintendo DS software.
Online Interaction	You can restrict the exchange of data between users who are not your friends and the ability to participate in software that can be played via the Internet. NOTE: This restriction does not work with Nintendo DS software.
StreetPass	You can restrict communications with other users via StreetPass. NOTE: This restriction does not work with Nintendo DS or Nintendo DSi software.
Friend Registration	You can restrict the registration of friends.
DS Download Play	You can restrict the use of DS Download Play.

NOTE: A single Nintendo 3DS system can only have one Parental Controls configuration. It is recommended that if you want to restrict the use of content for multiple users, configure the system with settings to match the restrictions for the youngest user and share the PIN only with those allowed to view restricted content. Please visit www.nintendo.com for more details.

Configuring Parental Controls

1 From System Settings, tap **Parental Controls** to begin the setup procedure and then follow the on-screen instructions. Information and directions for the Parental Controls feature will be displayed on the screens. Carefully read and follow the instructions.

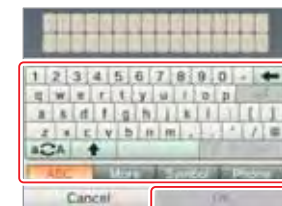
2 Enter a four-digit PIN.
Enter the PIN a second time to confirm your choice.
NOTE: You will need to enter this PIN each time you would like to suspend or change Parental Controls settings.



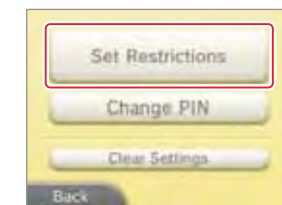
3 Select a secret question and then tap **OK**.
If you forget your PIN, you can answer the secret question to retrieve the number.



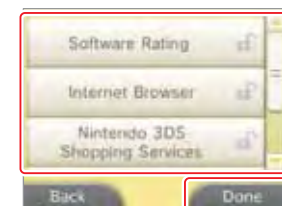
4 Enter an answer and then tap **OK**.
Use the keyboard to enter an answer and follow the on-screen instructions. (See page 20 for information on using the keyboard.)



5 Tap **Set Restrictions**.
You can also choose to change your PIN or clear the Parental Controls settings.



6 Select a category to set restrictions.
Follow the on-screen instructions. You can slide the stylus on the right side of the screen to see more options.
When you are finished with your selections, tap **Done**.



Suspending, changing, or removing restrictions

Suspending restrictions

You can temporarily remove or change restrictions by selecting the feature and then entering your PIN.



Changing or removing restrictions

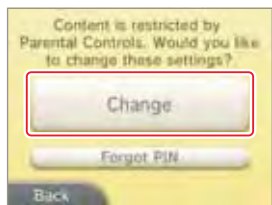
- 1 Tap **Parental Controls** under System Settings.

Enter the PIN a second time to confirm your choice.

NOTE: You will need to enter this PIN each time you would like to suspend or change Parental Controls settings.

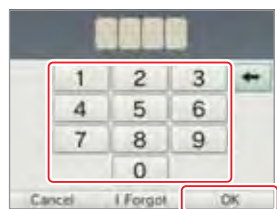


- 2 Tap **Change**.



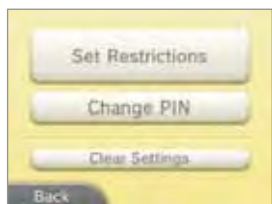
- 3 Input your PIN and then tap **OK**.

If you forget your PIN, you can answer the secret question to retrieve the number.



- 4 Tap the feature you want to change.

You can also choose to change your PIN or clear the Parental Control settings.



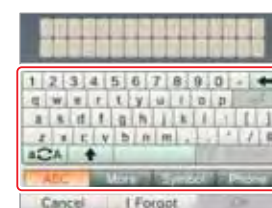
If you forget your PIN or secret question answer

- 1 You can either tap **Forgot PIN** after selecting Parental Controls from System Settings, or tap **I Forgot** on the PIN entry screen.



- 2 Enter the answer to your secret question and then tap **OK** to return to the Parental Controls options.

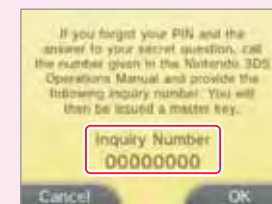
If you have also forgotten the answer to your secret question, continue to the next step. You will need to know the date that is set on your system (see the Profile option in Other Settings, page 80).



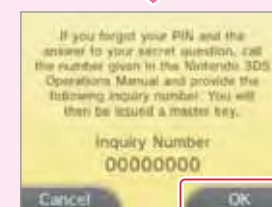
- 3 Tap **I Forgot** on the keyboard entry screen.

- 4 A reference number will be displayed.

Call Nintendo Customer Service at 1-800-255-3700 and provide this reference number and the date that is set on your system. You will be given a master key to allow you to access Parental Controls again.

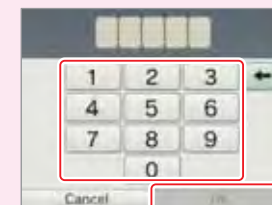


- 5 Tap **OK**.



- 6 Enter the master key number and then tap **OK**.

You will return to Parental Controls.





Data Management

You can check, erase, or move downloaded software or StreetPass software, or manage blocked-user settings. To do so, tap **Data Management** in System Settings and then tap the item you want to manage.



Nintendo 3DS Data Management	Software management	Check or erase Nintendo 3DS Download Software and Virtual Console software.
	Extra data management	Check or erase extra data for Nintendo 3DS software.
DSiWare Data Management	You can check DSiWare software saved on System Memory or an SD Card. You can also erase DSiWare software or move it between System Memory and an SD Card. NOTE: A system update may be required to use this feature.	
StreetPass Management	You can check the list of software that includes the StreetPass feature. You can also turn off StreetPass for each application.	
Reset Blocked-User Settings	Clear the blocked-user settings. (All data that you have restricted yourself from receiving will no longer be restricted.)	

IMPORTANT: You cannot start DSiWare software from an SD Card. To play a DSiWare application, please move it to System Memory first. **If the same application already exists in the move location, it will be overwritten.** Take care not to overwrite important save data.

Managing Nintendo 3DS or Nintendo DSiWare software data

1 Tap the item you would like to manage data for.

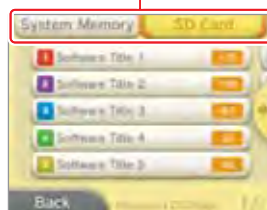
If you have selected **Nintendo 3DS**, you will have an additional choice of **Software** or **Extra Data**. A list of software data will be displayed. The number of open blocks in System Memory and the SD Card will be displayed on the upper screen.

2 Tap the item you would like to erase or move.

You can tap ← or → if you have more than one page of items.

NOTE: You can only select from System Memory or SD Card if you are managing Nintendo DSiWare data.

Select from System Memory or SD Card



3 Tap **Erase** or **Move**.

Tap **Move** to move the DSiWare from System Memory to an SD Card or from an SD Card to System Memory.

- The maximum number of Nintendo DSiWare applications that can be saved to System Memory is 40.
- The maximum number of Nintendo 3DS applications or extra data files that can be saved to an SD Card is 300.
- Nintendo DSiWare software that is moved to an SD Card on another Nintendo 3DS system will no longer be displayed on the Erase/Move menu screen.

Nintendo DSiWare software cannot be moved in the following circumstances:

- There aren't enough open blocks in the destination.
- Moving the data would exceed the memory capacity of the destination system or SD Card.
- The SD Card write-protection lock switch has been set to the lock position, disabling write permissions for the SD Card.

StreetPass Management

StreetPass data associated with each application will be displayed in a list.

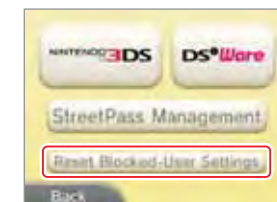
Select a software icon and then tap **Deactivate StreetPass** to discontinue the use of StreetPass for that application.



- If you configure StreetPass in software that supports this feature, StreetPass settings will be saved by the Nintendo 3DS system. You can have up to 12 applications using StreetPass simultaneously. If you already have 12 applications using StreetPass and want to enable StreetPass for another application, you will first need to deactivate StreetPass in one of the active applications.
- Each software title can have only one StreetPass setting configuration.

Reset Blocked-User Settings

On the Data Management screen, tap **Reset Blocked-User Settings** to clear these settings.

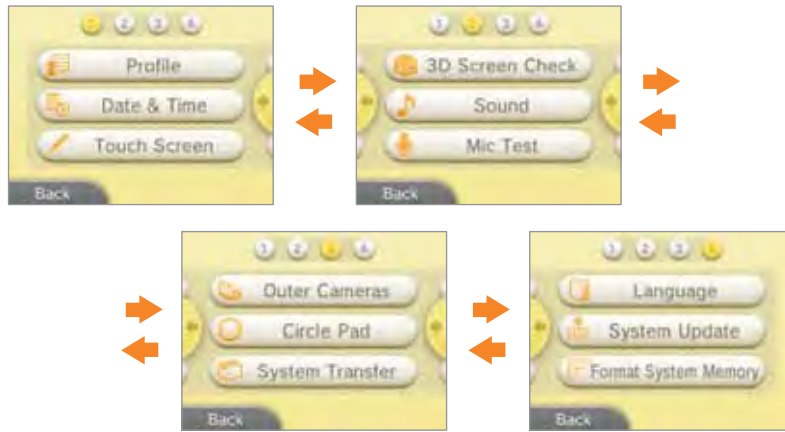




Other Settings

Tap **Other Settings** in System Settings to change your user information, calibrate various Nintendo 3DS components, or perform other system functions.

You can tap ← or → to switch between pages of options.

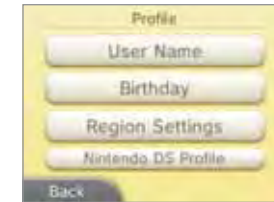


Profile	Enter profile information, including your name and birthday.
Date & Time	Enter a date and time.
Touch Screen	Calibrate the Touch Screen.
3D Screen Check	Check the 3D Screen viewing guidelines.
Sound	Change the sound settings.
Mic Test	Confirm that the microphone is working properly.
Outer Cameras	Calibrate the outer cameras.
Circle Pad	Calibrate the Circle Pad.
System Transfer	Transfer software and Internet settings to another Nintendo 3DS system. NOTE: A system update may be required to use this feature.
Language	Select a language that the system will display text in.
System Update	Connect to the Internet and check for updates to the system or built-in software.
Format System Memory	Erase all added software, save data, pictures, and system settings.

Profile

Tap a Profile item to configure it.

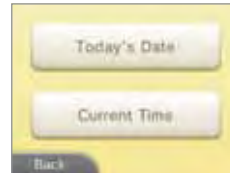
NOTE: Nintendo DS Profile will be used if you are playing certain Nintendo DSi or Nintendo DS software titles. Not all titles use these settings.



User Name	Use the keyboard to enter your name. Remember that other Nintendo 3DS users will see your user name when interacting with them, so do not use your real name or otherwise share any personal information in your user name.	
Birthday	Enter a date, tapping ↑ or ↓ to adjust the settings.	
Region Settings	Select your country and state or province.	
Nintendo DS Profile	Message Enter a short message of up to 26 characters. Remember that other Nintendo 3DS users will see your message when interacting with them, so do not use your real name or otherwise share any personal information in your user name.	
	Color Select a color and then tap OK .	

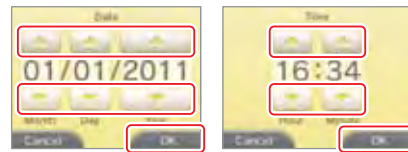
Date & Time

- 1 Tap the setting you would like to adjust.



- 2 Tap or to adjust the date or time, then tap **OK**.

Some applications use the date and time, so it is important to set this correctly.



Touch Screen

Use the following procedure if the Touch Screen doesn't seem to respond properly to the stylus.

- 1 Tap with the tip of the stylus.

It is important to tap each accurately, in all three locations, to correctly calibrate the Touch Screen. If you have done so, calibration will be completed and **Calibrated** will be displayed.



- 2 Tap in four places to check calibration.

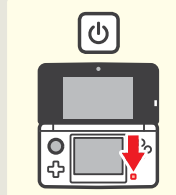
The will turn green if you can accurately tap it. If you cannot accurately tap the icon, tap **Repeat** to try the calibration process again.



If you are having difficulty selecting with the stylus...



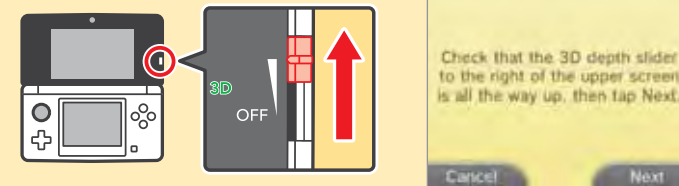
While holding, press



Turn the power on while holding down the L Button, R Button, and X Button. This will automatically start the Touch Screen calibration procedure.

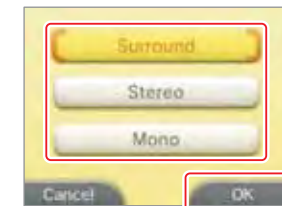
3D Screen Check

If you are having difficulty seeing 3D images, slide the 3D depth slider all the way to the top and then follow the on-screen instructions.



Sound

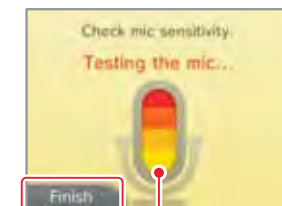
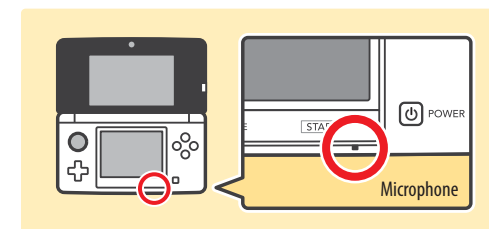
Tap the setting you would like to use for the system sound, then tap **OK**.



Mic Test

Speak into the microphone to test its operation. The volume bar in the microphone will change color if it's working correctly.

Tap **Finish** when the test is complete.



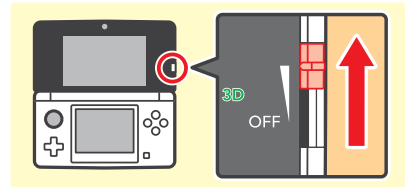
Volume Bar
The bars will change color if the microphone picks up sound.

Outer Cameras

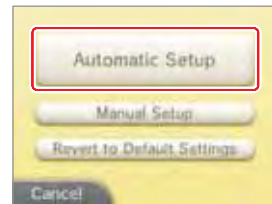
If your 3DS system receives an impact or is left in a place where it is exposed to high temperatures, 3D images viewed or taken by the outer cameras may become misaligned. If you feel like the 3D images are out of alignment, use the following procedure to calibrate the cameras.

IMPORTANT: If you calibrate to the wrong values, the misalignment could get worse. Please calibrate the outer cameras only when you think the 3D images they take are out of alignment.

- 1 Move the 3D depth slider to its highest position and tap **Next**.

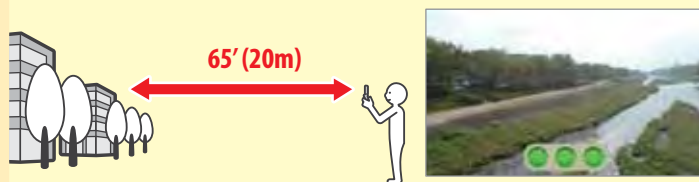


- 2 Tap **Automatic Setup**.
(Tap **Return to Default Settings** to return the settings to their factory defaults.)

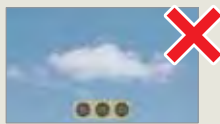


- 3 Tap **Next** and center the cameras on a subject suitable for automatic calibration.

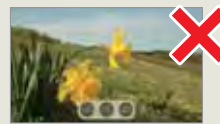
Center the cameras on a brightly lit outdoors subject that is 65 feet (20 meters) or farther away. Avoid having any nearby objects in the view. Hold the system as steady as possible, and when all three circles (●●●) light up on the upper screen, the cameras will auto-calibrate.



If you center on subjects like those below, the cameras cannot calibrate, and the three circles (●●●) will not all light up. If this happens, try centering on a different object. **Depending on the subject, the cameras may not be able to calibrate. In those cases, calibrate manually, as described on the next page.**



Low-contrast object

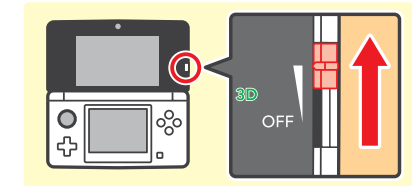


Close-up object

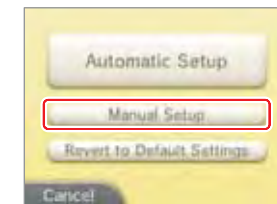
Manual calibration

You can manually calibrate the vertical alignment of the outer cameras. Please do this if you are not able to use auto-calibration.

- 1 Move the 3D depth slider to its highest position and tap **Next**.

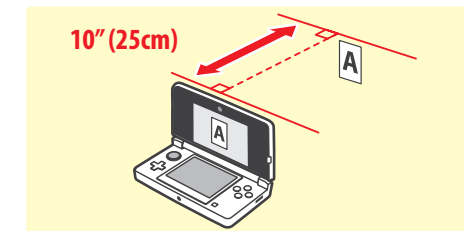


- 2 Tap **Manual Setup**.



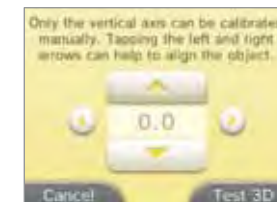
- 3 Tap **Next** and center the cameras on a subject for manual calibration, then press **[L]** or **[R]** to take a photo.

- Set the system down on a flat surface to avoid blur from shaky hands. Center the subject of the photo in the screen and photograph it from directly in front.
- Manual calibration is easier if you photograph something with a simple, flat shape and a clear outline, like that shown below.



- 4 Adjust the image so that the photo subjects displayed in the center of the upper screen line up exactly.

- Adjust the vertical alignment. You can also adjust the image to the left and right, but these horizontal adjustments are not saved.
- If there are other objects in the photo besides the calibration subject, those objects don't need to be aligned.
- If you photographed the calibration subject from above or from a slant, you may not be able to make it align exactly.



- 5 Tap **Test 3D** and follow the on-screen instructions.

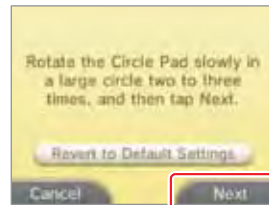
Circle Pad

If the Circle Pad seems to be operating incorrectly, follow these steps to calibrate it.

1 Make two or three full rotations, then tap **Next**.

If **Calibration Failed** is displayed, try step 1 again.

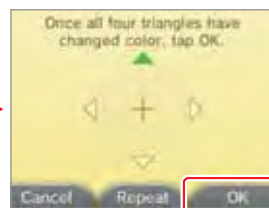
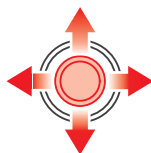
Tap **Return to Default** to return the settings back to factory default.



2 Move the Circle Pad in all four directions.

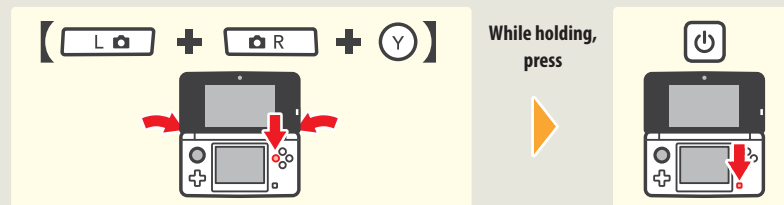
Confirm that the color of the triangles changes to green, then tap **OK**.

If the color does not change, tap **Repeat** to try the calibration procedure again.



If you are having difficulty with the input from the Circle Pad...

If you repeatedly use excessive force when moving the Circle Pad, it may begin to incorrectly register input. If it registers input even when you aren't using it, and the other control buttons or the Touch Screen don't seem to operate correctly, try the following procedure:



Turn the power on while holding down the L Button, R Button, and Y Button. This will automatically start the Circle Pad calibration procedure.

System Transfer

Transfer software and Internet settings to another Nintendo 3DS system.

NOTE: A system update may be required to use this feature.

Language

Select the language you would like the system to display text in, then tap **OK**.



System Update

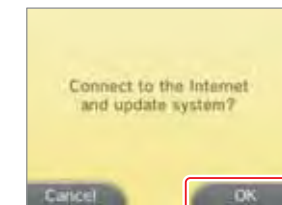
IMPORTANT: The Nintendo 3DS System specifications and the Nintendo 3DS Service are constantly evolving and we may update or change the Nintendo 3DS System or the Nintendo 3DS Service in whole or in part, without notice to you. Such updates may be required for you to play new Nintendo 3DS games, enjoy new features, or continue to access the Nintendo 3DS Service. After the Nintendo 3DS menu is updated, any existing or future unauthorized technical modification of the hardware or software of your Nintendo 3DS System, or the use of an unauthorized device in connection with your system, will render the system permanently unplayable. Content deriving from the unauthorized modification of the hardware or software of your Nintendo 3DS system will be removed. Failure to accept the update may render games and new features unplayable.

The Nintendo 3DS system automatically updates a list to help limit the use of inappropriate words and a list of access points that can be used for network services offered by Nintendo. No prior notice for these or other minor automatic updates will be displayed on the screen. For other system updates, a notice will be displayed on the screen, and you will need to select "Accept" to receive such updates.

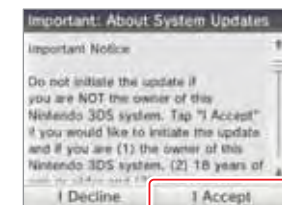
NOTE: A broadband wireless network connection is required to connect to the Internet and perform a system update. See page 63 for more information on setting up a connection.

1 Tap **OK** on the System Update screen.

IMPORTANT: Be sure the battery is sufficiently charged before performing a system update to make sure the update is completed correctly.



2 Read the on-screen messages, then tap **I Accept**.



Format System Memory

IMPORTANT: You should format your Nintendo eShop account first, then your System Memory, prior to selling or otherwise transferring your system to any third party. For more information about privacy and the protection of your personal information, see the Nintendo 3DS System Privacy Policy on page 100.

Format System Memory will erase any data saved in System Memory and return the system to its factory-default state. The system will keep any updates you have made with the System Update feature.

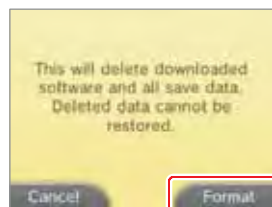
1 Tap **Format**

Read the on-screen messages and make sure you want to format your System Memory. **IMPORTANT: The following data cannot be restored if it is erased:**

- All save data in System Memory including your friend list, Notifications, and step count information
- System Settings data
- Built-in software save data
- All photos in System Memory
- Any other extra data

2 Tap **Format** again to erase the data.

After formatting the System Memory, when you turn the system on for the first time, the initial setup process will begin, as described on page 18.



Video and Computer Game Software Rating Information

The Entertainment Software Rating Board (ESRB) ratings are designed to provide information about video and computer game content, so you can make informed purchasing decisions. ESRB ratings have two parts: rating symbols suggest age appropriateness for the game, and content descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern.

To take full advantage of the ESRB rating system, it's important to check both the rating symbol (found on the front of the game box) and the content descriptor (found on the back of the game box).

Go to www.esrb.org for a complete list of these content descriptors.

The ESRB rating system is designed to provide information about a computer or video game. The ratings are not meant to recommend which games consumers should buy or rent or to serve as the only basis for choosing a product. Rather, individuals should use the ESRB ratings together with personal tastes and standards when deciding what is best to purchase.

For more information on the ESRB and video game ratings, go to the ESRB web site at www.esrb.org.



Titles rated **RP (Rating Pending)** have been submitted to the ESRB and are awaiting final rating. (This symbol appears only in advertising prior to a game's release.



Titles rated **EC (Early Childhood)** have content that may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.



Titles rated **E (Everyone)** have content that may be suitable for ages 6 and older. Titles in this category may contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.



Titles rated **E10+ (Everyone 10 and older)** have content that may be suitable for ages 10 and older. Titles in this category may contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.



Titles rated **T (Teen)** have content that may be suitable for ages 13 and older. Titles in this category may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language.



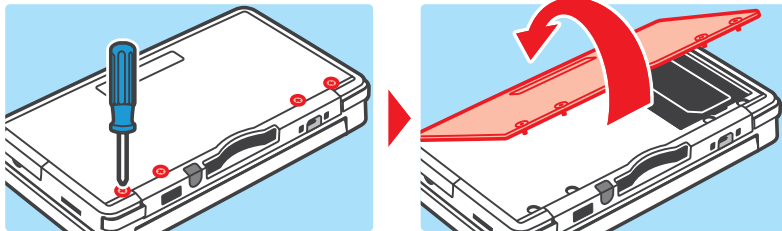
Titles rated **M (Mature)** have content that may be suitable for ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content and/or strong language.

Replacing the Battery Pack

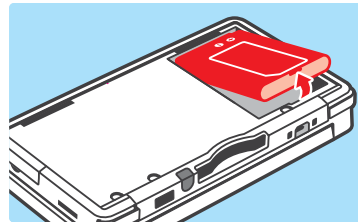
Battery packs become worn with repeated charge/discharge cycles, and the amount of time they can be used when fully charged will decrease gradually over time. If you feel the usage time has dropped off noticeably, replace the battery pack.

- Do not use any battery other than the Nintendo 3DS rechargeable battery pack, Model No. CTR-003. A replacement battery may be ordered through Nintendo's website at store.nintendo.com (USA/Canada only) or by calling Customer Service at 1-800-255-3700.
- A parent or guardian should replace the battery pack if a child is using the system.
- Turn the power off and make sure the AC adapter is unplugged from the Nintendo 3DS system.

- 1 Loosen the four Phillips-head (+) screws on the battery cover with a screwdriver, and remove the battery cover.
IMPORTANT: To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (#0).

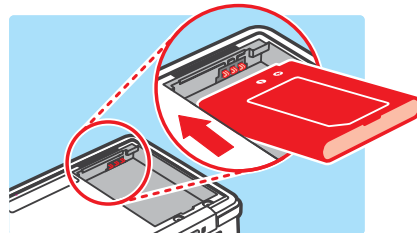


- 2 Remove the battery pack as shown.



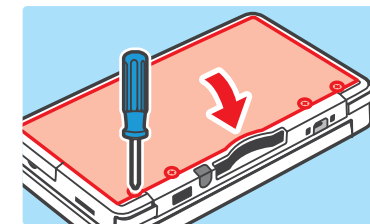
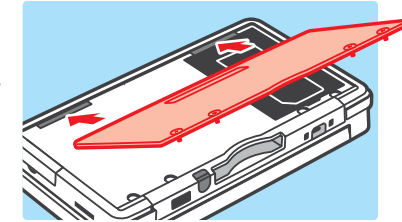
- 3 Wait at least 10 seconds after removing the old battery pack before inserting the new battery pack to make sure the Power LED resets correctly.

Check to make sure it is oriented correctly, as shown in the illustration.



- 4 Replace the battery cover and tighten the four screws, being careful not to overtighten.

IMPORTANT: Always be sure to replace the battery cover and tighten the screws before resuming use.



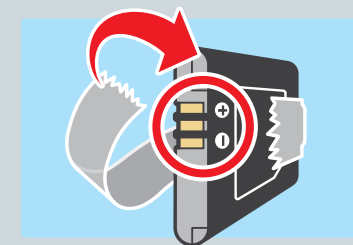
PLEASE RECYCLE YOUR USED BATTERIES

When disposing of a rechargeable battery, take care to follow appropriate local guidelines and regulations.

- Do not disassemble, attempt to repair, or deform the battery pack.
- Do not dispose of rechargeable batteries in a fire.

To find a collection site near you, contact your local solid waste authority or, in the United States, visit:
<http://www.epa.gov/osw/conserve/materials/battery.htm>

For more information or for assistance from Nintendo, visit: <http://www.nintendo.com/consumer/recycle.jsp>



Place tape over the battery contacts before recycling.

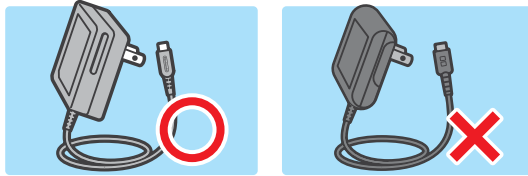
Troubleshooting

Before seeking assistance, please review the following problems and solutions. You can also visit support.nintendo.com for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

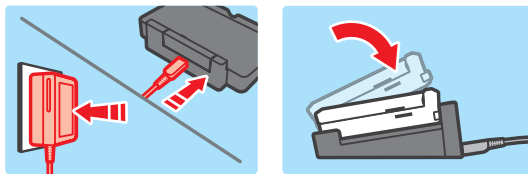
NOTE: Please also review any instruction manuals for the games or accessories you may be using.

The system won't charge or the recharge LED doesn't light up or stay lit.

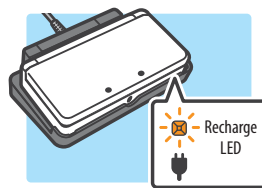
- Make sure you are using the correct AC adapter, Model No. WAP-002(USA).



- Check your connections, as shown below. Remove the Nintendo 3DS system from the charging cradle and unplug the AC adapter from both the cradle and the wall outlet. Wait approximately 30 seconds and then reconnect the components, making sure the system clicks into place in the charging cradle. (Review the battery-charging procedure on page 17.)



- Make sure you are charging the battery pack within an ambient temperature range of 41°F – 95°F (5°C – 35°C). The battery pack may not charge properly outside of this range.
- If the recharge LED is blinking or won't stay lit, visit support.nintendo.com for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

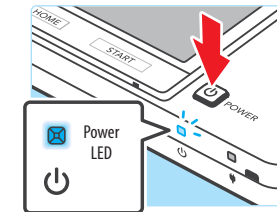


It takes a long time to charge the battery pack or a battery charge doesn't last very long.

- Make sure you aren't exposing the system to or charging the system in temperatures below the ambient temperature range of 41°F – 95°F (5°C – 35°C). Cold temperatures can increase the recharge time and decrease the usage time of a charged battery.
- Over time and after repeated charging, the performance of the battery will decrease. If you have had the system for a long time, or if the battery pack appears slightly swollen, try replacing the battery pack.

The system won't turn on or there is no picture or sound.

- Make sure the battery pack is charged (see page 16).
- Check to see if the power LED lights up when you press the Power Button, as shown below.



- If you are using a Game Card, make sure it is completely inserted into the Game Card slot until it clicks into place.
- The battery pack may be installed incorrectly. Check the installation of the battery pack (see page 90).

The system seems too warm.

- Make sure you are neither exposing the system to or charging the system in temperatures above the ambient temperature range of 41°F – 95°F (5°C – 35°C). Do not expose the system to direct sunlight in an enclosed space.

The message "There is nothing inserted into Game Card slot" is displayed on the HOME Menu, even though a Game Card is inserted in the Game Card slot.

- Make sure the Game Card is completely inserted into the Game Card slot until it clicks into place.
- Check the Game Card connectors and Game Card slot for dirt, dust, or other foreign material.

A Game Card won't play.

- Make sure the game content is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 62).

An error message appeared when playing Nintendo DS or Nintendo DSi software:

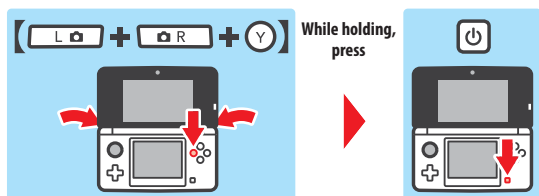
"An error has occurred. Press and hold the POWER Button to turn the system off. Please refer to the Operations Manual for details"

- Turn off your system, then on again. Try repeating the same action that caused the error message to occur. If the same error occurs again, please visit support.nintendo.com for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

The system registers control input when you aren't operating the controls, or the controls don't seem to operate correctly.

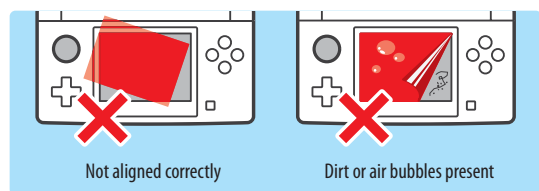
- The Circle Pad may need to be calibrated. Use the calibration procedure in System Settings to recalibrate the Circle Pad (see page 86).

NOTE: You can also go directly to the Circle Pad calibration procedure by following this procedure. First turn the power off. Then hold down the L Button, R Button, and Y Button and turn the system on as shown below.



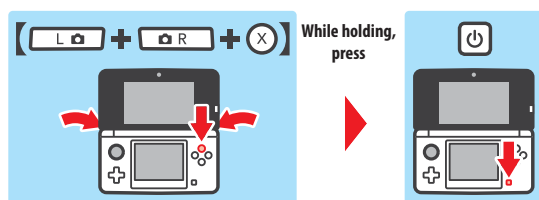
The Touch Screen doesn't seem to operate or respond correctly to stylus input.

- If you have attached a screen protector (sold separately) incorrectly to the Touch Screen, try removing it and using the Touch Screen again. If it operates correctly, either try reattaching the screen protector, carefully following the instructions included with it, or avoid using one. (Please use screen protectors officially licensed by Nintendo.)



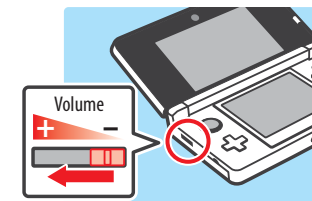
- The Touch Screen may need to be recalibrated. Use the calibration procedure in System Settings to recalibrate the Touch Screen (see page 82).

NOTE: You can also go directly to the Touch Screen calibration procedure by following this procedure. First turn the power off. Then hold down the L Button, R Button, and X Button and turn the system on as shown below.



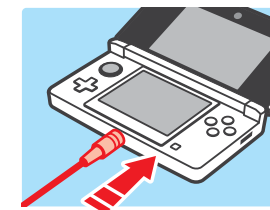
There is no sound from the speakers.

- Check to make sure there are no headphones plugged into the system, as the speakers do not operate when headphones are plugged into the audio jack.
- Try adjusting the volume control to make sure the volume is not turned off, as shown below.



There is no sound from the headphones.

- Try adjusting the volume control to make sure the volume is not turned off, as shown above.
- Make sure the headphones are fully inserted all the way in to the audio jack, as shown below.



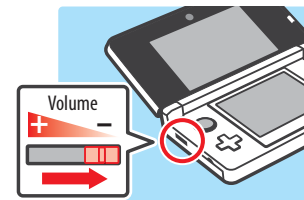
The microphone doesn't seem to work or recognize sounds (including headset microphones).

- Make sure the software you are using includes microphone features.
- Confirm that the microphone is operating correctly by performing a microphone test in System Settings (see page 80).
- Some voices may be difficult for the system to recognize. Try having a different person speak the same word or phrase to verify if this is the problem.

The microphone seems to respond on its own, or there is feedback from the speakers (including headset microphones).

- The microphone may be responding either to ambient noise in the environment or to noise coming from the speakers. Try to remove the source of the noise or move to another location. You can also try lowering the speaker volume, as shown below, or use headphones.

NOTE: If the speakers are emitting odd or high-pitched noises, this may be caused by feedback from the microphone. Lowering the volume should solve this problem.



3D images can't be seen or are difficult to see.

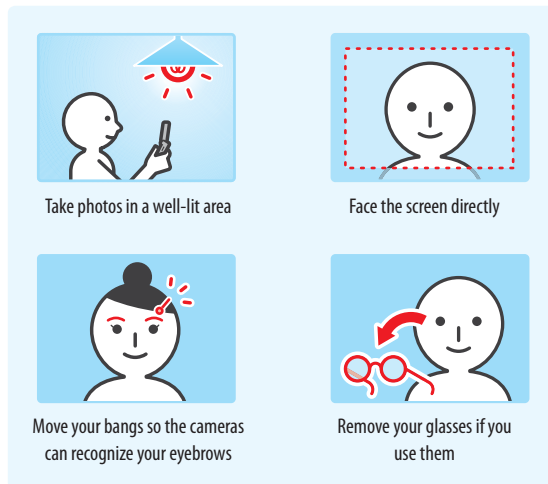
- Make sure you are not using Nintendo DS or Nintendo DSi software, which do not support 3D image display.
- Check the 3D LED. Not all software includes 3D images, and the 3D LED will light up if 3D images can be viewed.
- Make sure that this feature is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 62).
- Be aware that 3D images can only be displayed on the upper screen.
- Make sure the 3D depth slider is not set all the way to the bottom of its range (in the off position).
- Make sure you are holding the Nintendo 3DS in the proper position to best view 3D images (see page 22).
- If your left and right eyes have different visual abilities, this can make 3D images difficult to see. If you use corrective eyewear, they may help you to see 3D images.
- Avoid conditions where direct sunlight or other strong light is reflecting off the screen.

NOTE: The ability to view 3D images varies from individual to individual. In rare cases, some individuals may be unable to see 3D images or may only be able to see double images. If this is the case, the 3D screen should be set to display 2D images only by sliding the 3D depth slider all the way to the bottom of its range.

WARNING: The 3D feature is only for children 7 and older.

The cameras don't recognize my face.

In certain software titles, the cameras are used to recognize facial features. Observe the following guidelines to improve the recognition process.



- The surrounding environment, the color of your hair and beard, or facial and hair decorations can interfere with facial recognition.
- In rare cases, differences in facial features may make the facial recognition process fail.

I can't see the 3D effect in images taken with the outer cameras.

- Make sure the image was taken with the outer cameras, not the inner camera.
- Make sure the lenses for the outer cameras are clean and free of dirt or dust. Clean with a soft, dry cloth if necessary.
- Make sure there isn't a strong light such as direct sunlight shining on the camera lenses.

IMPORTANT: If your Nintendo 3DS system has been subjected to a physical shock or high temperatures, this could change the alignment of the outer cameras and affect the 3D image quality. If you think your system may be affected by this, see page 84 for more information on realigning the cameras.

When I take pictures with the Nintendo 3DS, the colors don't seem correct.

- Check the camera mode settings for the cameras (see page 45).
- If you adjusted the settings for the cameras, try taking additional photos to see if the problem was corrected.

The SD Card functions don't seem to work.

- Check to make sure the SD Card is installed correctly (see page 24).
- Try checking the operation of the SD Card on a PC that has an SD Card reader.

I can't view photos saved to an SD Card.

- The Nintendo 3DS system can only view photos taken by the Nintendo 3DS Camera software. Photos taken by digital cameras or cell phones cannot be viewed.

Music files saved on an SD Card won't play in Nintendo 3DS Sound.

- Check to make sure the files are in a format compatible with Nintendo 3DS Sound. The files must be in the following format: AAC files with .m4a, .mp4, and .3gp extensions, or MP3 files with .mp3 extensions. Bit rate of 16kbps - 320kbps and sampling frequency of 32kHz - 48kHz.

NOTE: The Nintendo 3DS cannot play copy-protected music files.

Music files saved on an SD Card won't display in Nintendo 3DS Sound.

- Make sure the SD Card is correctly inserted into the SD Card slot (see page 24).
- Make sure the files are in a format compatible with Nintendo 3DS Sound (see the troubleshooting step above for compatible file formats).
- The SD Card must not have more than 3000 music files on it.
- The SD Card must not have more than 1000 file folders on it.
- An individual folder must not have more than 100 music files in it. **NOTE:** If you have more than one folder with the same name, the music files in each folder will be combined and displayed as one folder.
- An individual folder must not have more than seven subfolders (eight levels including the main folder).

The screen brightness or image colors change, or bright colors appear pale.

- If power-saving mode is on, these may be adjusted automatically to save battery power. For normal appearance, turn the power-saving mode off (see page 29).

Some pixels on either the upper or lower screen are always dark or lit.

- Due to the characteristics of liquid crystal displays, a small number of pixels may not illuminate, or may always stay lit. This is normal and not considered a defect unless the number of pixels that don't function normally increase over time.

The brightness or color between the upper and lower screens seems different.

- The specifications of the upper and lower screens are different so the appearance of images may be different. This is normal and is not considered a defect.

The Download Play feature doesn't work.

- Make sure this feature is not restricted by Parental Controls, either with Software Ratings restrictions or with Download Play restrictions. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 62).

The system is not counting step numbers accurately.



- If your system is open, it cannot count steps. Steps are only counted when both the power is on and the system is closed.
- If you carry your Nintendo 3DS system in a bag that is not closely connected to your body, or you dangle it by a strap or case as you walk, it cannot accurately count your steps. The step numbers will be counted more accurately if you carry your system in a bag connected to your waist (such as a hip pouch).
- If you play a Nintendo DS or Nintendo DSi software title for long periods of time without exiting, the system can only save up to seven days of information. Intermittently save your progress and exit the software to accurately count steps when using this type of software. See page 58 for more information on the step counting feature.

The system suddenly enters Sleep Mode.

Check for and remove the following possible external causes:

- A strong external magnetic force, such as from an audio speaker, can cause the system to go into Sleep Mode.
- The Nintendo 3DS system may go into Sleep Mode if it is stacked up with other systems in the Nintendo DS product line.

Wireless communication doesn't work or works inconsistently.

- Check the signal strength icon. If it appears as  or , move closer to your communications partner or to your wireless access point.
- External causes, such as cell phones, computers, microwaves, or even physical barriers, can interfere with wireless communications. Check for these conditions and either remove them or move to a different location.

I forgot my PIN and answer to the secret question for Parental Controls

- Please review the section on Parental Controls for more information on retrieving this information (see page 77).

このページは別でインテザイデータをあり

Warranty and Service Information

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

* In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

Nintendo 3DS System Privacy Policy

Last Updated: November 21, 2010

Nintendo is dedicated to protecting your privacy and handling any personal information we obtain from you with care and respect. By accepting the Nintendo 3DS Service User Agreement, you consent to and accept this Nintendo 3DS System Privacy Policy ("Privacy Policy"). This Privacy Policy describes, among other things, the types of information collected about you by Nintendo when you use the Nintendo 3DS System; how your information may be used; when it may be disclosed; how you can control the use and disclosure of your information; and how your information is protected. This Privacy Policy applies only to information collected from your Nintendo 3DS System by Nintendo of America Inc. or its parent company, Nintendo Co. Ltd. (individually and collectively, "Nintendo"). Information that you may submit to Nintendo through any of its Web sites or any other Nintendo product or service is subject to the applicable privacy policy posted at support.nintendo.com. This Privacy Policy should be read in conjunction with the Nintendo 3DS Service User Agreement and Code of Conduct. All capitalized terms not defined in this Privacy Policy will have the meaning set forth in the Nintendo 3DS Service User Agreement.

CHANGES TO THIS PRIVACY POLICY

We may revise and update this Privacy Policy from time to time. Please review the most recent version of this policy frequently by going to support.nintendo.com or contacting us at 1-888-977-7627. When we update this Privacy Policy, we will revise the "Last Updated" date above.

INFORMATION COLLECTED

Personally Identifiable Information. "Personally Identifiable Information" or "PII" is information that identifies you as an individual, such as your full name, address, telephone number, or email address. We only collect PII that you provide to us. If you choose not to provide us with certain PII, you will be able to continue using your Nintendo 3DS System, except that your use of features or applications that require the disclosure of certain PII may be limited or unavailable.

We may add to or update the PII you provide on your Nintendo 3DS System with data collected from other sources, including offline sources (e.g., consumer service transactions such as repairs, part orders or purchases). If we combine information collected offline with information collected through the Nintendo 3DS System, the combined PII will be treated in accordance with this Privacy Policy.

Non-Personally Identifiable Information. In addition to the PII you provide to us, we may collect Non-Personally Identifiable Information from you. "Non-Personally Identifiable Information" or "Non-PII" is information that does not identify you as an individual. This includes information such as your Mii profile information, age, gender, geographic area, game-play data, online status, Nintendo 3DS System serial number and device ID, device certificate information, cookies, Friend Codes, wireless access point information, Internet Protocol ("IP") address, and Media Access Control ("MAC") address. We may link your PII with Non-PII or Aggregate Information that we collect from you. Some of the ways in which we collect Non-PII are described in more detail below.

- **Web Beacons:** Certain Nintendo 3DS System online applications may use a common Internet technology called "Web Beacons" which are small graphic images placed on a Web page, on a Web-based document, or in an email message, designed to collect certain information and monitor user activity online. We may use Web Beacons to collect information such as IP address, MAC address, the URL of the page the Web user comes from, and the time the Web Beacon is activated (such as when you view the Web page, advertisement, or email containing the Web Beacon). We may use the information collected through Web Beacons, for example, to determine how to improve the Nintendo 3DS System applications by seeing which areas, features, and products are most popular; to personalize the Nintendo 3DS System services and make recommendations based on downloaded products; and to complete transactions you have requested.
- **Cookies:** Certain Nintendo 3DS System online applications may use cookies, which are small text files that a Web site places on your Nintendo 3DS System. These files identify your Nintendo 3DS System and record data about your visit so that when you return to a Web site, the site recognizes your Nintendo 3DS System and can personalize your visit. Cookies may be linked to your transaction history, online game play or other information. We may use information collected by cookies, as well as other tools such as log files and Web Beacons, for example, to determine how to improve the Nintendo 3DS System applications by seeing which areas, features, and products are most popular; to personalize the Nintendo 3DS System services; make recommendations based on downloaded products; and to complete transactions you have requested.
- **Nintendo Wireless Communications:** Your Nintendo 3DS System is automatically assigned an IP address by your Internet Provider when you connect to Nintendo via wireless communications. Nintendo receives a log file of your activities that may include, for example, your IP address, MAC address, cookie information, transaction data, settings and download activity. We may use these log files, for example, to monitor traffic on our Web sites, to facilitate your use of Nintendo 3DS System features and applications, and to troubleshoot technical problems. If you do not want Nintendo to collect this information, you should turn off wireless communications on your Nintendo 3DS System.

Aggregate Information. We also may collect and aggregate certain information about our users' game play, age, gender, search terms, clickstreams, and purchases for the purposes of advertising and improving the Nintendo 3DS System features, applications, games, and content. "Aggregate Information" is Non-PII that is combined with the Non-PII of other users.

HOW INFORMATION IS USED

We may collect PII, Non-PII, and Aggregate Information from you on your Nintendo 3DS System in order to: (i) fulfill your requests for products, services, and information, including to send you commercial and non-commercial messages and to process orders you have placed through your Nintendo 3DS System; (ii) contact you in connection with games, contests, sweepstakes, surveys, promotional materials, and product changes; (iii) facilitate your use of Nintendo 3DS System applications and features, such as StreetPass Communications and communications with other users; (iv) customize the content, features, and advertising available through the Nintendo 3DS System, such as your Nintendo 3DS Shop catalog and other catalogs; (v) set up repair orders and respond to other consumer service inquiries; (vi) provide you back-end services, such as system updates, system messages, and free games, applications, trials, and content; (vii) analyze the use of the Nintendo 3DS Service, games, and applications and information about our users for demographic studies, quality assurance and to understand and improve our service offerings; (viii) facilitate demographic studies and quality assurance; (ix) prevent potentially illegal or offensive activities or to enforce our rights or the rights of our users; and (x) for any other purposes disclosed to you at the time we collect your information or pursuant to your consent.

DISCLOSURE OF INFORMATION

We may facilitate the disclosure of PII, Non-PII and Aggregate Information when you use the Nintendo 3DS System. For example, information such as your Mii name, Mii profile information, online status, Mii greeting, and other User Content or game-play information may be displayed to other users when you use the online features of the Nintendo 3DS System.

- **Third Parties.** We may share PII, Non-PII, and Aggregate Information with our vendors to help us perform various functions necessary to operate our business or fulfill your requests (for example, completing downloads or purchases, developing and executing marketing campaigns, etc.). We also may share such information and any User Content you create with third parties. We may share your PII, Non-PII, and Aggregate Information with third parties to complete your transactions and provide you with advertising and other promotional materials on your Nintendo 3DS System.
- **StreetPass Communications.** Certain Nintendo 3DS System features and games allow other Nintendo 3DS System users to automatically contact and interact with you. The StreetPass Communications feature allows Non-PII and User Content that you have provided or that is stored on your Nintendo 3DS System to be shared automatically with other Nintendo 3DS users via a wireless connection, the Nintendo Zone or a StreetPass Communication Point. You understand that you have no expectation of privacy in User Content shared via StreetPass Communications. When StreetPass Communications are enabled on your Nintendo 3DS system, you may not only receive User Content from other users but advertising or other promotional materials from Nintendo and third parties. You may disable this feature at any time through the Nintendo 3DS System settings.
- **Friends.** In addition, you may add Friends to your Nintendo 3DS Friend list by exchanging friend codes or friend cards. Through the Nintendo 3DS Friend list and Friend messaging features, certain information that you have provided or that is stored on your Nintendo 3DS System, such as your Mii name, Mii profile information, Mii greeting, online status, rankings, and other User Content or game-play information, may be shared with your Nintendo 3DS Friends.
- **Legal and Business Purposes.** We may disclose PII in order to comply with legal process, to respond to claims or inquiries, or to protect the rights, property or personal safety of Nintendo, our users, or the public. Information about our users, including PII, may be disclosed as part of any sale or transfer of company assets, if permitted by and done in accordance with applicable laws. We also may disclose your PII for any other purposes pursuant to your consent.

Please do not to share PII about yourself or otherwise store such information on the Nintendo 3DS System except where necessary to complete a transaction. You are responsible for any User Content that you share through the Nintendo 3DS System and for ensuring that such information does not contain any PII. Please be aware that other Nintendo 3DS System users may be able to store or share with third parties information that you provide them through your Nintendo 3DS System.

MARKETING AND ADVERTISING

We may collect and use your PII, Non-PII, or Aggregate Information for marketing purposes, including the delivery of advertising and other promotional materials to you through the Nintendo 3DS System. For example, we might deliver messages to your Nintendo 3DS System that offer discounts on Nintendo games or products. You may be able to opt-out of receiving these messages through the Nintendo 3DS System settings or as otherwise described to you in the marketing message.

NINTENDO ZONE

We may collect and use your PII and Non-PII to notify you when you are close to a Nintendo Zone. If you choose to access a Nintendo Zone, we may use your PII and Non-PII, for example, to facilitate your access to applications and content. In addition, third parties may collect PII that you provide to them and Non-PII through the Nintendo Zone.

LINKING ACCOUNTS

You may link your Nintendo 3DS Shop Account to your Club Nintendo account to receive personalized content and to participate in a variety of activities, promotions and programs. By linking your Club Nintendo account to your Nintendo 3DS Shop Account, you consent to having any PII you enter on your Club Nintendo account linked to your Nintendo 3DS Shop Account. You may unlink these accounts in the Settings section of the Nintendo 3DS Shop.

THIRD-PARTY WEB BEACONS AND COOKIES

In the event you visit a third party's Web site through the Internet browser on the Nintendo 3DS System, or you choose to view an ad delivered by a third party, such as those made available through the Nintendo Zone, those Web sites or ads may also contain tools such as cookies and Web Beacons which may be accessible to such third party to collect information about your online browsing. These third parties also may use ad networks, ad servers, ad exchanges, or other third parties that may collect information when you view or interact with advertisements or Web sites across the Internet in an effort to understand your interests and deliver you advertisements tailored to your interests. Nintendo does not have access to the information these third parties may collect about your interests to deliver relevant advertising to you, and the information practices of these third parties are not covered by this Privacy Policy. We strongly recommend that you refer to the privacy policies of these third parties to learn more about how they may collect, use, and disclose your information.

GAMES, APPLICATIONS, ADVERTISING, AND CONTENT PROVIDED BY THIRD PARTIES

You may disclose PII and Non-PII to third parties when you use the Nintendo 3DS System to play third-party games, use third-party applications, view third-party advertisements, or visit third-party Web sites. We are not responsible for the privacy practices of these third parties, and we recommend that you review their privacy policies before submitting any information.

ATTENTION PARENTS OR LEGAL GUARDIANS: PROTECTING CHILDREN'S PRIVACY

The Nintendo 3DS System is directed to a general audience. We do not knowingly collect or store PII from children under the age of 13. Before allowing your children to use the Nintendo 3DS System, we strongly recommend that you educate them on the importance of not sharing PII about themselves with strangers. Children must not include any PII in their Nintendo 3DS System user name, Mii name, Mii profile information, in-game nicknames or other User Content. **Children also must not disclose PII when communicating with other Nintendo 3DS System users or Nintendo through the Nintendo 3DS System wireless communication features.**

We strongly recommend that you supervise your children's use of the Nintendo 3DS System at all times. You can restrict your children's use of certain features of the Nintendo 3DS System by setting up the Nintendo 3DS Parental Controls. For a detailed description of the Nintendo 3DS System wireless communication features and Parental Controls, please see the Nintendo 3DS System Operations Manual included with your Nintendo 3DS System. This Operations Manual is also available at support.nintendo.com.

SECURITY

We have established reasonable safeguards to help ensure the security, integrity and privacy of the PII submitted or collected from your Nintendo 3DS System. We also have implemented reasonable security measures to help protect information under our control against loss, misuse or alteration. Nintendo will notify users of a data breach involving unencrypted PII by email or by posting a notice on our Web site. While we strive to safeguard your PII, no data storage system or transmission of data over the Internet or any other public network can be guaranteed to be 100% secure.

Please note that information collected by a Third Party Content Provider may not have the same security protections as information you submit to us, and we are not responsible for protecting the security of such information.

If you install unauthorized applications or content on your Nintendo 3DS System or make unauthorized modifications to the Nintendo 3DS System, your PII may be compromised. Nintendo is not responsible for any data collection, use or disclosure from any Nintendo 3DS System with unauthorized applications or applications installed.

OPTING-OUT OF INFORMATION COLLECTION

You may use the Nintendo 3DS System without disclosing PII; however, some features and applications may not be available to you. If you have provided PII to us, you can opt-out of the collection of such data by turning off wireless communications on your Nintendo 3DS System. You also may be able to opt-out of some types of information collection through the Nintendo 3DS System settings and Parental Controls.

DISABLING AND REMOVING INFORMATION STORED ON YOUR NINTENDO 3DS SYSTEM

Certain PII about you that you disclose when communicating with third parties or using your Nintendo 3DS System may be stored on your Nintendo 3DS System. For your protection, before selling or otherwise transferring your Nintendo 3DS System, please be sure to remove all stored information on your Nintendo 3DS System. For instructions on how to remove this information, please see the Internet Setup section of your Nintendo 3DS System Operations Manual or contact a Nintendo consumer service representative.

If you transfer data to a Nintendo 3DS System using the System Transfer or Nintendo 3DS Transfer Tool features, any PII or Non-PII included in such data will be transferred as part of this process.

INTERNATIONAL USERS

Any information you provide or that is collected through the Nintendo 3DS System may be stored and processed in the United States or any other country in which we or our affiliated companies, vendors or agents maintain facilities. As such, PII may be accessed by foreign governmental authorities and otherwise in accordance with applicable laws. By using the Nintendo 3DS System, you consent to such storage and processing. We abide by the safe harbor framework as set forth by the U.S. Department of Commerce regarding the collection, use, and retention of data from the European Union. However, this Privacy Policy is intended to meet the laws and requirements of the United States and those of Canada and Latin America, which may not be the same as the laws and regulations of your home country. If you are not located in the United States, Canada or Latin America please go back to the country selection screen and select an appropriate country so that you will be aware of the policies that apply to you.

CONTACT US WITH YOUR PRIVACY QUESTIONS, COMMENTS OR CONCERNS

If you have any questions, complaints or comments regarding this Privacy Policy, the data collected from you or our practices, please contact the Nintendo 3DS Privacy Policy Administrator via email at privacypolicy@noa.nintendo.com, by phone at 1-888-977-7627, or by regular mail at Nintendo of America Inc., Attn: Online Privacy Policy Administrator, 4600 150th Avenue NE, Redmond, WA 98052, U.S.A.

Nintendo is a licensee of the Entertainment Software Rating Board's Privacy Online Program. If you believe that we have not responded to your inquiry or your inquiry has not been satisfactorily addressed, please contact ESRB at <http://www.esrb.org/privacy/contact.jsp>, ESRB Attn: Privacy Online Program, 317 Madison Avenue, 22nd Floor New York, NY 10017, U.S.A. or privacyinfo@esrb.org.

Nintendo 3DS Code of Conduct

This Nintendo 3DS Code of Conduct outlines the rules that you must follow to participate in the Nintendo 3DS Service. These rules are designed to keep the Nintendo 3DS Service a friendly and safe environment.

The Nintendo 3DS Code of Conduct may be found at <http://support.nintendo.com> and may be revised by us at anytime. If you do not have Internet access, please contact Nintendo Consumer Service by (i) sending a letter to Nintendo of America Inc., Attn: Nintendo 3DS Code of Conduct, 4600 150th Ave NE, Redmond, WA 98052 USA; or (ii) calling, toll free, 1-888-977-7627, and they will mail you a current version of the Nintendo 3DS Code of Conduct, free of charge. All capitalized terms not defined in this Nintendo 3DS Code of Conduct will have the meaning set forth in the Nintendo 3DS Service User Agreement.

1. Your use of the Nintendo 3DS is subject to this Nintendo 3DS Code of Conduct, which prohibits all harmful, illegal or otherwise offensive conduct, including, but not limited to the following:
 - Misrepresenting, impersonating, abusing, stalking, threatening or harassing any person or company, including, but not limited to other users, Nintendo, and/or its employees, moderators, or staff.
 - Doing anything illegal, discriminatory, defamatory, hateful, harassing, abusive, obscene, threatening, physically dangerous or otherwise objectionable in connection with the Nintendo 3DS System or Nintendo 3DS Service.
 - Making, disseminating, sharing or playing unauthorized copies of games, music or images on the Nintendo 3DS System. This activity is illegal!
 - Making new versions of existing Content or Products.
 - Trying to modify or gain access to another person's Nintendo 3DS System or Nintendo 3DS Service without permission or trying to modify or gain access to any of Nintendo's computers, hardware or networks used to provide the Nintendo 3DS Service or any feature of the Nintendo 3DS System.
 - Cheating in a game, unless such cheats have been deliberately enabled.
 - Hosting, intercepting, emulating, reverse engineering or redirecting the communication protocols used by Nintendo as part of the Nintendo 3DS System or Nintendo 3DS Service, regardless of the method used to do so.
 - Engaging in any commercial activity using the Nintendo 3DS System or any other activity that disrupts, diminishes the quality of, interferes with the performance of, or impairs the functionality of a Nintendo 3DS System, including the Nintendo 3DS Service or networks connected to the Nintendo 3DS Service.
 - Accessing or attempting to access another person's Nintendo 3DS System, including, but not limited to a person's Nintendo 3DS Shop Account without permission or trying to modify, destroy or lose information from, copy or access any third party's, including, but not limited to Nintendo's computers, hardware or networks.
 - Uploading, posting, emailing, transmitting or otherwise making available: (a) any content that you do not have a legal right to make available; (b) any content that infringes any patent, trademark, trade secret, copyright or other intellectual property or proprietary rights of any party; (c) any unsolicited or unauthorized advertising or promotional materials (e.g. "spam"); (d) information which personally identifies you or any third party; (e) content to which you have disguised the origin; or (f) content that is obscene, unlawful or prohibited from publication in your jurisdiction, including but not limited to publishing news, stories or pictures associated with a third party.
2. Nintendo is not responsible for, and to the fullest extent permitted by law, will not accept liability for, anything you say or anything that happens on the Nintendo 3DS System and Nintendo 3DS Service or as a result of your use of the Nintendo 3DS System and Nintendo 3DS Service; you alone are responsible.
3. Virtual Property. Some games or other content may have certain features that may be traded with other Nintendo 3DS users. For example, a game might give you the ability to create a character that gathers objects (like a car or gold coins) and has certain characteristics (like a special ability or appearance). These features are sometimes called "virtual property." Nintendo (or its licensors) own this virtual property, and you may not sell, trade, assign, license, or otherwise convey virtual property for real money.
4. Nintendo reserves the right to immediately terminate, block or suspend, in whole or in part, your use of the Nintendo 3DS Service or any feature of the Nintendo 3DS System for, in Nintendo's sole discretion, any violation of this Nintendo 3DS Code of Conduct. Nintendo reserves the right to contact and cooperate with any law enforcement agencies, government officials or Internet Service Providers, as Nintendo believes in its sole discretion, is necessary or appropriate to investigate or resolve possible problems or inquiries, or as otherwise required by law.

Regulations for Equipment Use in U.S.A. and Canada

FCC and Industry Canada Information

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules and RSS-210 of Industry Canada. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician or call Nintendo Consumer Service at 1-800-255-3700 for assistance.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

Specifications

Nintendo 3DS system

Model name:	CTR-001 (USA)
LCD screens (Screen size/pixel count)	Upper Screen: Widescreen LCD display, enabling 3D view without the need for special glasses. Capable of displaying approximately 16.77 million colors. 3.53-inch display (76.80 mm horizontal x 46.08 mm vertical) with 800x240 pixel resolution (400 pixels are allocated for each eye to enable 3D viewing). Lower Screen: LCD Touch Screen. Capable of displaying approximately 16.77 million colors. 3.02-inch display (61.44 mm horizontal x 46.08 mm vertical) with 320x240 pixel resolution.
Power source	AC adapter (WAP-002 (USA)), Battery pack (CTR-003)
Wireless frequency:	2.4GHz band
Wireless standards:	IEEE802.11b/g
Recommended wireless distance:	Within 98' (30 m). Depending on surrounding conditions, this distance may be less.
Camera functions:	Lens: Single focus. Capture element: CMOS. Active pixel count: Approx. 300,000 pixels.
Clock features:	Maximum daily variance: ± 4 seconds
Speakers:	Stereo (with pseudo-surround support)
Input/output:	Game Card slot, SD Card slot, AC adapter connector, charging cradle terminal, and stereo headphone output jack
Sensors:	Motion sensor, gyro sensor
Maximum power consumption:	Approximately 4.1W (while charging)
Operating environment:	Temperature, 41°F – 95°F (5°C – 35°C) / humidity, 20-80 percent
Dimensions:	Height: 74 mm / width: 134 mm / thickness: 21 mm (when closed)
Weight:	Approximately 235 g (including battery pack (CTR-003), stylus (CTR-004), and SD Card)
Charge time	Approx. 3 hours and 30 minutes
Battery endurance	Please see page 21.

Nintendo 3DS battery pack

Model name:	CTR-003
Battery type:	Lithium-Ion
Power Capacity:	5Wh

Nintendo 3DS charging cradle

Model name:	CTR-007
Input/output:	DC 4.6V 900mA
Dimensions:	Height: 86.5 mm / width: 138.2 mm / thickness: 31.8 mm
Weight:	Approximately 87.4 g

Nintendo 3DS AC adapter

Model name:	WAP-002 (USA)
Input:	120V 60Hz 7W
Output:	DC 4.6V 900mA
Dimensions:	Height: 67.5 mm / width: 47.7 mm / thickness: 23.0 mm
Weight:	Approximately 80 g
Cord length:	Approximately 1.9 m
Compatible products:	Nintendo 3DS, Nintendo DSi XL, Nintendo DSi

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