



new
NINTENDO 3DS™

new
NINTENDO 3DS™ XL

Operations Manual

UK and Ireland:
Nintendo UK
PO Box 4678, Windsor, SL4 9DZ
www.nintendo.co.uk
South Africa:
Nintendo Service Centre
The iStore Building, No.1 Sandton Drive
Sandton, 2146
Telephone: +27 (0) 11 390 7002
E-mail: support@nintendo.co.za



Thank you for purchasing this system. Please read this Operations Manual before use, paying careful attention to the Health and Safety Information section on [p. 9](#), and follow all the instructions carefully. Adults should supervise the use of this product by children.

Note:

- See [p. 2](#) for a complete list of items included with the system.
- In this manual, the term "Nintendo 3DS system" refers to all systems in the Nintendo 3DS™ family, which includes New Nintendo 3DS™, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL and Nintendo 2DS™.
- In this manual, the term "New Nintendo 3DS system" also refers to the New Nintendo 3DS XL system, unless otherwise stated.
- In this manual, the term "Nintendo DSi™ system" also refers to the Nintendo DSi XL system.

Photographs and illustrations in this manual generally show the New Nintendo 3DS system.

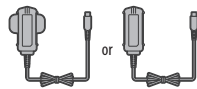
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the New Nintendo 3DS™ / New Nintendo 3DS XL system.

Set Contents

<input type="checkbox"/> New Nintendo 3DS system (KTR-001) Or New Nintendo 3DS XL system (RED-001)	x 1
<input type="checkbox"/> New Nintendo 3DS stylus (KTR-004) Or New Nintendo 3DS XL stylus (RED-004) <small>Note: The stylus is located in the stylus holder on the underside of the system (p. 15).</small>	x 1
<input type="checkbox"/> microSDHC memory card <small>Note:</small> • The microSDHC memory card is inserted in the microSD card slot (p. 57). The microSDHC card is a third-party accessory not manufactured by Nintendo. • The capacity of the microSDHC card is stated on the box.	x 1
<input type="checkbox"/> AR Cards <small>Note: These are used in conjunction with the built-in application, AR Games: Augmented Reality (p. 26).</small>	x 6
<input type="checkbox"/> Quick-Start Guide <input type="checkbox"/> Operations Manual	x 1
(Only for New Nintendo 3DS)	
<input type="checkbox"/> New Nintendo 3DS cover plates (KTR-009/KTR-010) • Please attach the front plate before using the system (p. 23). • The back plate is attached to the system before purchase.	Front plate x 1 Back plate x 1

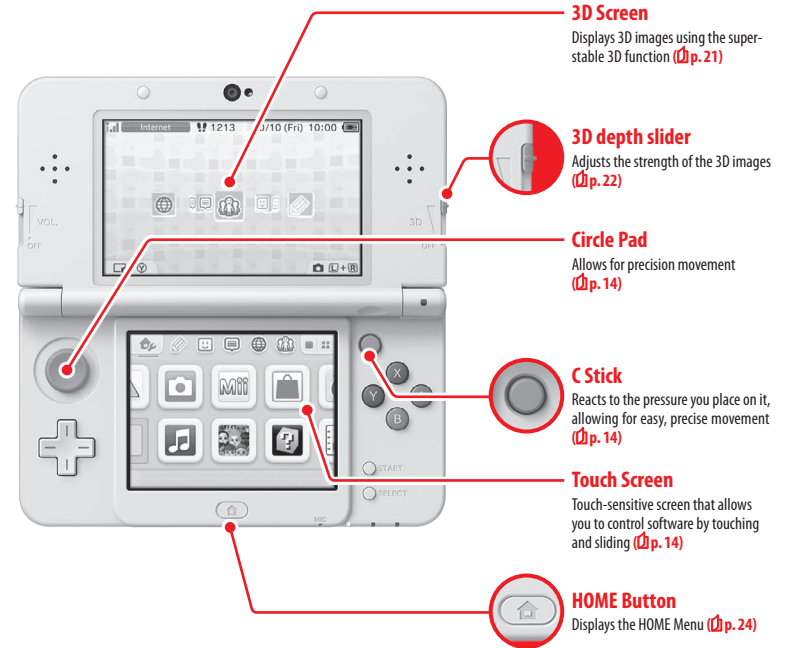


This package does not include an AC adapter.

To recharge your system, you will need a Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately).

You can also use the AC adapter included with the Nintendo 3DS, Nintendo 2DS, Nintendo DSi and Nintendo DSi XL systems.

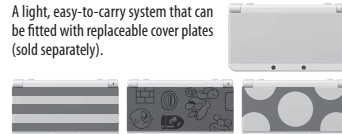
AC adapter included with Nintendo 3DS / Nintendo 2DS / Nintendo DSi / Nintendo DSi XL	<input checked="" type="checkbox"/>
AC adapter included with Nintendo DS™ / Nintendo DS™ Lite	<input type="checkbox"/>



System Comparison

New Nintendo 3DS

A light, easy-to-carry system that can be fitted with replaceable cover plates (sold separately).



New Nintendo 3DS XL

Maximise your gameplay experience with an upper screen 57% larger than that of the New Nintendo 3DS system!



Compared to New Nintendo 3DS

57% larger screen

A clearer, more enjoyable 3D experience

Super-Stable 3D

The inner camera tracks your face's position

When your position changes...

...the 3D display adapts to your movements for more comfortable viewing

By tracking your face with the inner camera, the super-stable 3D function provides you with an optimal 3D experience (p. 21).

Enjoy online services with a...

Nintendo Network ID



A Nintendo Network™ ID allows you to enjoy various features of Nintendo Network.

Nintendo eShop

Download free software and demos from Nintendo eShop.



Communicate with other users around the world in Miiverse™.



You can use your Nintendo eShop funds on both your New Nintendo 3DS system and a Wii U™ console.

We hope you enjoy using these services by creating a Nintendo Network ID (p. 36).

Find the latest software!

Nintendo eShop



Search for software



Download software



Watch videos



Download demo versions

Note: This requires a Nintendo Network ID.

Connect to the internet and access Nintendo eShop to view the latest information and videos about different kinds of software, purchase downloadable software and try out software demos.

What you can buy

Downloadable software



You can buy new software exclusive to Nintendo eShop, or download versions of card-based software.

Virtual Console™

Virtual Console™

You can buy the games you loved on platforms like NES™, Game Boy™ and Game Boy™ Color.

Nintendo DSiWare™

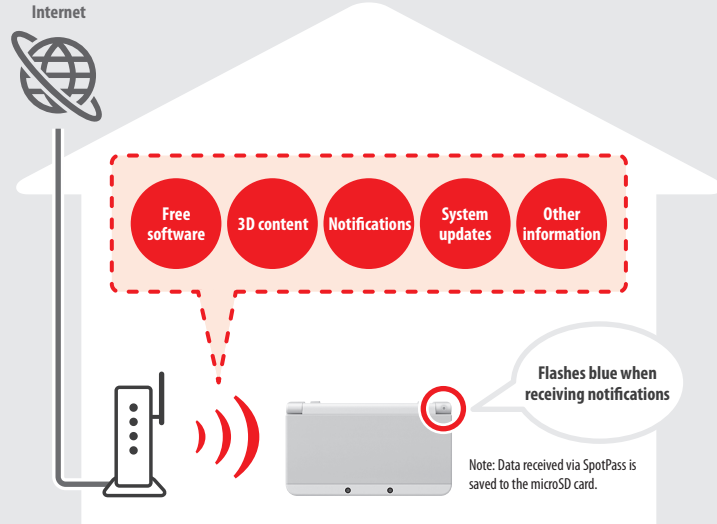
DSiWare™

You can buy software originally released on Nintendo DSi, known as Nintendo DSiWare.

Receive updates and information

SpotPass™

Your system will automatically search for wireless access points, connect to the internet and exchange data at various times, including while in Sleep Mode (when the system is closed but the power is on).



You must configure Internet Settings to be able to connect to wireless access points (p. 38).

Note:

- SpotPass functionality may not be available if an active software title is using certain features or functionality. SpotPass functionality is not available during local wireless communication (p. 24) or while playing Nintendo DS/Nintendo DSi software.
- Depending on the type of data received, the notification LED may not light up.
- A Nintendo Network ID is required to download free software (p. 36).



A charging cradle (sold separately) can help make recharging more convenient.

New Nintendo 3DS charging cradle (KTR-007)

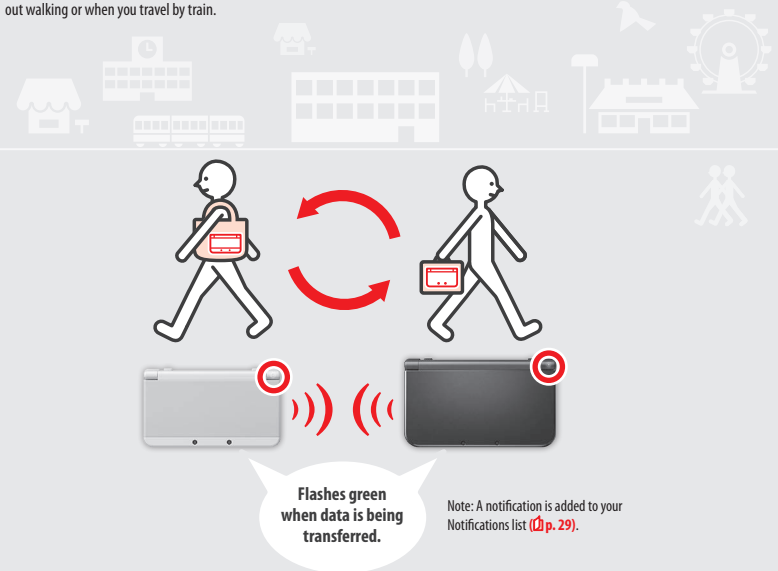
New Nintendo 3DS XL charging cradle (RED-007)



Communicate automatically with other Nintendo systems

StreetPass™

Your system automatically searches for and exchanges data with other Nintendo 3DS systems when you carry it around, such as when you're out walking or when you travel by train.



Data will automatically be exchanged if you walk past someone who has the same software title registered with StreetPass while the system is in Sleep Mode (closed while the power is on), as well as at other times.

Your StreetPass settings are saved on the system.






Note:

- A maximum of 12 software titles can use StreetPass at any one time.
- Contact Mode settings for Nintendo DS / Nintendo DSi software titles are not saved and must be configured while playing compatible titles. Furthermore, it is not possible to exchange StreetPass data for Nintendo 3DS software titles while Nintendo DS / Nintendo DSi software titles are in use.
- Data cannot be transmitted if the power or wireless functions are off (p. 28).
- StreetPass functionality may not be available if an active software title is using certain features or functionality. StreetPass functionality is not available during local wireless communication (p. 24) or when connected to the internet.




Contents

• Set Contents	2
• Health and Safety Information	9







Preparations

 Component Names and Functions	13
 Recharging	16
 Turning the Power On and Off	17
Configuring the System for the First Time	17
Using the Keyboards	19
Power LED	20
Battery Life	20
 Adjusting 3D Images	21
How to View 3D Images Properly	21
Adjusting the Strength of 3D Images	22
 Exchanging Cover Plates	23

Using Software

 HOME Menu	24
HOME Menu Electronic Manual	25
Software Icons	25
Opening Software	27
Software Electronic Manuals	27
HOME Menu Settings	28
HOME Menu Application Icons	29
 Card-Based Software	31
Using Game Cards	32
 Downloadable Software	34
Opening Software	34

Adjusting System Settings

 System Settings	35
 Nintendo Network ID Settings	36
Creating or Linking a Nintendo Network ID	37
 Internet Settings	38
Required Items for Internet Connection	38
Connecting to the Internet	39
 Parental Controls	43
Options That Can Be Restricted	43
Configuring Parental Controls	44
 Data Management	45
 Other Settings	46
System Transfer	47
System Update	55
Format System Memory	56

Troubleshooting

Replacing the microSD Card / Battery	57
If Your microSD Card is Full...	60
Troubleshooting	61
• Technical Specifications	69
• Contact Information	70

Health and Safety Information

Please read and observe the health and safety information. Failure to do so could result in injury or damage. Adults should supervise the use of this product by children.

WARNING – USING 3D FEATURE

• 3D Feature Not Suitable for Children aged six and under.

- The use of the 3D feature by children aged six and under may cause vision damage. If children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- Everyone has a different way of viewing 3D images. If you have difficulty in seeing 3D images clearly, do not use the 3D feature and set the display to only use 2D images. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and discomfort.
- If you feel tired or unwell when viewing 3D images, adjust the 3D effects to a comfortable level or set the display to only show 2D images.
- Take a break of 10 to 15 minutes every half hour, even if you think you don't need it.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

WARNING – SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should monitor children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms, such as: **convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.**

• To reduce the likelihood of a seizure when playing video games, follow these precautions:

1. Do not play if you are tired or need sleep.
2. Play in a well-lit room.
3. Take a break of 10 to 15 minutes every hour (every half hour when using the 3D feature).

WARNING – EYE STRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these instructions to avoid eye strain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D feature), even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated or tired, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D feature), even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – RADIO FREQUENCY INTERFERENCE

This system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the system within 25 centimetres (10 inches) of a pacemaker while using wireless communication. If you have a pacemaker or other implanted medical device, do not use wireless communication without first consulting your doctor or the manufacturer of your medical device.
- Wireless communication may not be allowed in certain places such as aeroplanes or hospitals. Please follow respective regulations.

WARNING – BATTERY

This system contains a rechargeable lithium ion battery. Leakage or combustion of the battery can cause personal injury as well as damage to your system.

To avoid battery leakage or combustion:

- Do not damage the battery.
- Do not expose the battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, deform or attempt to repair the battery.
- Do not expose the battery to heat or dispose of it in a fire.
- Do not touch the terminals of the battery with any foreign materials or metal objects.
- Always attach the battery cover (back plate).

In case of leakage:

If the battery leaks, do not touch it, and contact Nintendo Customer Support. To ensure any leaked fluid on the system doesn't come into contact with your hands, wipe the exterior of the system thoroughly with a soft, slightly damp cloth. If the leaked fluid comes into contact with your hands or any other part of your body, rinse it away with water. If liquid leaking from a battery comes into contact with your eyes, it can cause injury. Immediately rinse your eyes with plenty of water and consult a doctor.

WARNING – CHARGING THE SYSTEM**Use a compatible AC adapter and battery.**

Using an incompatible AC adapter or battery can lead to battery leakage, combustion or explosion, which can in turn lead to fire and/or electrocution. For New Nintendo 3DS only use the New Nintendo 3DS Battery (KTR-003), and for New Nintendo 3DS XL only use the Nintendo 3DS XL Battery (SPR-003). Use the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately) only.

Be sure to connect the AC adapter to the correct voltage (AC 220-240V).

Be sure to plug in the AC adapter to your system's AC adapter connector in the correct direction. To remove the AC adapter, grip the body of the plug securely and pull it straight out of the plug socket.

Do not use voltage transformers intended for use abroad or plugs that deliver reduced amounts of electricity. Also avoid using incandescent-specific light dimmers or in-car AC/DC adapters or chargers.

Do not use the AC adapter if the cable or plug is damaged.

Doing so can lead to fire and electrocution.

- Avoid tightly wrapping, treading on, pulling, twisting or making adjustments to the cord.
- Avoid placing heavy objects on the cord.
- Do not expose the cord to extreme heat sources such as heaters or stoves.
- If you use the system while charging it, be careful not to pull on or entangle the power cord.

If the AC adapter becomes damaged, please contact Nintendo Customer Support. Do not attempt to repair the adapter yourself.

The AC adapter is for indoor use only.**Do not touch the AC adapter connector or any other connector on the system with your fingers or metal objects.****Do not touch the system or AC adapter while charging during a thunderstorm.****WARNING – GENERAL****Not suitable for children under 36 months of age. Do not place the system or its accessories within reach of young children or pets.**

Children may place the AC adapter, stylus, microSD card or other accessories into their mouths and cause injury.

Do not use excessive volume for headphones.

Using headphones at loud volumes for long periods of time could result in impaired hearing. When using headphones, keep the volume at a level that allows you to hear background sounds. If you notice problems such as fatigue or ringing in the ears, discontinue use. If the symptoms persist, consult a doctor.

Do not get too close to the infrared transceiver.

Looking directly into the infrared transceiver can lead to impaired vision and other problems.

The AC adapter should be plugged into an easily accessible socket that is near the equipment that is to be charged.

Use your system carefully

- Do not expose the system to high temperatures or direct sunlight for an extended period of time.

- Do not let the system come into contact with liquids and do not use the system with wet or oily hands.

If the system comes into contact with liquids, immediately turn the power off, remove the AC adapter, remove the battery cover and battery, then wipe the exterior clean with a soft, slightly damp cloth (use water only).

- Do not expose the system to excessive physical shock.

- Do not apply unnecessary pressure to the LCD screens. Use either the included stylus or the item specified by the software for on-screen commands. Do not use any hard objects (including fingernails) that could leave scratches on the screen.
- Do not move the Circle Pad violently from side to side.
- Do not control the C Stick with your fingernail or with any hard objects.
- Do not bend or apply unnecessary force to the stylus.

- Do not disassemble or try to repair the system.

If the system is damaged, please contact Nintendo Customer Support. Do not touch damaged areas. Avoid contact with any leaking fluid.

- Only use compatible accessories with the system.

- Be aware of your surroundings while using the system.

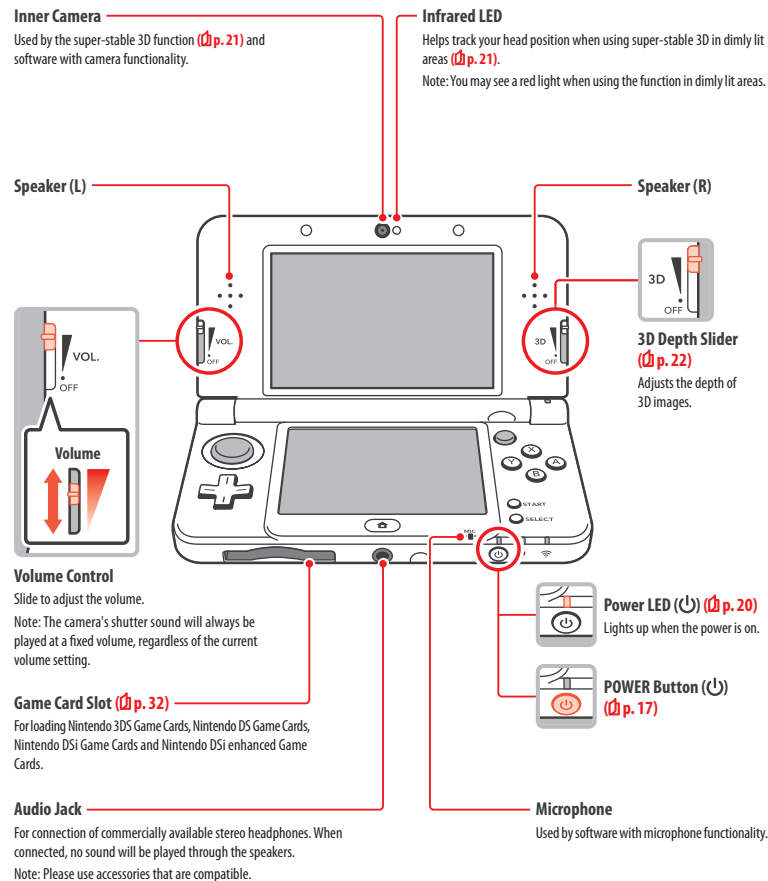
- Cleaning the system:

The system should be disconnected from the AC adapter before cleaning. Dampen a cloth with warm water, carefully wring out all excess water and then wipe the system clean. After cleaning, wipe the system down again with a soft, dry cloth. Do not allow the system to come into contact with paint thinner, alcohol or any other solvent.



Component Names and Functions

The functions of these components are explained in this Operations Manual.



Notification LED

Notifies you of the status of the system by flashing and changing colour.

- Received SpotPass notification (flashes blue for five seconds) (p. 6)
- Received StreetPass communication (flashes green for five seconds) (p. 7)
- Friend has come online (flashes orange for five seconds) (p. 29)
- Battery power is low (flashes red) (p. 20)

LCD Screen (3D Screen) (p. 21)

Displays 3D content.

Circle Pad

Used by software that supports Circle Pad input.

Note: If the Circle Pad is not working properly, please refer to p. 64.

NFC (Near-Field Communication) Area

Touch an amiibo™ accessory or other NFC-compatible object to this area to read or write data while using the appropriate software.

Control Pad**LCD Screen (Touch Screen)**

Touch sensitive screen that enables tactile interaction. For software that supports this control feature, use the included stylus.

Touch Screen Controls**Touch**

Gently pressing the Touch Screen with the stylus is called "touching" (or "tapping").

**Slide**

Tracing over the Touch Screen with the stylus held gently against it is called "sliding".

C Stick

Allows control of C Stick-compatible software, and can be used instead of the Nintendo 3DS Circle Pad Pro for software compatible with that accessory.

Software compatible with the Circle Pad Pro will have the following icon on its packaging:



Circle Pad Pro

Control Buttons (A, B, X and Y Buttons)

START
SELECT

Recharge LED (p. 16)

Lights up orange while the battery is recharging.

Wireless LED (Wi-Fi)

Lights up yellow when wireless communication or NFC is enabled, and remains off when wireless communication is disabled. Flashes yellow when data is being sent or received.

Note:

- When in Sleep Mode, the wireless LED will light or flash more dimly.
- Wireless communication and NFC can be activated/deactivated from the HOME Menu Settings (p. 28).

HOME Button (p. 24)

Displays the HOME Menu (p. 24).

**Wrist Strap Attachment**

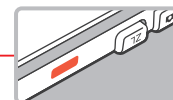
For attachment of a wrist strap (sold separately).

(New Nintendo 3DS only) Front Plate

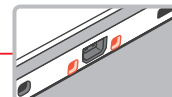
For New Nintendo 3DS owners only. Cover plates can be removed and exchanged with other sets of cover plates, sold separately (p. 23).

R Button**ZR Button****Outer Cameras**

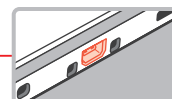
Used by software with camera functionality. These two cameras allow 3D photographs/videos to be taken.

**Infrared Transceiver**

Sends and receives signals for software with infrared functionality.

**Cradle Connector**

Allows recharging via the charging cradle (sold separately) (p. 6).

**AC Adapter Connector** (p. 16)

Allows connection of the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately).

**Stylus Holder**

Used to store the stylus.

Note: Do not attempt to place anything into the stylus holder other than the stylus that came with this system.

Battery Cover (Back Plate)

Can be removed to replace the microSD card or battery (p. 57).

Note:

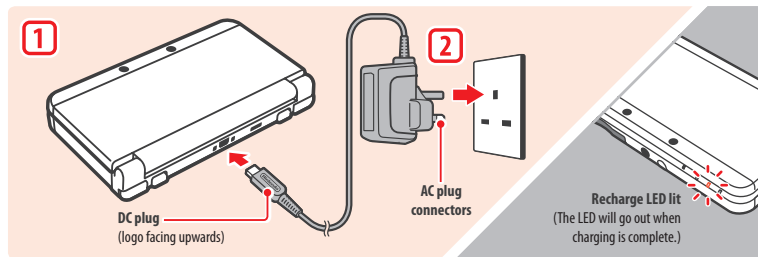
- For New Nintendo 3DS owners, the front and back plates can be replaced with separately sold cover plates (p. 23).
- Only remove the back plate when you need to replace the microSD card, battery, or to exchange cover plates.



Recharging

You must charge the battery before you use your system for the first time.

To recharge your system, you will need the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately). Alternatively, you can use an AC adapter provided with a Nintendo 3DS, Nintendo 2DS, Nintendo DSi or Nintendo DSi XL system.



Note: The illustration above shows the UK version of the AC adapter.

1 Connect the DC connector plug to the system

Note: Be sure the DC connector plug is the right way up before inserting it into the system.

2 Insert the AC adapter plug into a standard 220 – 240V AC plug socket

The recharge LED will light up when charging begins, and turn off when charging is finished. When charging has finished, remove the AC adapter plug from the plug socket and remove the DC connector plug from the system.

Note:

- If you play a game while the system is recharging, the recharge LED may not always turn off once charging has completed. This is not a malfunction.
- To detach the system from the AC adapter, hold the system and the DC connector plug, not the cable, while you remove it.

About charging

- The system takes approximately 3 hours 30 minutes to fully recharge when off. Charging time may vary if the system is being used while charging, or depending on the level of charge remaining in the battery.
- Charge the system in an environment of 5 – 35°C. Attempting to charge the battery while the ambient temperature is outside this range may degrade the battery and prevent it from charging. If the ambient temperature is low, the battery may not charge completely.
- Battery life decreases slightly over time as the battery is continually used and recharged. After 500 recharges, battery life may be reduced to 70% of the battery life at the time of purchase.
- Make sure to charge the battery at least once every six months. Lithium-ion batteries can slowly lose their charge over time if they have not been used for a while. If the system is not used for an extended period of time, the battery may become overdischarged and may be impossible to charge when connecting the AC adapter.
- If you feel the usage time has noticeably reduced, replace the battery (p. 57). Replacement batteries are sold separately. Please contact Nintendo Customer Support for further information on where to purchase a replacement (p. 70).



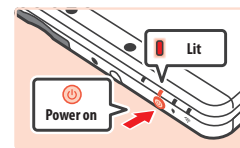
Turning the Power On and Off

The POWER Button is used to turn the system both on and off. You must configure the System Settings the first time the power is turned on.

Turn the system on by pressing the POWER Button. The power LED will light up when the system has been turned on.

Note:

- It may take several seconds for the HOME Menu to display after the power is turned on.
- For information about the power LED and battery life, see p. 20.

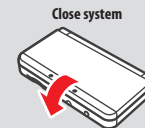


Sleep Mode and Turning the Power Off

Sleep Mode

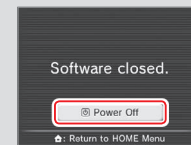
Close your system during play to suspend software and activate Sleep Mode. SpotPass (p. 6) and StreetPass (p. 7) remain active when the system is in Sleep Mode, but power consumption is greatly reduced.

Note: Some software cannot enter Sleep Mode while in use or while carrying out specific tasks. For example, Nintendo 3DS Sound cannot enter Sleep Mode during playback.



Turning the power off

Press the POWER Button to display the POWER Menu. From here, touch POWER OFF to turn the power off. Alternatively, pressing and holding the POWER Button has the same effect.



Configuring the System for the First Time

You must configure the system after turning it on for the first time. If this system is to be used by children, an adult should make sure to perform these steps. The following steps should be performed with the stylus on the Touch Screen (p. 14).

1 Set the system language

Touch the language you would like to use, then touch OK.

2 Calibrate the 3D Screen

Follow the on-screen instructions in order to view 3D images correctly (see "Adjusting 3D Images" on p. 21).

3 Set the date and time

Touch and to set the date and time, then touch OK.



4 Enter a user name

Note:

- For information on keyboard usage, see [p. 19](#).
- Names can be a maximum of 10 characters.
- The name you choose will be visible on other Nintendo 3DS and Nintendo DS systems via wireless communication, so do not include words or phrases that others may find offensive. The use of inappropriate language may result in the display of your name being restricted on other Nintendo 3DS systems.

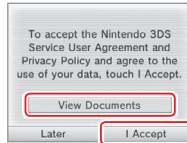


5 Enter your date of birth

6 Select your country of residence, then your region

7 Accept the Nintendo 3DS Service User Agreement and Privacy Policy

After reading the information, touch I ACCEPT. If you would rather accept these terms later, touch LATER.



8 Configure your internet settings ([p. 38](#))

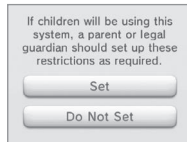
Connecting to the internet allows various types of data to be exchanged via SpotPass and wireless play to be used with supported software titles. To set this later, touch SET LATER.



9 Set Parental Controls ([p. 43](#))

Set up Parental Controls to limit children's access to certain content and functionality, such as browsing the internet and interacting with other users. If the system is to be used by children, parents and guardians should configure Parental Controls settings as required.

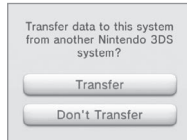
Note: The use of the 3D feature by children aged six and under may cause vision damage. To prevent the use of the 3D feature, this feature can be manually turned off by selecting the appropriate option under the Parental Controls settings.



10 Perform a system transfer ([p. 47](#))

If you own another Nintendo 3DS system and want to transfer data to your new system, please bear in mind the following:

- Configure the initial settings as shown above for the new system before performing the system transfer.
- Do not play on the new system before starting the process, as any existing save data for downloadable and built-in software on the new system will become unusable.
- Do not create or link a Nintendo Network ID to the new system before the transfer, otherwise you will be unable to transfer data.



Using the Keyboards

A keyboard will be displayed on the Touch Screen when you are required to input characters. Touch a character to enter it.

Standard

Alphanumeric

Predictive text
Choose the word you want from a list.

Predictive text on/off

Delete the character to the left of the cursor.

Move to the next line.

Switch between upper- and lowercase for the next character entered.

Switch between input modes

Special characters

Symbols

Mobile phone

Switch between upper- and lowercase characters.

Show additional characters.

Cycle through the characters assigned to each button by pressing it repeatedly.

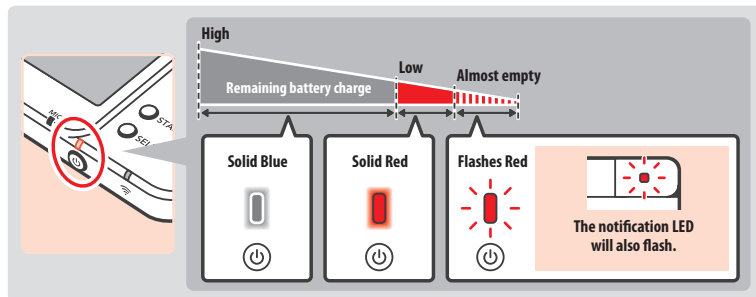
Next character
Confirm character input and move to the next space.

Numeric Keyboard

Delete the last number entered.

Power LED

The power LED lights up blue when the system is turned on, turns red when the battery charge is low and flashes red when the battery is starting to run out.

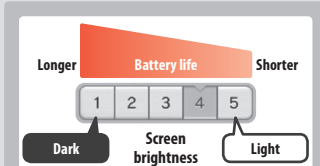


Note: If the power LED is red, save your game quickly and recharge. If the battery charge runs out before you save, you may lose unsaved data. If the LED is blue and slowly brightens and dims, the system is in Sleep Mode (p. 17), which will conserve battery power.

Battery Life

Battery life will vary depending on a number of factors, such as the software being used, the quantity of wireless data sent and received and the ambient temperature. As such, these times should only be taken as rough estimates.

	New Nintendo 3DS	New Nintendo 3DS XL
Playing Nintendo 3DS software	approx. 3.5 – 6 hours	approx. 3.5 – 7 hours
Playing Nintendo DS software	approx. 6.5 – 10.5 hours	approx. 7 – 12 hours



The battery life will change depending on the brightness of the LCD screens.
Note: Activating the Auto-Brightness function changes the brightness and colour gradient automatically according to the light level of the surrounding environment. Therefore, playing in less brightly-lit areas will extend battery life. Activating the power-saving mode also extends the battery life (p. 28).

Leaving the system in Sleep Mode (p. 17) greatly reduces power consumption while leaving wireless communication such as SpotPass and StreetPass active. If the battery is fully charged, the system can remain in Sleep Mode for 3 days.

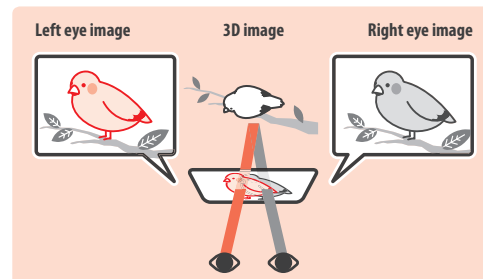
Note: The power LED slowly pulses when the system is in Sleep Mode. Some software titles do not allow the system to enter Sleep Mode while in use. Closing the system while using such software will result in the power LED remaining solidly lit. For example, Nintendo 3DS Sound cannot enter Sleep Mode during playback.



Adjusting 3D Images

The 3D Screen allows you to view 3D images. Use the 3D depth slider to adjust the 3D effects to a comfortable level.

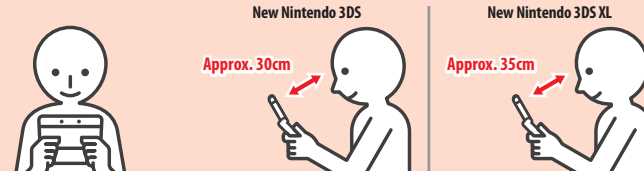
The 3D effects generated by this system are created using the binocular disparity of the eyes (the ability to interpret 3D images due to the difference in position of the left and right eye). By manipulating the 3D Screen so that the left eye sees only the left image and the right eye only sees the right image, vivid and convincing 3D effects can be produced.



How to View 3D Images Properly

Follow the steps below to ensure that 3D images appear properly.

- 1 Look directly into the 3D Screen.
- 2 Hold the 3D Screen at the appropriate distance from your eyes.
 - Adjust the distance until you can see the 3D images easily.



Super-Stable 3D

This function is a feature of New Nintendo 3DS / New Nintendo 3DS XL that allows you to move your head or the system during play without losing image quality, bringing you a more comfortable 3D viewing experience. It works by tracking the position of your face using the inner camera in order to adjust the 3D image display. (See p. 63 for how to improve the system's facial recognition.) For more information on how to activate/deactivate super-stable 3D, please see p. 46.

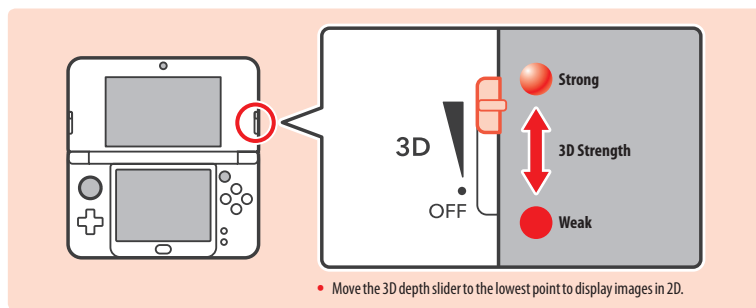
Note:

- If you view the system either at an extreme angle, outside the inner camera's field of vision, or side-on, then you will see double images or a dark screen instead of a 3D image. Check how to view 3D images correctly under the 3D Calibration option in the System Settings (p. 46).
- The super-stable 3D function will not work while you are using the inner or outer cameras.
- Display of 3D images can be disabled in Parental Controls (p. 43).
- Do not view 3D images in direct sunlight or in the direct path of other strong light sources. This may make the 3D images difficult to see.
- 3D images may be difficult to see depending on your surroundings (p. 62).



Adjusting the Strength of 3D Images

Use the 3D depth slider next to the 3D Screen to increase or decrease the 3D effect. If placing the 3D depth slider at the top (strongest 3D effect) makes the 3D images difficult to see, move it downwards little by little until you reach a point where the 3D images are distinct and easy to see. As you become more accustomed to the 3D feature, you may find that raising the 3D depth slider results in better effects.



Note:

- Adjusting the 3D depth slider while viewing content that does not support the 3D feature will not result in 3D images being displayed.
- Certain types of content, including 3D videos and photos, do not allow adjustments in 3D strength. When viewing such content, adjusting the slider will only switch between 2D and 3D images. If you find the 3D effect to be uncomfortably strong while viewing these types of content, it may help to hold the system at a greater distance from your face. If you still find it difficult to see, then try viewing the content in 2D.



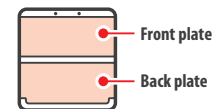
(Only for New Nintendo 3DS)

Exchanging Cover Plates

Swap New Nintendo 3DS cover plates (sold separately).

Please make sure the cover plates are attached to the system when you start it for the first time. If the system is used by a young child, a parent or legal guardian should exchange cover plates for them.

Note: Please make sure the system is switched off and unplugged from the AC adapter.



1 Loosen the screws on the back plate

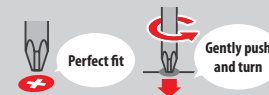
Loosen the two screws securing the back plate for 4 or 5 rotations using a cross-head screwdriver.

To prevent the screws from being lost, each back plate is fitted with a pair of special screws that do not rise up when loosened, and stay inside the plate when it is removed.



How to avoid damaging the screws

- Use a cross-head screwdriver that fits perfectly in the screw head.
- Lay the system on a flat surface and gently push the screwdriver into each screw while turning in an anticlockwise motion.

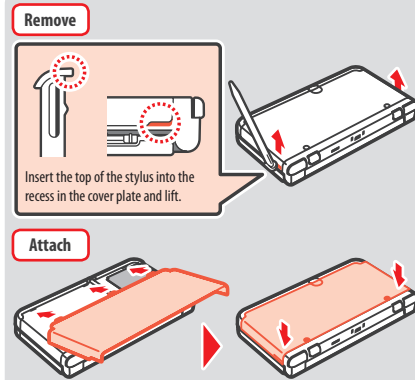


2 Remove with the stylus, then attach the new cover plates

Lay the system on a flat surface, insert the top of the stylus firmly in between the plate and the system, and prise the two carefully apart.

Note:

- Do not insert your fingernails in between the plate and the system, as this could result in injury.
- Do not use excessive force, as this could result in damage to your system and/or the plate.
- Remove and attach the front plate in the same way as described above.



3 Tighten the two screws on the back plate

Note: Make sure the back plate is attached and screwed down tightly. If the system is subjected to a shock while the back plate is off, the battery could be damaged leading to fire or explosion.





HOME Menu

The HOME Menu is displayed when you turn on the power.

Software titles can be launched from the HOME Menu by touching the icon that corresponds to the title you want to play. The HOME Menu also shows the time and date, current wireless communication mode and the number of steps you've taken that day.

Look out for on a software icon to instantly tell when a title has received new information or an update via SpotPass (p. 6).

StreetPass

Signal strength (internet)

Signal strength (local wireless)

Play Coins / Today's steps

Date and time

Battery charge

- Full
- Low
- Almost empty (flashing)
- Recharging (flashing)
- Recharging complete

Wireless communication mode

HOME Menu Settings (p. 28)

Adjust software icon display

Touch / to adjust the icon display size.

Software icons (p. 25)

New notifications for software titles are indicated with (green) / (blue) on the software icon.

HOME Menu application icons (p. 29)

- Game Notes
- Internet browser
- Friend list
- Miiverse
- Notifications

Note:

- Press and at the same time to activate the cameras and take photos, or read QR Code patterns.
- While holding down , press up, down or right on the to take a screenshot of the HOME Menu. Pressing up captures the upper screen, and pressing down captures the Touch Screen, while pressing right captures both screens. You can view screenshots in Nintendo 3DS Camera (p. 26). (While software is suspended (p. 27), only a screenshot of the Touch Screen can be captured.)
- Content displayed on the upper screen differs according to the software being used. The display moves in various ways when the microphone picks up noise.

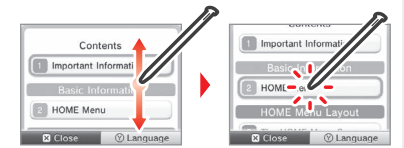
HOME Menu Electronic Manual

Touch in the top-left corner of the screen, and then select HOME MENU ELECTRONIC MANUAL to display a detailed manual on how to use the HOME Menu.

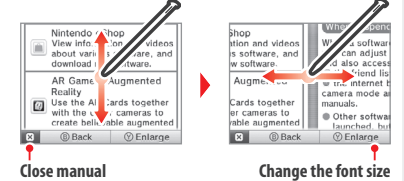


Viewing Manuals

- Choose an item from the contents**
Slide up and down to scroll through the contents of the manual and touch the page you want to view.
Note: Press the Y Button to change the language of the manual.



- View the page**
Slide up and down to scroll through the contents of the page. Slide left and right to switch pages.



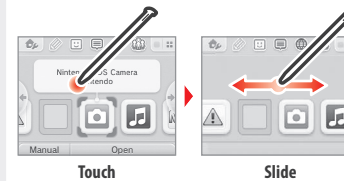
Software Icons

Free software received via SpotPass and software downloaded via Nintendo eShop are added as icons on the HOME Menu.

Scrolling the Screen / Moving Software Icons

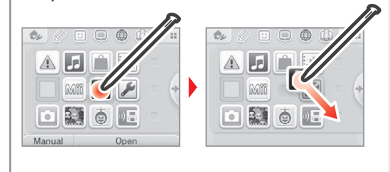
Scrolling the Screen

Touch an icon, then slide the stylus to the left or right to scroll through the available software icons.

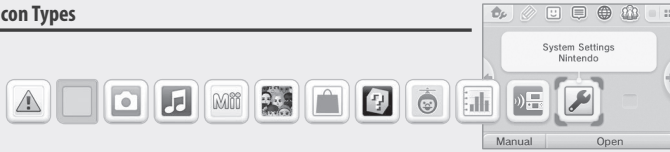


Moving Software Icons

To move an icon, touch and hold the stylus over the icon until it detaches, then drag it to where you want to place it and release the stylus.



Software Icon Types



Card software icons

Nintendo 3DS Game Card



Nintendo DS / Nintendo DSi Game Card



The software title's icon appears after a Game Card is inserted into the Game Card slot.

Built-in application icons

For information on how to use these software titles, please see their respective electronic manuals (p. 27).



Health and Safety Information (p. 9)

Read important health and safety information for your system.



Nintendo 3DS Camera

Take 3D photos and videos using this application.



Nintendo 3DS Sound

Listen to music and record sounds.



Mii Maker

Make yourself and other people into Mii characters!



StreetPass Mii Plaza

Mii characters you meet through StreetPass (p. 7) will appear here.



Nintendo eShop (p. 5)

View information and videos about various software, and download new software.



AR Games: Augmented Reality

Use the AR Cards together with the outer cameras to create believable augmented reality games.



Face Raiders

A shooting game that turns your face, or the faces of your friends, into the enemies!



Activity Log

Record the number of steps you take while carrying your system and the length of time you spend using software.



Download Play

Download demos and play multiplayer games!



System Settings (p. 35)

Adjust the system settings.

Others



Gift icon

This icon appears when a new application is added to the HOME Menu. Touch a gift icon to unwrap it.

Note: The icon will flash if the application has not yet finished downloading. Place the system into Sleep Mode (p. 17) within range of a compatible internet access point to complete the download.

- Any software or video content that is pre-installed on the microSD card will also be displayed on the HOME Menu.

Opening Software

Touch the software icon, then touch OPEN.

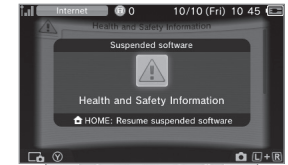


Closing / Suspending software

Press the HOME Button during game play to suspend a software title and display the HOME Menu. Touch RESUME or press the HOME Button again to resume play, or touch CLOSE on the HOME Menu to close the software.

Note:

- See p. 29 for details on actions you can perform while software is suspended.
- Other software titles can be launched, but you must close the suspended title to do this.



Save before closing software

Any unsaved data will be lost if you close a software title without saving.

Do not remove suspended software or turn off the power

Do not remove suspended Game Card software, microSD card, or turn the power off while in this state. Doing so can cause data corruption or loss.


Software Electronic Manuals

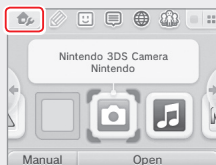
If a software title includes an electronic manual, the MANUAL option will be displayed when the software icon is selected. Touch this to view the manual. The manual can also be viewed while the software title is suspended.

Note: Controls for viewing a software manual are the same as for the HOME Menu electronic manual (p. 25).



HOME Menu Settings

Touch  on the HOME Menu to configure the following settings, or to view the HOME Menu electronic manual.








Change Theme	Change the design of the HOME Menu by selecting from various themes, or visit the Theme Shop to add more themes.
Save / Load Layout	Save the layouts for themes and software icons on the HOME Menu, and swap between them.
Screen Brightness	Choose between five levels of brightness.
Auto-Brightness	Adjusts the screen brightness automatically depending on the light level of your surroundings. Note: This function is deactivated when the camera function is in use or when playing Nintendo DS / Nintendo DSi software.
Power-Saving Mode	Automatically adjusts the brightness of the screen depending on what is being displayed in order to conserve battery power. Disabling it ensures that you can maintain a constant brightness level, but results in shorter continuous play time. This function is turned off by default.
Wireless Communication / NFC	Activate/deactivate wireless communication and NFC.
Nintendo 3DS Image Share	Open the internet browser and access Nintendo 3DS Image Share to post screenshots of the HOME Menu to social networking sites like Twitter and Facebook. Further explanation can be found within Nintendo 3DS Image Share.
amiibo Settings	Configure amiibo settings. For more information on amiibo, please refer to amiibo.nintendo.eu
Nintendo eShop	Launch Nintendo eShop (p. 5) .
System Settings	Open the System Settings (p. 35) .
HOME Menu Electronic Manual	Display the HOME Menu electronic manual.


HOME Menu Application Icons

Touch the icons displayed on the HOME Menu on the upper part of the Touch Screen      to use the functions below.

- Note:
- Refer to each application's electronic manual for more details [\(p. 27\)](#).
 - The Miiverse manual can be viewed within Miiverse after launching the software.

	Game Notes	Write down notes on games whenever you want.
	Friend List	Play and communicate with registered friends via the internet, wherever they may be. Note: The friend data stored by your Nintendo Network ID is different to the friend data stored on this system. Making changes to this friend list will not affect the friend data attached to your Nintendo Network ID (p. 36) .
	Notifications	Receive notifications from Nintendo or from software titles via StreetPass and SpotPass.
	Internet Browser	View web pages on the internet.
	Miiverse	Miiverse is an online service where people from across the world meet up using their Mii characters. Using Miiverse, you can share your experiences playing games or thoughts on a topic you're interested in with people from all over the world. Note: A Nintendo Network ID is required to post or comment to Miiverse (p. 36) .

When suspended...

When a software title is suspended, you can adjust HOME Menu Settings and also access  Game Notes,  the friend list,  Notifications,  the internet browser,  Miiverse, camera mode and software manuals.

Press the HOME Button to suspend the software and open the HOME Menu to access these features.

Note:

- Depending on the state of the software (wireless communication or outer cameras in use, etc.), the HOME Menu may not be displayed, or certain functions may not be accessible. Some software titles do not make use of certain HOME Menu functions.
- Nintendo DS / Nintendo DSi software titles cannot be suspended.

Points to note regarding the friend list

Do not share your friend code with people you do not know

The friend list is a system intended for use by you and people you know. Posting your friend code on online forums or sharing it with people you do not know can result in you receiving unwanted data or status messages containing language that you may find offensive. Do not share your friend code with people you do not know.

Parental Controls (p. 43)

You can restrict the use of the friend list by setting Parental Controls.

Protecting children from harmful websites

You can use the Parental Controls settings (p. 43) to restrict use of the browser in order to prevent children from accessing harmful or inappropriate websites.

Points to note regarding Miiverse

In Miiverse your posts, comments, and profile comments may be seen by many people. Do not share any personally identifying information or make posts that may be inappropriate or offensive to others. For more information, see the Miiverse guide (<https://miiverse.nintendo.net/guide/>).

Parental Controls (p. 43)

You can restrict the use of Miiverse by setting Parental Controls.



Card-Based Software

How to use Game Cards with your Nintendo system.

Note: If the system language is set to Dutch, Portuguese or Russian, non-Nintendo 3DS titles will default to English. In some cases, this may be adjustable within the software.

Nintendo 3DS, Nintendo DS, Nintendo DSi and Nintendo DSi enhanced software can be used on this system.

Nintendo 3DS Game Card



Nintendo DS / Nintendo DSi Game Card



Note:

- 3D content will only be displayed on Nintendo 3DS software titles. Nintendo DS / Nintendo DSi software titles cannot display 3D content.
- SpotPass, StreetPass and the HOME Menu cannot be used while Nintendo DS / Nintendo DSi software is in use.
- Only Nintendo 3DS and Nintendo DSi software titles matching the region of the system will work. Software titles from different regions may not function.
- Nintendo 3DS software titles cannot be used with Nintendo DS, Nintendo DS Lite, Nintendo DSi or Nintendo DSi XL systems.

Pan European Game Information (PEGI) age rating system

[1113/UKV]

Age rating categories



Titles rated 3 are suitable for ages 3 and older



Titles rated 7 are suitable for ages 7 and older



Titles rated 12 are suitable for ages 12 and older



Titles rated 16 are suitable for ages 16 and older



Titles rated 18 are suitable for ages 18 and older

Content descriptors

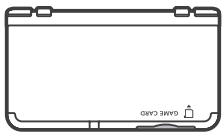
Content descriptors are shown on the game packaging where applicable. These icons indicate the main reasons for a game's age rating.



The 'Online' logo indicates that a game allows the player to have access to online game play with other players.

The PEGI system was established to help parents and guardians make informed decisions when buying computer and video games. It replaced a number of national age rating systems with a single system now used throughout most of Europe. For further information about PEGI visit <http://www.pegi.info>.

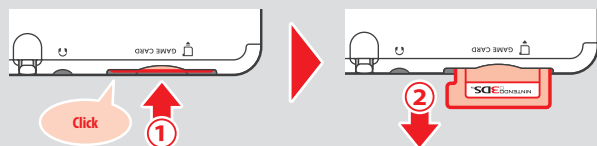
Note: The PEGI rating does not indicate difficulty of a game; it provides information about the age suitability of a game based on its content.

1 Insert a Game Card into the Game Card slot**Check which way the Game Card is facing**

The label on the card and the bottom of the system should both face in the same direction.

Note:

- If you have trouble inserting the Game Card, remove it and check that it is facing the right direction with the label facing away from the system. **Forcing the card in when it is facing the wrong direction could lead to damage.**
- Only insert or remove Game Cards while the HOME Menu is displayed or the power is off. (If you have suspended a software title, make sure you have closed it before removing its Game Card.)

Push the Game Card in, then remove it**2** Touch the Game Card icon, then touch OPEN

Nintendo DS / Nintendo DSi titles are displayed in an expanded format by default. To load the software at its original resolution, hold down either START or SELECT, then touch OPEN to launch the software. Keep START or SELECT held down until the software has started.

**3** For further information, refer to the instruction manual for the software you are using**Closing software**

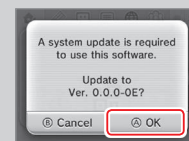
Press the HOME Button to bring up the HOME Menu, then touch CLOSE to end a software title. (Any unsaved data will be lost if you close a software title without saving.)

- Touch RESUME to return to the point where the software title was suspended.
- To close Nintendo DS / Nintendo DSi software titles, first save your data, then press the HOME Button and touch OK.

Note: If you press the POWER Button, the software title will close and the POWER Menu will be displayed (p. 17).

**Game Card system updates**

Some Game Cards contain system update data. Such Game Cards will display a message if a system update is required in order to use the Game Card. Follow the instructions to update your system (p. 55).

**Incompatible software and accessories**

The Nintendo 3DS charging cradle, Nintendo 3DS XL charging cradle, Nintendo 3DS Circle Pad Pro and Nintendo 3DS XL Circle Pad Pro are not compatible with this system.

In addition to these products, it is not possible to use any accessories that would connect to the Nintendo DS or Nintendo DS Lite systems via the Game Boy Advance™ Game Pak slot or anything that functions in conjunction with a Game Boy Advance Game Pak. For more details, visit support.nintendo.com.



Downloadable Software

Enjoy free software downloaded via SpotPass or software purchased via Nintendo eShop.

This system is equipped with RF technology with a radiated output power of less than 10 mW e.i.r.p. and a maximum spectrum power density of less than -30 dBW/1MHz e.i.r.p. These parameters can be maintained when operated within a temperature range of 0 to 40°C. In accordance with this, this system is categorised as Class 1 equipment according to Commission Decision 2000/299/EC.

With the exception of Nintendo DSiWare (p. 5), downloaded software is saved to a microSD card. The corresponding icons are displayed in the HOME Menu.

You can get new software by...

- Receiving free software via SpotPass (p. 6).
- Purchasing software via Nintendo eShop (p. 5).

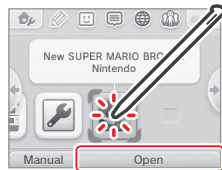
Precautions for downloadable software

- Because some software is transmitted automatically via SpotPass (p. 6), it is advised that you keep a microSD card inserted at all times.
- Up to 40 Nintendo DSiWare titles can be stored in the system memory and up to 300 downloadable software titles can be stored on a microSD card.
- Downloadable software (including its save data) can only be used on the system it was originally downloaded to. Software that you save on a microSD card cannot be used with any other system.
- A linked Nintendo Network ID is required to download free or demo software (p. 36).
- Demo versions of software may have limitations such as a time limit or number of uses. If you exceed this limit and try to open the software, a message will be displayed. Follow the instructions to delete the software or open Nintendo eShop.
- If the system language is set to Dutch, Portuguese or Russian, Nintendo DSiWare titles will default to English. In some cases, this may be adjustable within the software.
- Only Nintendo 3DS software and Nintendo DSiWare matching the region of the system will work. Software titles from different regions may not function.

Opening Software

1 Touch the Game Card icon, then touch OPEN

Nintendo DSiWare titles are displayed in an expanded format by default. To load the software at its original resolution, hold down either START or SELECT when launching the software. Keep START or SELECT held down until the software has started.



2 For further instructions, refer to the instruction manual for the software you are using

- How to view the electronic manual (p. 27)
- About software ratings (p. 31)
- How to close a software title (p. 33)



System Settings

Configure your internet settings, Parental Controls and other basic system settings here.

Touch the System Settings icon on the HOME Menu to open the System Settings.



For detailed information, consult the electronic manual.

NINTENDO NETWORK ID SETTINGS	Adjust your Nintendo Network ID profile, delete your ID or link an existing ID to your system (p. 36).
INTERNET SETTINGS	CONNECTION SETTINGS Configure your internet connection settings (p. 38).
	SPOTPASS Change your automatic software download and sending of system information settings.
	NINTENDO DS CONNECTIONS Configure internet settings for Nintendo DS software.
OTHER INFORMATION Review the Nintendo 3DS Service User Agreement and Privacy Policy, or check the system's MAC address.	
PARENTAL CONTROLS	Restrict the use of software, content that can be purchased and downloaded, and system functions such as 3D images (p. 43).
DATA MANAGEMENT	Manage data such as Nintendo 3DS download software, Nintendo DSiWare and StreetPass data. You can also clear your blocked-user settings (p. 45).
OTHER SETTINGS	Manage your profile information, date and time settings, and more (p. 46).



Nintendo Network ID Settings

Create or link a Nintendo Network ID and configure your user information.

A Nintendo Network ID allows you to enjoy various features of Nintendo Network.

Download free software and demos from Nintendo eShop (p. 5).

Communicate with other users around the world in Miiverse (p. 29).

Use your Nintendo eShop funds on both your system and a Wii U console.

- An internet connection (p. 38) and an email address are required to create a Nintendo Network ID and link it to your system.
- A Nintendo Network ID is different to a Club Nintendo account.
- Adults should create or link a Nintendo Network ID for their children.

If you own another Nintendo 3DS system and want to transfer data to your new system...

Configure the initial settings for the new system and then perform the system transfer (p. 47). Do not create or link a Nintendo Network ID to the new system before the transfer.

Caution

If you link a new Nintendo Network ID to this system, you will be unable to transfer data from another Nintendo 3DS system.

Points to note regarding Nintendo Network IDs

- You will need to sign in with your ID each time you use Nintendo eShop.
- Once you have created or linked a Nintendo Network ID, your system's Nintendo eShop account activity and funds will be merged with those of your Nintendo Network ID.



- Only one ID can be linked per system.



- You cannot link a Nintendo Network ID to multiple Nintendo 3DS systems.



Note: You can, however, transfer all of your data to another system which has not been linked to a Nintendo Network ID using System Transfer (p. 47).

- You cannot merge two Nintendo Network IDs.



- You cannot perform system transfers to a system that is already linked to a Nintendo Network ID.



- Friend data stored by your Nintendo Network ID and friend data stored on this system are kept separately. Friend data stored by your Nintendo Network ID can only be deleted or changed using a Wii U console, and will only be needed in software that requires you to sign in with your ID.

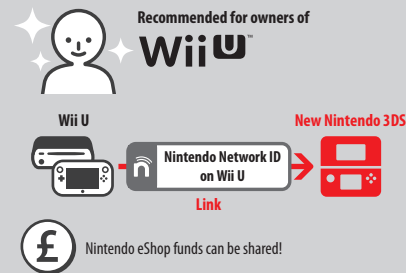
Creating or Linking a Nintendo Network ID

There are two methods:

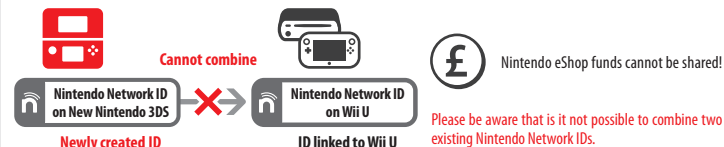
- Create a new Nintendo Network ID.
- Use an ID already linked to a Wii U console.

If you own a Wii U console...

You can link the existing ID from your Wii U console to this system. Doing so allows you to share your existing Nintendo eShop funds between devices, and to post to Miiverse as the same user.



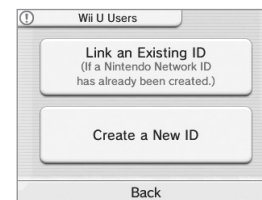
Please be aware that if you create a new Nintendo Network ID on your system, you will not be able to combine or share Nintendo eShop funds linked to the existing Nintendo Network ID on your Wii U console.



Touch NINTENDO NETWORK ID SETTINGS in the System Settings (p. 35) to begin.

1 Select LINK AN EXISTING ID or CREATE A NEW ID

If you create a new ID on your system, you will not be able to merge it with an existing ID in use on a Wii U console. You will need to select LINK AN EXISTING ID if you would like to use the same ID across both devices.



2 Follow the on-screen instructions

There are certain services which require you to sign in with your Nintendo Network ID in order to use them. If you forget your password, select I FORGOT or I FORGOT MY PASSWORD, then follow the on-screen instructions.

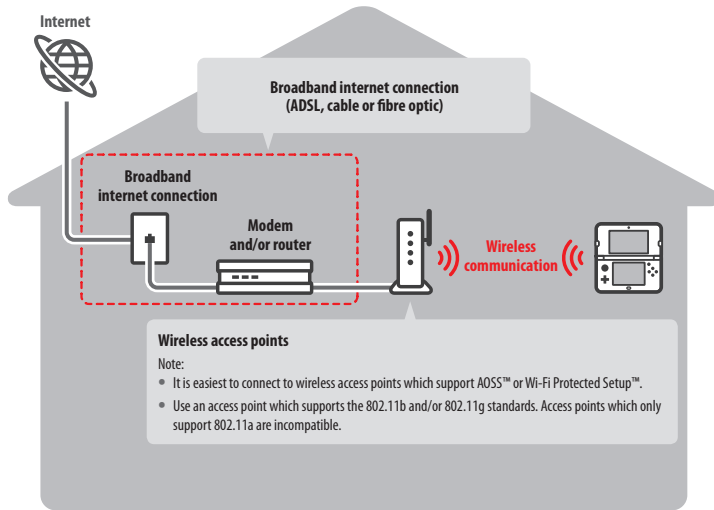


Internet Settings


Connect your system to the internet to open up even more options, such as purchasing software in Nintendo eShop or communicating with players around the world.

Required Items for Internet Connection

A wireless connection is required to connect your system to the internet. A computer is needed to configure the settings on your wireless access point (router).



Activating and deactivating wireless communication

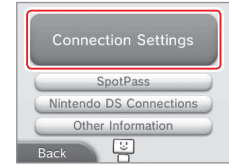
To activate or deactivate wireless communication, touch  in the upper-left corner of the Touch Screen while on the HOME Menu to open the HOME Menu Settings, then touch ON or OFF under Wireless Communication.

Connecting to the Internet

Once you have everything you need to connect to the internet, you can start configuring the settings on your system.

Note: In order to connect to the internet when using a Nintendo DS Game Card, you must configure Nintendo DS Connections.

1 Touch CONNECTION SETTINGS



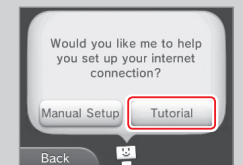
2 Touch NEW CONNECTION



Find your ideal settings with the tutorial

Touch TUTORIAL to receive help with the connection setup process. Follow the instructions on-screen and select options to configure the right settings for your connection.

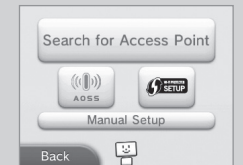
- For AOSS guidance, see [p. 40](#).
- For Wi-Fi Protected Setup guidance, see [p. 41](#).
- For guidance on searching for and configuring access points, see [p. 42](#).



Setting up a connection without the tutorial

If you would rather set up your connection without assistance, touch MANUAL SETUP instead, then select from the options displayed to configure your connection.

- For AOSS guidance, see [p. 40](#).
- For Wi-Fi Protected Setup guidance, see [p. 41](#).
- For guidance on searching for and configuring access points, see [p. 42](#).




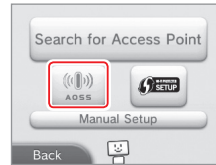
Connecting using AOSS

If your access point supports AOSS, you can set up a connection quickly and easily. Refer to the instruction manual for your access point in addition to this manual.

Note: Using AOSS may cause your access point settings to change. If your computer is connected to the access point without using AOSS, it may no longer be able to connect after using AOSS. Establishing a connection using an access point found through a search will not change any of the access point's settings (p. 42).

1 Touch AOSS

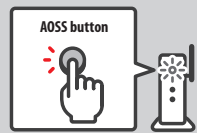
Note: If you are using the tutorial and you have selected , start from step 2.



2 Steps for the access point

Press and hold the AOSS button on the access point until the AOSS light flashes twice in succession.

Note: If you have tried and failed several times to set up a connection using AOSS, wait approximately 5 minutes before trying again.



3 Once the setup complete screen appears, touch OK to begin a connection test


- If the test is successful, setup is complete.
- Failure to establish a connection can sometimes occur after AOSS setup is complete. If this happens, please wait a short while before trying to reconnect.

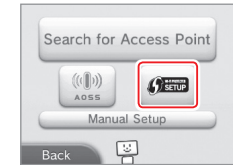
Connecting using Wi-Fi Protected Setup

You can set up a connection quickly and easily using Wi-Fi Protected Setup. Refer to the instruction manual of your access point for further information.

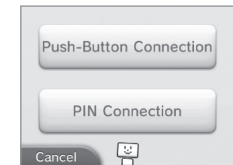
Note: If your access point is set to use WEP security encryption, you will be unable to connect your Nintendo system using Wi-Fi Protected Setup.

1 Touch

Note: If you are using the tutorial and you have selected , start from step 2.



2 Touch the connection method supported by your access point



3 Steps for the access point

Note: It may take around 2 minutes to complete setup.

For Push-Button Connection

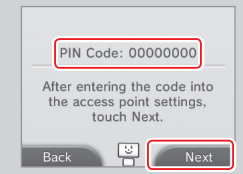
Press and hold the Wi-Fi Protected Setup button on the access point until the LED blinks.



For PIN Connection

A PIN will be displayed on the Touch Screen. Enter the code into the access point settings, then touch NEXT.

Note: After configuring the access point, touch NEXT on your system's Touch Screen.



4 Once the setup complete screen appears, touch OK to begin a connection test

- If the test is successful, setup is complete.
- Failure to establish a connection can sometimes occur after Wi-Fi Protected Setup is complete. If this happens, please wait a short while before trying to reconnect.

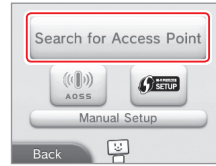
Searching for and connecting to an access point

You can use this method to search for and connect to an access point if your access point does not support AOSS or Wi-Fi Protected Setup. You should also consult the instruction manual that came with your access point.

Note: If your access point is set to use WPA2™-PSK (TKIP) security encryption, your system will not be able to connect to the access point.

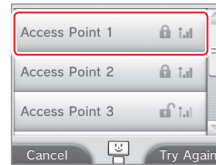
1 Touch SEARCH FOR ACCESS POINT

Note: If you are using the tutorial and have selected DON'T KNOW / NONE OF THESE or OTHER, start from step 2.



2 Select an access point

• Touch the name of the access point you want to connect to (its SSID, ESSID or network name). If you do not know this name, please consult the settings of the access point you are using.



3 Enter the security key and touch OK

- This step only applies if the access point is secured. If you do not know the security key, please consult the settings of the access point you are using.
- The characters for the key you entered will be hidden by asterisks (*).

Note: A security key is the password set for your access point and is required to enable your system to make an internet connection. It may also be called an encryption key or network password.

4 Touch OK to save your settings

5 Touch OK to perform a connection test

- If the test is successful, setup is complete.
- If connection fails and an error appears, follow the instructions given in the error message.

Security types

Access point security types are shown in the table below:

Encryption Method	WEP	WPA™-PSK (TKIP)	WPA2-PSK (TKIP)	WPA-PSK (AES)	WPA2-PSK (AES)
Security Strength	Weaker ←	→ Stronger			



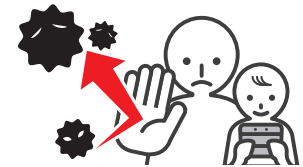
Parental Controls

Use this option to restrict children from playing games, making purchases or using certain system functions (such as the internet browser).

Options That Can Be Restricted

The following options can be restricted. Please configure these options as necessary when allowing children to use the New Nintendo 3DS system.

Note: Setting Parental Controls restrictions for any of the options below will also restrict part of the Nintendo Network ID Settings, Internet Settings, Region Settings, microSD Management, Outer Cameras, System Transfer and Format System Memory functions. You will have to enter the Parental Controls PIN in order to use these functions.



SOFTWARE RATING	Restricts the use of Nintendo 3DS and Nintendo DSi software based on software rating systems (p. 31). Note: Nintendo 3DS software received via Download Play is also restricted, but this setting cannot restrict Nintendo DS software or software received via DS Download Play.
INTERNET BROWSER	Restricts use of the internet browser and prevents the viewing of web pages.
NINTENDO 3DS SHOPPING SERVICES	Prevents the purchase of goods and services, and the use of credit cards with Nintendo 3DS shopping services.
DISPLAY OF 3D IMAGES	Restricts the display of 3D images. All images will display in 2D.
MIIVERSE	Restricts users from viewing or posting content on Miiverse.
SHARING IMAGES / AUDIO / VIDEO / LONG TEXT DATA	Restricts the transfer of data that could be used to carry personal information, such as photos, images, sounds, videos and long messages. Note: This setting cannot restrict Nintendo DS software or Miiverse.
ONLINE INTERACTION	Restricts communication with other Nintendo 3DS systems over the internet. Note: This setting cannot restrict Nintendo DS software or Miiverse.
STREETPASS	Restricts communication with other Nintendo 3DS systems using StreetPass. Note: This setting cannot restrict Nintendo DS / Nintendo DSi software.
FRIEND REGISTRATION	Restricts the registration of new friends.
DS DOWNLOAD PLAY	Restricts the use of DS Download Play.
VIEWING DISTRIBUTED VIDEOS	Restricts viewing of distributed videos to those suitable for all ages. This setting does not apply to game-related videos found on Nintendo eShop, which can be restricted using the separate Software Rating setting. Note: For some distributed video playback software, this setting may also restrict the use of the software itself.

Note: If this system is used by several children, we suggest setting up Parental Controls for the youngest child.

Configuring Parental Controls

Touch PARENTAL CONTROLS to begin the configuration (p. 35).

1 Follow the instructions on the screen
Information about Parental Controls will appear on the screen. Follow the instructions to proceed with configuration.

2 Enter a four-digit PIN, then touch OK
To ensure the information entered is correct, you will be asked to enter your PIN twice.
Note: Your PIN is required to change Parental Controls settings as well as remove them temporarily. Be careful not to forget it.

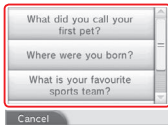


3 Select a secret question, then enter an answer of at least four characters

If you wish to create your own secret question, select (CREATE YOUR OWN SECRET QUESTION) and enter a question and answer. Each should be at least four characters in length.

Note:

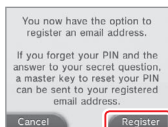
- You must answer the secret question if you forget the PIN. Be careful not to forget your answer.
- See p. 19 for details on using the keyboard.



4 Register an email address

If you forget your PIN and the answer to your secret question later, a master key to reset your PIN can be sent to the email address you have registered.

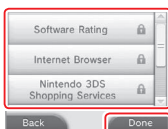
Please use an email address that only parents or guardians can access, to prevent children from seeing the master key that is sent.



5 Touch the setting you want to adjust and follow the instructions on-screen

If you are setting up Parental Controls for the first time, restrictions will initially be in place for all options.

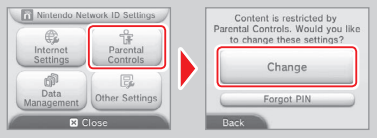
Touch DONE to finish configuring Parental Controls settings.



Changing the Parental Controls settings later

To change your restriction settings later on, select PARENTAL CONTROLS from the System Settings, then select CHANGE.

Note: If you have forgotten your PIN or secret question answer, touch I FORGOT on the PIN entry screen (p. 67).



Data Management

Check or organise software, data and settings saved to the system memory or the microSD card.

You can manage downloaded software, check or configure software using StreetPass functionality and reset the blocked-user settings. Select DATA MANAGEMENT from System Settings, then select the corresponding option.



Nintendo 3DS Data Management	SOFTWARE	Check or delete Nintendo 3DS download software or Virtual Console software. Note: <ul style="list-style-type: none"> • You can store up to 300 Nintendo 3DS titles on a microSD card. • When deleting software, you can create a backup of its save data.
	EXTRA DATA	Check or delete extra data (e.g. data received via SpotPass) on your system.
	ADD-ON CONTENT	Check or delete add-on content (including software update data) downloaded for compatible Nintendo 3DS software.
	SAVE DATA BACKUP	Create or delete backups of Nintendo 3DS download software or Virtual Console software, and restore save data from your backups. Once a backup has been created, its save data can be restored at any time.
Nintendo DSiWare Data Management		Check Nintendo DSiWare saved to the system memory or a microSD card. You can also copy Nintendo DSiWare between the system memory and a microSD card or delete it. Note: You can store up to 40 Nintendo DSiWare titles in the system memory.
microSD MANAGEMENT		Use a PC to read and write data from and to the microSD card while it is inserted in the system. Note: Your Nintendo system and your PC must both be connected to the same wireless network access point.
STREETPASS MANAGEMENT		View a list of software that supports StreetPass. You can also deactivate StreetPass for any software title.
RESET BLOCKED-USER SETTINGS		Resetting blocked-user settings will remove all previously applied restrictions and allow the receipt of data from all users.

Note:

- You can store over 300 pieces of extra data/add-on content on a microSD card, but only the first 300 will be shown in Data Management.
- Nintendo DSiWare cannot be launched from a microSD card. Copy it to the system memory before playing.
- If you copy a software title to a location where the same software title is already saved, the existing software will be overwritten by the one you are copying. Be careful when copying software in order to avoid overwriting save data.
- Deleted software and add-on content can be redownloaded free of charge from Nintendo eShop. (Please be aware that it is not possible to redownload content if distribution of that content has been suspended or terminated.)



Other Settings

Change your user information and configure various other settings.

Touch ◀ / ▶ at the sides of the screen to change pages.



PROFILE	Set your user name, date of birth, region and Nintendo DS profile. Note: <ul style="list-style-type: none"> Your profile is different to the user information for your Nintendo Network ID. Changing your profile here will not change any information connected to your ID. Your Nintendo DS profile includes a colour and message that are used in some Nintendo DS and Nintendo DSi software. (Characters that are not supported by Nintendo DS or Nintendo DSi software will be displayed as "?")
DATE & TIME	Change the date and time.
TOUCH SCREEN	Calibrate the Touch Screen when it is not working properly.
SOUND	Change the speaker sound output settings.
MIC TEST	Check that the microphone is working correctly. If the icon on the lower screen changes colour when you speak or gently blow into the microphone, the microphone is functional.
3D CALIBRATION	Calibrate the 3D Screen and check the viewing range of the super-stable 3D function.
SUPER-STABLE 3D	Activate/deactivate or calibrate the super-stable 3D function.
OUTER CAMERAS	Calibrate the outer cameras.
CIRCLE PAD	Calibrate the Circle Pad when controls do not seem to operate properly or when in-game movement seems to occur even when not using the Circle Pad.
SYSTEM TRANSFER	Transfer data between systems (p. 47).
LANGUAGE	Change the language of the system.
SYSTEM UPDATE	Update the system software (p. 55).
FORMAT SYSTEM MEMORY	Format the system to erase data stored in the system memory, such as photographs, software and save data (p. 56).

System Transfer

You can transfer data to your new system from any one of the following:

- A Nintendo DSi or Nintendo DSi XL system
- A Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS system
- Another New Nintendo 3DS or New Nintendo 3DS XL system



Online Step-by-step System Transfer Guide

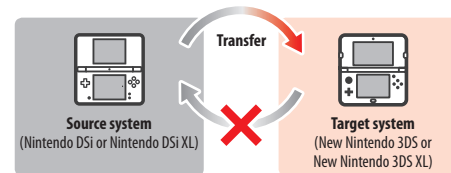
There is a convenient online step-by-step transfer guide that you can follow while performing a system transfer at systemtransfer.nintendo.co.uk

- You will need to be connected to the internet to transfer data. The systems will also connect to each other via local wireless. It is recommended that both systems be placed close together in an area with stable internet access (p. 38).
- To prevent the systems from running out of power during the transfer, ensure that the battery on each system is well charged, or plug in the AC adapter before starting the transfer. If the battery charge is too low, you will not be able to transfer data.

Note: Closing the system at this time will not activate Sleep Mode. Additionally, please do not turn the power off while data transfer is taking place.

Transferring from Nintendo DSi / Nintendo DSi XL

Transfer Nintendo DSiWare and photos/recordings from a Nintendo DSi / Nintendo DSi XL system to the new system.



Note: You cannot transfer from a New Nintendo 3DS or New Nintendo 3DS XL system to a Nintendo DSi or Nintendo DSi XL system. Also, be aware that once a transfer has been performed, it cannot be undone.

Transferable Data	Nintendo Wi-Fi Connection Configuration	Transfers Internet Settings (Nintendo DS Connections) and Nintendo Wi-Fi Connection ID.
	Photos & Recordings	Transfers photos and recordings from the Nintendo DSi Camera and Nintendo DSi Sound software pre-installed on the Nintendo DSi or Nintendo DSi XL system.
	Nintendo DSiWare	Transfers Nintendo DSiWare.

Download the Transfer Tool

In order to transfer data from the source system (Nintendo DSi or Nintendo DSi XL) to the new system, you first need to download the free Nintendo 3DS System Transfer tool from the Nintendo DSi Shop on the source system.

- For more information on the Nintendo DSi Shop, please refer to your Nintendo DSi or Nintendo DSi XL Operations Manual.



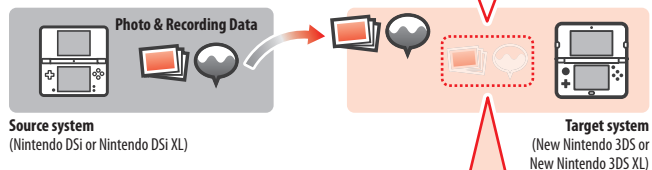
Precautions for transferring Nintendo Wi-Fi Connection Configuration

- The Nintendo Wi-Fi Connection Configuration on the target system will be overwritten.
- Your Nintendo Wi-Fi Connection ID will be deleted from the source system during transfer. For more information about your Nintendo Wi-Fi Connection ID, please refer to your Nintendo DSi or Nintendo DSi XL Operations Manual.
- Settings for Advanced Setup (connections 4 – 6) will not be transferred.

Precautions for transferring photos & recordings

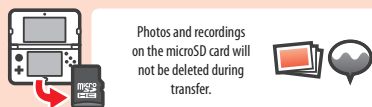
All the photos and recordings saved to the system memory of the target system will be deleted. If you do not want any of the photos and recordings on your New Nintendo 3DS or New Nintendo 3DS XL to be deleted, copy them onto the microSD memory card before carrying out the transfer.

Existing photos and recordings deleted from system memory of target system



If there are photos and recordings in the system memory of the New Nintendo 3DS or New Nintendo 3DS XL system...

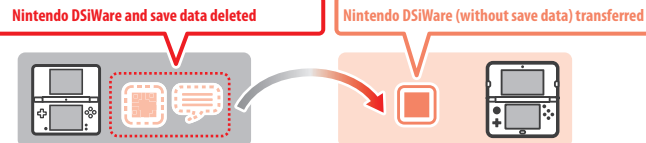
Copy any photos and recordings from the system memory to a microSD memory card before performing the transfer.



Note: If you want to transfer photos which you have saved to an SD card being used with the source system, you will first need to copy them to the system memory of the source system.

Precautions for transferring Nintendo DSiWare

Only the software itself will be transferred to the target system. Save data is not transferred. Both the software and the save data will be deleted from the source system. Please be sure that it is OK to have your save data deleted before you start the transfer process.

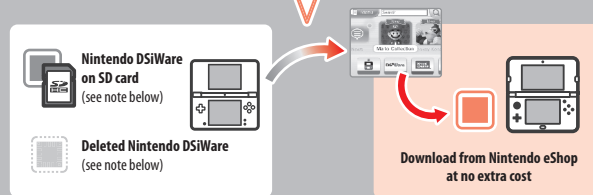


- The data will be saved on the system memory of the target system. If there is not enough space in the target system's system memory, you will not be able to transfer data. To free up space, go to Data Management in the System Settings to copy any Nintendo DSiWare already saved on the system to the microSD card and delete them from the system memory (p. 45).

If purchased Nintendo DSiWare has been deleted or copied to an SD card...

If you have purchased any Nintendo DSiWare titles that have subsequently been deleted or copied to an SD card, you can still transfer the software even though it is no longer in the system memory of the source system. For such software, the actual software will not be transferred to the target system, but it will be downloadable from Nintendo eShop at no extra cost.

Only Account Activity (record of purchased Nintendo DSiWare) transferred



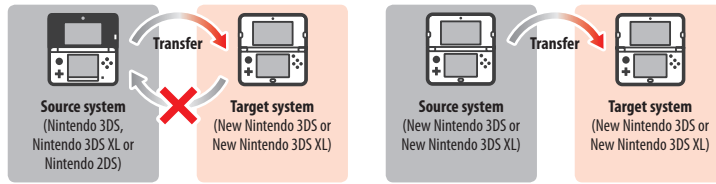
Note: In order to play Nintendo DSiWare titles on the source Nintendo DSi system after they have been transferred, you will need to use Nintendo DSi Points to purchase them again.

Note:

- Nintendo DSiWare that is free or is not available on Nintendo eShop cannot be transferred. For details on Nintendo DSiWare that cannot be transferred, visit the Nintendo website.
- You cannot transfer Nintendo DSi Points or any software that was pre-installed on the source Nintendo DSi or Nintendo DSi XL system.
- Software that already exists on the target system will not be transferred.

Transferring from systems in the Nintendo 3DS family

Transfer save data for built-in applications, Nintendo eShop funds/account activity etc. from a Nintendo 3DS, Nintendo 3DS XL, Nintendo 2DS, New Nintendo 3DS or New Nintendo 3DS XL system.



Note:

- Data is transferred all together. You cannot choose individual software or items to transfer.
- You cannot transfer data from a New Nintendo 3DS or New Nintendo 3DS XL system to a Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS system.

Transferable Data	Nintendo DS Software Settings	Transfers Internet Settings (Nintendo DS Connections) and Nintendo Wi-Fi Connection ID.
	Pre-installed Application Save Data	Transfers data such as the friend list, Nintendo 3DS Camera photos, Nintendo 3DS Sound recordings and Mii Maker Mii characters from the pre-installed applications on the source system.
	Nintendo DSiWare	Transfers Nintendo DSiWare (and its save data) stored on the system memory.
	Nintendo Network ID	Transfers your Nintendo Network ID information. Note: A Nintendo Network ID that was previously linked to the source system can only be linked again to the target system.
	Nintendo eShop Account Activity / Funds	Transfers your Nintendo eShop account activity and funds to the target system. This will be merged with that of the target system. Note: Some account activity may not be transferable. You will be given the chance to review any untransferable data on screen before the transfer.
	Usage Licences for SD Card Data	Transfers usage licences for data stored on the SD card (e.g. downloadable software and its save data, add-on content, etc.). For more information on transferring data on an SD card, see p. 51 .

Precautions when transferring a Nintendo Network ID

You will not be able to perform the system transfer if you already have a Nintendo Network ID linked to the target system. In this case, you will need to first remove the link to the ID by formatting the system ([p. 56](#)).

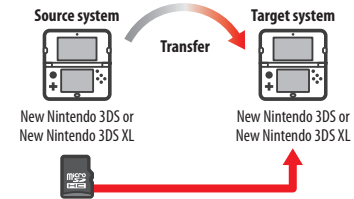
- You cannot merge multiple IDs, so you cannot access software purchased with different IDs.
- Once you remove a Nintendo Network ID from a system, you cannot link it to any other system. You can only link it again to the system it was removed from.

Note: You can only have one Nintendo Network ID linked to the system at a time. If you remove a Nintendo Network ID and then link another ID to the system, you will need to format the system memory before you can link the first ID again.

Transferring SD card data

The method for transferring data on an SD card will differ depending on the systems you are using.

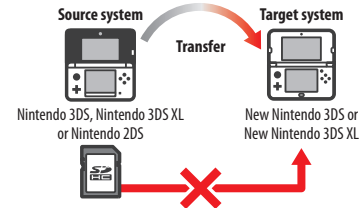
Transferring between New Nintendo 3DS or New Nintendo 3DS XL systems



Take the microSD card from the source system and insert it in the target system.

The data on the source system's microSD card will only be usable on the target system. After performing the system transfer, insert the microSD card from the source system into the target system. If you use the target system without inserting the microSD card, you may not have access to save data for certain software titles.

Transferring from a Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS system



The SD card from the source Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS system cannot be inserted in the microSD card slot of a New Nintendo 3DS or New Nintendo 3DS XL system. However, the three following methods are available for transferring the data on an SD card.

Wireless Transfer (All Data)

It is possible to transfer all the data from the SD card in a Nintendo 3DS, Nintendo 3DS XL or Nintendo 2DS system onto the microSD card in a New Nintendo 3DS or New Nintendo 3DS XL system via wireless communication.

- The transfer may take some time if there is a large amount of data to transfer.
- If there is not enough free space available on the target system's microSD card, you will not be able to perform the transfer. Cancel the transfer and remove any unwanted photos, videos, recordings or software. Alternatively, you can insert a microSD card with more free space available into the target system or use the "Wireless Transfer (Limited Data)" method to transfer data.

Wireless Transfer (Limited Data)

Use this method when the microSD card in the target system does not have enough free space available. All data except Nintendo 3DS download software will be transferred to the microSD card. After performing the transfer, any purchased downloadable software can be redownloaded at no extra cost from Nintendo eShop.

- Save data will be restored once you start the software after redownloading it.



Copy via PC

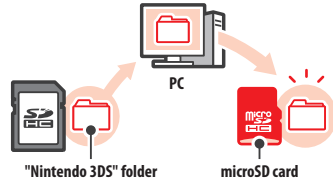
With this method, data on an SD card will not be transferred automatically to the microSD card in the target system. Once the system transfer has been completed, use a computer to copy all the data from the SD card to the microSD card. After the data has been copied, insert the microSD card in the target system.

- If you have been using a microSD card with an SD card adapter in the source system, there's no need to use a computer to copy the data. Simply insert the microSD card into the target system once the system transfer is complete.

Copying data to the microSD card

When copying data from an SD card to a microSD card, use the SD card slot on your PC or a commercially available microSD card reader/writer and copy all the data on the SD card to the microSD card. (You should copy the "Nintendo 3DS" folder in its entirety.)

- Copy data to an empty microSD card. If the microSD card already contains data, delete it before copying the data from the SD card over. (If the data on the target microSD card is important to you, make a copy of it elsewhere, for example, on your PC.)
- Copy the "Nintendo 3DS" folder to the top level of the microSD card. (In other words, do not place it within another folder.)
- The "Nintendo 3DS" folder contains data for downloadable software and associated save data. It does not contain photo data.
- Do not attempt to adjust the data, move or delete the files, or change any file names within the "Nintendo 3DS" folder.
- Please also read and take note of the copying precautions on [p. 60](#).

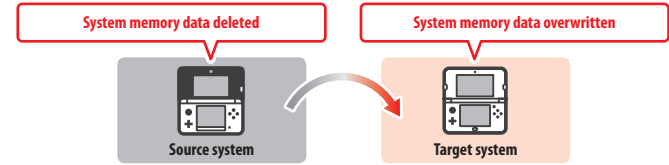


If you've used multiple SD cards with the source system...

You can only transfer the data from one SD card when using the "Wireless Transfer (All Data)" or "Wireless Transfer (Limited Data)" methods. Data from other SD cards should be copied to different microSD cards after the transfer, using the "Copy via PC" method.

Precautions for Transferring

After transferring data, all data on the source system will be deleted.



Note: With the exception of Nintendo DSiWare, the data in the target system's system memory (e.g. pre-installed application save data) will be deleted and overwritten with the data from the source system. If you have data such as photos and recordings, copy these to a microSD card first.

Download Software Precautions

- Data stored on the target system's microSD card, such as Nintendo 3DS download software and its save data, will not be usable after the transfer. The software can be re-downloaded from Nintendo eShop.
- Nintendo DSiWare and its save data on the target system's microSD card should be moved to the target system's system memory before the transfer. It will then remain usable after the transfer.
- If the same download software has been downloaded on both systems, its data on the target system's Account Activity will be deleted and replaced with the data from the source system. Also, the old save data on the target system will no longer be usable.

Nintendo eShop Funds Precautions

If the total Nintendo eShop funds of the source and target systems exceed the maximum allowed, the system transfer will not proceed.

Transferring

From Nintendo DSi

Transferring from a Nintendo DSi or Nintendo DSi XL system

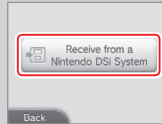
1 On the New Nintendo 3DS or New Nintendo 3DS XL system
Touch **TRANSFER FROM A NINTENDO DSi SYSTEM**

Read the warning message about transferring data, then touch NEXT.



2 Touch **RECEIVE FROM A NINTENDO DSi SYSTEM**

Follow the on-screen instructions to proceed.



3 On the Nintendo DSi or Nintendo DSi XL system
Select the **Nintendo 3DS Transfer Tool icon on the Nintendo DSi Menu**

Follow the on-screen instructions to proceed.



Transferring from systems in the Nintendo 3DS family using "Wireless Transfer (Limited Data)"

If you have used the "Wireless Transfer (Limited Data)" method to transfer data, you can check that the save data has been transferred by using the Save Data Management option. Save data can also be deleted by using this option.



System Update

Update the HOME Menu and applications with new applications and functions.

You must be connected to the internet to perform system updates. Configure your internet connection settings before using system update (p. 38). (When performing a system update from a Game Card, an internet connection is not necessary.)

Note:

- System updates cannot be carried out if the battery charge is running low.
- Check the Nintendo website for a summary of update details.

REGARDING SYSTEM UPDATES

IMPORTANT: After the system is updated, any existing or future unauthorised technical modification of the hardware or software of your system, or use of an unauthorised device in connection with your system, may render it permanently unplayable. Content deriving from the unauthorised modification of the hardware or software of your system may be removed. Failure to accept the update may render games unplayable.

REGARDING AUTOMATIC SYSTEM UPDATES

From time to time, the system will carry out automatic updates, such as updates to a list which prevents the use of words that may cause users discomfort, and/or updates to an internal database of wireless access points which allow you to access online services provided by Nintendo.

No prior notice for these or other such 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 I ACCEPT to install such updates.

From Nintendo 3DS family

Transferring from a Nintendo 3DS, Nintendo 3DS XL, Nintendo 2DS, New Nintendo 3DS or New Nintendo 3DS XL system

1 Source & Target systems
Touch **TRANSFER FROM A NINTENDO 3DS SYSTEM**

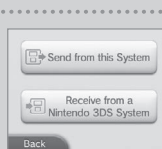
Read the warning message about transferring data, then touch I AGREE.



2 Source system
Touch **SEND FROM THIS SYSTEM**

Target system
Touch **RECEIVE FROM A NINTENDO 3DS SYSTEM**

Follow the on-screen instructions to proceed.



Format System Memory

Select this option to delete all data saved to the system, and return it to factory settings.

Note:

- If you have linked a Nintendo Network ID to your system, you will need an internet connection to format the system memory.
- The system version will remain at the current version even if you format the system memory.



If you opt to format your system, the following data will be deleted and cannot be recovered:

- Content saved in the system memory such as friend list, notification and step data
- Application save data
- All photos saved to the system memory
- Changes made to the System Settings
- Software saved to the system (see first note below) and its save data
- Data saved to the microSD card (see second note below)
 - Downloadable software (see first note below) and its save data
 - Add-on content (see first note below)
 - Extra data
 - Save data backups
- The link to a Nintendo Network ID (see third note below)

Note:

- Software can be redownloaded from Nintendo eShop at no extra cost. Please note that there are certain cases where software may be temporarily or permanently withdrawn from Nintendo eShop. Should this happen, you will no longer be able to redownload that software. If your system is linked to a Nintendo Network ID, you will need to use this same ID to redownload software (p. 37).
- If a microSD card that contains software or save data is not inserted when the formatting occurs, the data on that microSD card will not be deleted but it will become unusable.
- Formatting your system will not delete your Nintendo Network ID. You will be able to link the same ID to your system again by selecting LINK AN EXISTING ID in Nintendo Network ID Settings.

When Disposing of or Giving Away Your System

When you format the system memory, photos and recordings on the microSD card and your Nintendo eShop Account Activity and funds will not be deleted. When giving your system to another person permanently, please use a computer to delete data on the microSD card and, if your system is not linked to a Nintendo Network ID, ensure you delete your Account Activity in Nintendo eShop before formatting your system.

If your system is linked to a Nintendo Network ID...

After linking a Nintendo Network ID to your system, you will not be able to link it to any other system even after formatting. You will need to use System Transfer (p. 47) to link your ID to another system instead of formatting.

Replacing the microSD Card / Battery

To replace the microSD card or battery you must remove the battery cover (or the back plate on New Nintendo 3DS).

Note:

- If the system is used by a young child, a parent or legal guardian should replace the battery for them.
- Always turn the power off and disconnect the AC adapter before replacing the battery.

microSD Cards

The microSD card stores data such as downloadable software and its save data, extra data and add-on content, photos and videos. This system supports microSD cards up to 2 GB in size and microSDHC cards with sizes ranging from 4 GB to 32 GB.

Note:

- With the exception of Nintendo DSiWare (p. 5), all downloaded software is stored on the microSD card.
- Downloaded software (including its save data) cannot be moved or copied individually between microSD cards.
- See p. 60 on what to do once a microSD card is full.

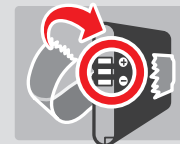
Battery

Repeated charging will decrease battery life and reduce the length of time you can use the system before recharging. If usage time is noticeably reduced, replace the battery using the procedures detailed in this section.

Please contact Nintendo Customer Support for further information on where to purchase a replacement (p. 70).

Battery Disposal

- Apply some tape over the positive (+) and negative (-) connectors.
- Do not remove the label.
- Do not attempt to disassemble the battery.
- Do not damage the battery.



Disposal of the Battery at the End of its Life

[071015/UKV/WEEE-2]

This product contains a lithium-ion rechargeable battery. The disposal of portable and rechargeable batteries is regulated under EU and national laws. Since batteries contain heavy metals that can cause serious environmental and health problems, they should be separately collected and recycled. When disposing of the battery, apply some tape over the positive (+) and negative (-) connectors.

Batteries are labelled with the crossed-out wheeled bin symbol, which means that they must not be discarded as household waste.

As a consumer, you have a legal duty to separate your used batteries from household waste and take them to a collection point for proper recycling. There are various battery collection points in your locality that will take back used batteries, including retail stores where batteries are sold and municipal waste collection sites. In some countries, collection bins and boxes are also set up in schools and other public buildings.

The sales price of this Nintendo product includes the cost of battery collection and recycling.



1 Loosen the battery cover (back plate)

Loosen the two screws securing the battery cover for 4 or 5 rotations using a cross-head screwdriver.

To prevent the screws from being lost, each back plate is fitted with a pair of special screws that do not rise up when loosened, and stay inside the plate when it is removed.

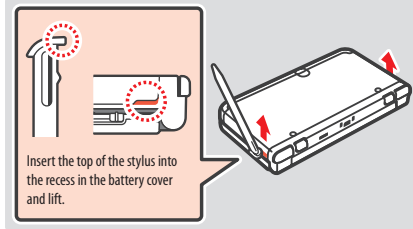
**How to avoid damaging the screws**

- Use a cross-head screwdriver that fits perfectly in the screw head.
- Lay the system on a flat surface and gently push the screwdriver into each screw while turning in an anticlockwise motion.

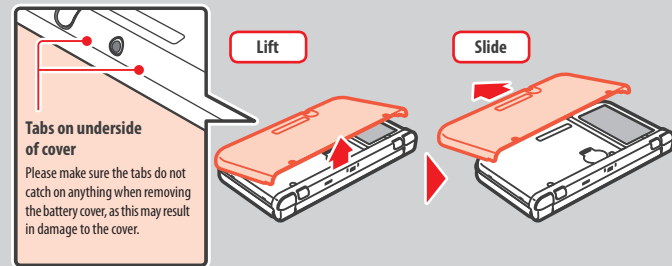
**2** Remove the battery cover (back plate) with the stylus

Lay the system on a flat surface, insert the top of the stylus firmly in between the battery cover and the system, and prise the two carefully apart.

- Note:
- Do not insert your fingernails in between the battery cover and the system, as this could result in injury.
 - Do not use excessive force, as this could result in damage to your system and/or the battery cover.

**Removing the battery cover on a New Nintendo 3DS XL system**

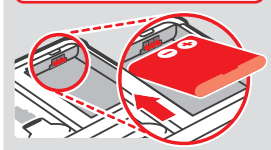
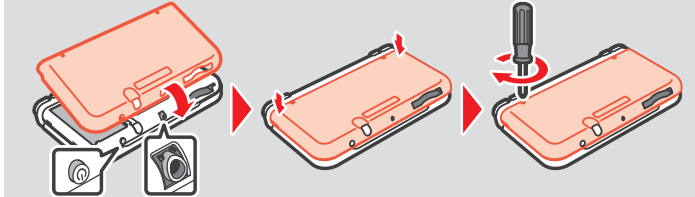
To remove the battery cover, lift it up slightly and slide it away from the bottom of the system.

**3** Replace the microSD card / battery**Push the card in, then remove it**

Note: Removing the microSD card without pushing it in first may lead to damage to the microSD card slot.

Insert new microSD card

Note: Do not touch the microSD card terminals or get them dirty.

Remove battery**Wait at least 10 seconds, then insert new battery****4** Replace the battery cover (back plate), and tighten the two screws**New Nintendo 3DS****New Nintendo 3DS XL**

Place the holes in the battery cover in line with the POWER Button and audio jack on the bottom of the system.

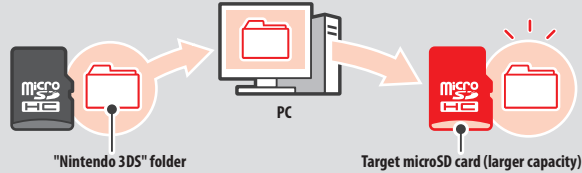
After removing the battery, the date and time settings will be reset. You should set them again by opening System Settings from the HOME Menu, selecting OTHER SETTINGS and then DATE & TIME (p. 46).

Note: Always replace the battery cover. If the system is subjected to a shock while the battery cover is off, the battery could be damaged leading to fire or explosion.

If Your microSD Card is Full...

To free up space on a full microSD card, delete photo, video or sound files you no longer need via Data Management in the System Settings (📖 p. 45). Alternatively, transfer all of the data from your current microSD card to one with a larger capacity. You can save software to another microSD card, but cannot later combine the contents of multiple microSD cards.

In order to transfer data, you will need a computer with a microSD card slot, or a commercially available microSD card reader/writer, and should transfer the entire "Nintendo 3DS" folder to the target microSD card.



Note:

- Always copy the folder to the root of the microSD card.
- Downloadable software (including save data) is stored inside the "Nintendo 3DS" folder. Photo data is not stored in this folder. **Do not modify, move, delete or change the names of files in this folder.**

Precautions for Copying Software

Always copy the entire "Nintendo 3DS" folder.

If updated data is saved on the new microSD card, you may not be able to use the same software with the original microSD card. You should only use one microSD card with a software title at a time; the same software cannot be copied to multiple microSD cards for use as backups of your progress. Ensure that you only use the new microSD card.

You cannot copy data using the following methods

Downloadable software saved on multiple microSD cards cannot be consolidated onto a single microSD card. Copying new data over existing data will render the target data unusable.



If the contents of the "Nintendo 3DS" folder are modified or if individual files are copied from one "Nintendo 3DS" folder to another, they will be rendered unusable. The entire "Nintendo 3DS" folder must be copied without any modification in order to use the data.



Troubleshooting




Before contacting Nintendo Customer Support, please use this section of the manual to determine the cause of the problem.

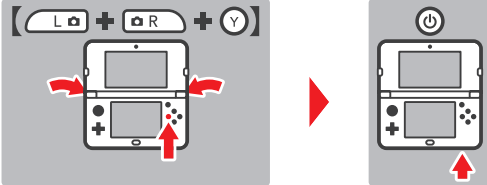
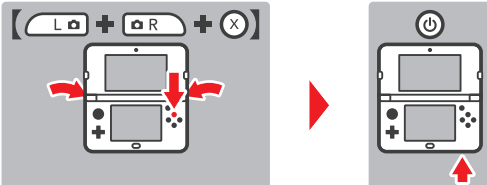
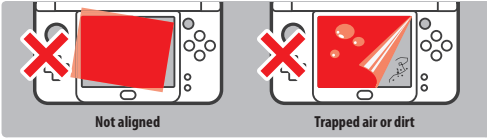
Note:

- You can also check the Troubleshooting section of the HOME Menu electronic manual (📖 p. 25).
- If the problem involves a game or accessory, please also refer to the corresponding manual/documentation.

Problem	Solution
I can't recharge the battery / The recharge LED is not lit	<ul style="list-style-type: none"> • Are you using a Nintendo 3DS AC adapter? <ul style="list-style-type: none"> ➤ Use the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately). The Nintendo DSi Power Supply is also compatible (📖 p. 2). • Is the AC adapter firmly inserted into the system and a plug socket? <ul style="list-style-type: none"> ➤ Unplug the AC adapter and wait approximately 30 seconds before plugging it in again. Make sure the AC adapter is securely connected to both the system and the plug socket (📖 p. 16). • Is the battery being recharged in a location with an ambient temperature between 5 – 35°C? <ul style="list-style-type: none"> ➤ Recharge the battery in a location with an ambient temperature between 5 – 35°C. You may not be able to recharge the battery in a location outside of this temperature range. • Is the battery connected properly? <ul style="list-style-type: none"> ➤ If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery may not be connected correctly. Make sure that the battery is connected properly (📖 p. 57). • Is the recharge LED lit? <ul style="list-style-type: none"> ➤ If the recharge LED is blinking, there is a chance that the battery is not connected properly. If you experience this, contact Nintendo Customer Support (📖 p. 70).
The system will not turn on	<ul style="list-style-type: none"> • Has the system been charged? <ul style="list-style-type: none"> ➤ Recharge the system (📖 p. 16). • Is the battery connected properly? <ul style="list-style-type: none"> ➤ If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery may not be connected correctly. Make sure that the battery is connected properly (📖 p. 57).
The system is hot	<ul style="list-style-type: none"> • Is the battery being charged in an area with a high temperature, or being charged for extended periods of time? <ul style="list-style-type: none"> ➤ Doing so can lead to the system temperature rising sharply. Charge the battery in a location with an ambient temperature between 5 – 35°C. Touching the system while it is hot may cause burns.
I charged the battery, but I can't play for long periods of time / It takes a long time to charge the battery	<ul style="list-style-type: none"> • Are you playing a game or recharging the battery in a location with an ambient temperature less than 5°C? <ul style="list-style-type: none"> ➤ In environments with a temperature less than 5°C, you will not be able to play games for long periods of time, and the battery will take longer than usual to recharge. • Battery Life <ul style="list-style-type: none"> ➤ Repeated charging will decrease battery life, reducing the length of time you can use the system. If usage time is noticeably reduced, replace the battery. Contact Nintendo Customer Support for further information on where to purchase a replacement (📖 p. 70).
The battery has expanded	<ul style="list-style-type: none"> ➤ Lithium-ion batteries are subject to degradation over time and can expand through repeated recharging. This is not a malfunction or a potential safety hazard. Please replace the battery if its expansion is affecting battery life (📖 p. 57). If the battery leaks, do not touch it and contact Nintendo Customer Support (📖 p. 70).

Problem	Solution
There is no video or audio output	<ul style="list-style-type: none"> • Has the Game Card been correctly inserted? <ul style="list-style-type: none"> ➤ Insert the Game Card gently but firmly until it clicks into place. • Is the system in Sleep Mode? <ul style="list-style-type: none"> ➤ If the system is in this state, exit Sleep Mode. Some software can enter Sleep Mode even without the system being closed.
There are black or bright dots on the LCD screens that do not go away/There are dark or light patches on the LCD screens	<ul style="list-style-type: none"> ➤ Small numbers of stuck or dead pixels are a characteristic of LCD screens. These are normal and should not be considered as a defect. The 3D Screen and Touch Screen have different specifications, so their colour displays and levels of brightness may differ.
The brightness differs between LCD screens	<ul style="list-style-type: none"> ➤ The technical specifications of the upper and lower screens are different, which means their brightness levels can also be different. This is normal and should not be considered as a defect.
The screen hue changes suddenly / The brightness changes and it becomes difficult to see bright colours	<ul style="list-style-type: none"> • Is Auto-Brightness or power-saving mode on? <ul style="list-style-type: none"> ➤ Auto-Brightness automatically changes the screen brightness according to the light level of your surroundings. Power-saving mode changes the brightness and colour gradient automatically according to the content being displayed, to extend the battery charges for longer periods of time. This can lead to pale colours whitening and other colours changing. To maintain fixed colour and brightness level, turn Auto-Brightness and power-saving mode off (📖 p. 28).
3D images cannot be seen or are difficult to see	<ul style="list-style-type: none"> • Are you using Nintendo DS / Nintendo DSi software? <ul style="list-style-type: none"> ➤ Nintendo DS / Nintendo DSi software titles cannot display 3D content. • Does the content you are viewing support the 3D feature? <ul style="list-style-type: none"> ➤ Some software and types of content do not support the display of 3D images. Try viewing 3D images in a different Nintendo 3DS software title. • Is the 3D depth slider set to the lowest level? <ul style="list-style-type: none"> ➤ Adjust the 3D depth slider to a level that is comfortable for you (📖 p. 22). • Is the super-stable 3D function deactivated? <ul style="list-style-type: none"> ➤ Activate the function (📖 p. 46). • Is the 3D Screen properly calibrated? <ul style="list-style-type: none"> ➤ Hold the 3D Screen away from your eyes at a distance of about 30cm if using New Nintendo 3DS and about 35cm if using New Nintendo 3DS XL (📖 p. 21). Touch 3D CALIBRATION in the System Settings for more details (📖 p. 46). (If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, the 3D effects may not work properly or at all. For users with any difference in vision between their left and right eyes, it is advised that you correct your vision before use, for example using spectacles.) • Are the 3D Screen, inner camera or infrared LED dirty? <ul style="list-style-type: none"> ➤ Wipe any fingerprints or other marks off using a soft, clean cloth. • Does the software you are using make use of the camera function? <ul style="list-style-type: none"> ➤ Super-stable 3D deactivates when the inner or outer camera function is being used. Some software may use the camera function even when you are not using it to take photos. • Have you attached a commercially available protective sheet to the 3D Screen? <ul style="list-style-type: none"> ➤ Certain products can obscure the clarity of 3D images. Refer to the instruction information that comes with the product for details on how to apply.


Problem	Solution
3D images cannot be seen or are difficult to see	<ul style="list-style-type: none"> • Are you in direct sunlight or an area with a strong light source? <ul style="list-style-type: none"> ➤ Using the system in areas with strong light sources can cause the light to reflect on the screen, rendering it difficult to see. • Are Parental Controls configured? <ul style="list-style-type: none"> ➤ Disable the Parental Controls item which restricts Display of 3D Images (📖 p. 43). • Are you looking at the lower screen? <ul style="list-style-type: none"> ➤ This screen cannot display 3D content. <p>The 3D effects generated by your system are created using the binocular disparity of the eyes. Everyone will have a different way of viewing 3D images. If you see a double image or are unable to see 3D images even when viewing them correctly and with the proper settings, please use the 2D display only (📖 p. 22).</p> <p>Hints for super-stable 3D and facial recognition Follow the advice below to increase the effectiveness of super-stable 3D and improve facial recognition.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>Face the camera straight on</p> </div> <div style="text-align: center;">  <p>Move hair to fully reveal your face</p> </div> </div> <div style="text-align: center; margin-top: 10px;">  <p>Remove your glasses</p> </div> <p>Other factors, such as hairstyle, the colour, shape and volume of facial hair, and jewellery, also affect successful facial recognition.</p> <p>If facial recognition still does not work, select SUPER-STABLE 3D in the System Settings (📖 p. 46).</p> <p>Note: Even taking the aforementioned factors into account, individual features and certain environments can make accurate recognition difficult. In this case you can deactivate super-stable 3D in the System Settings.</p>

Problem	Solution
The Circle Pad doesn't work properly	<ul style="list-style-type: none"> • Does Circle Pad input match what you see on screen? ➤ In rare cases, the Circle Pad's input may stop working properly after long periods of use or being used forcefully. If the in-game movements do not match the Circle Pad input, use the CIRCLE PAD option in System Settings to calibrate the input (p. 46). <p>Note: If movements are being input despite the Circle Pad not being used, and you are unable to use the buttons or Touch Screen, turn the system off, then start it again on the Circle Pad calibration screen by pressing the POWER Button while pressing and holding L Button + R Button + Y Button.</p> 
The Touch Screen doesn't work properly	<ul style="list-style-type: none"> • Does the Touch Screen input match what you see on screen? ➤ If the in-game movements do not match the Touch Screen input, use the TOUCH SCREEN option in System Settings to calibrate the input (p. 46). <p>Note: If you are unable to use the Touch Screen to perform this procedure, turn the system off, then start it again on the Touch Screen calibration screen by pressing the POWER Button while pressing and holding L Button + R Button + X Button.</p>  <ul style="list-style-type: none"> • Have you attached a commercially available protective sheet to the Touch Screen? ➤ If you have applied a commercially available protective sheet to the Touch Screen, refer to its instruction manual and be sure it has been applied correctly before attempting to calibrate the Touch Screen.  <p style="text-align: center;">Not aligned Trapped air or dirt</p>

Problem	Solution
The C Stick doesn't work properly	<ul style="list-style-type: none"> • Is the software compatible with the C Stick? ➤ The C Stick is only usable in software titles or sections of software titles that support it, or in place of the Right Circle Pad for software that supports the Nintendo 3DS Circle Pad Pro (p. 14). • Does the C Stick input match what you see on screen? ➤ If you move the C Stick while the system is turning on, movements may be input despite the C Stick not being used. If this happens, close the system and enter Sleep Mode. When you open the system and exit Sleep Mode, the C Stick will automatically recalibrate.
The screen goes completely black and the system won't respond / The system freezes up	<ul style="list-style-type: none"> ➤ If the screen stays black when you turn the system on or when you exit Sleep Mode (reopen the system after closing it while the power is on), or the screen suddenly goes black during gameplay and the system stops responding, turn the system off by holding the POWER Button down until the Power LED goes out, then press the POWER Button again to turn the system back on.
No sound from the speakers	<ul style="list-style-type: none"> • Are headphones connected? ➤ If headphones are attached to the system, no sound will come through the speakers. <p>Note: The camera's shutter sound will always be played at a fixed volume, regardless of the current setting of the volume control and even if headphones are connected.</p>
No audio from headphones	<ul style="list-style-type: none"> • Is the plug of the headphones firmly inserted? ➤ Make sure the plug of the headphones is securely plugged into the audio jack.
I can't use the microphone / My voice isn't recognised	<ul style="list-style-type: none"> • Does this software title or section of it use the microphone? ➤ The microphone is only usable in software titles or sections of software titles that support it. • Is the microphone working properly? ➤ Select MIC TEST in System Settings to confirm that the microphone is functioning properly (p. 46). • Are voices other than your own, such as those of family and friends, recognised correctly? ➤ There are individual differences in speech recognition rates. Some voices are more difficult to recognise than others. • Is a headset with microphone attached? ➤ Try removing the headset with microphone and using the system microphone instead.
My steps aren't being counted	<ul style="list-style-type: none"> • Is the system open? ➤ Your steps will only be counted while the system is closed and in Sleep Mode. • Is the system in a loosely-hanging bag, or is it hanging from a wrist strap? ➤ There may be cases where the system cannot correctly count your steps. If it is put in a loosely-hanging bag while walking, step data may not be counted accurately. If you want to put the system in a bag while carrying it around, use a tight-fitting bag such as a belt pouch. <p>Note:</p> <ul style="list-style-type: none"> • Depending on the conditions, the step count might be higher or lower than the number of actual steps taken. • Do not put the system into your back pocket. Subjecting the system and LCD screens to excessive force, for example by sitting on them, can damage them and lead to injury or malfunction.
My microSD card is not responding	<ul style="list-style-type: none"> • Has the microSD card been correctly inserted into the system? ➤ Turn the power off and insert the microSD card gently but firmly until it clicks into place in the microSD card slot on the back of the system (p. 57). • Are the microSD card terminals dirty? ➤ Softly wipe the terminals with dry cotton to avoid damaging the microSD card.

Problem	Solution
Even though a Game Card has been inserted, the icon for the software title does not appear and the HOME Menu displays: "There is nothing inserted into the Game Card slot."	<ul style="list-style-type: none"> • Is the Game Card inserted properly? <ul style="list-style-type: none"> ➤ Remove the Game Card and properly reinsert it until it clicks into place. If this doesn't work, try reinserting it a few more times (Ⓛp. 32). • Are you using a software title from a different region? <ul style="list-style-type: none"> ➤ Only Nintendo 3DS and Nintendo DSi software titles matching the region of the system will work. Software titles from different regions may not function.
This message appears while playing Nintendo DS / 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."	<ul style="list-style-type: none"> ➤ Turn off the power, then turn it back on and try again, carrying out the same procedure as before. If the error message still appears, there may be a fault with your system. Please contact Nintendo Customer Support for assistance (Ⓛp. 70).
I am having difficulty using wireless communications (communications are interrupted and the game cannot be played smoothly)	<ul style="list-style-type: none"> • Is one of the following signal strength icons (📶 or 📶) shown on screen? <ul style="list-style-type: none"> ➤ Signal strength appears to be poor. Move closer to the other player(s), and remove obstructions between the systems.
I can't find a wireless network access point	<ul style="list-style-type: none"> • Is your access point using WEP security encryption? <ul style="list-style-type: none"> ➤ Your system is unable to use Wi-Fi Protected Setup to connect to access points that use WEP security. • Is your access point using WPA2-PSK (TKIP) security encryption (Ⓛp. 42)? <ul style="list-style-type: none"> ➤ Your system is unable to search for access points that use WPA2-PSK (TKIP) security.
I can't connect to the internet	<ul style="list-style-type: none"> • Does an error code appear? <ul style="list-style-type: none"> ➤ An error message and error code will appear if the internet connection settings are incorrect or if the connection test fails. Follow the instructions given in the on-screen error message. For error codes that appear when setting up Nintendo DS Connections or when playing Nintendo DS or Nintendo DSi software, please read the following. <div style="border: 1px solid gray; padding: 5px; margin-top: 10px;"> <p>For error codes that appear when playing Nintendo DSi software The internet connection configured for your system may not be correct. Select CONNECTION TEST from Internet Settings to start the connection test, then follow the instructions given in the error message.</p> </div>

Problem	Solution
I can't disable Parental Controls	<ul style="list-style-type: none"> • Did you enter the correct PIN? <ul style="list-style-type: none"> ➤ Enter the correct PIN (Ⓛp. 44). • Did you enter the correct answer to your secret question? <ul style="list-style-type: none"> ➤ Enter the correct answer to your secret question (Ⓛp. 44). <div style="border: 1px solid gray; padding: 10px; margin-top: 10px;"> <p>If you have forgotten your PIN or secret question answer...</p> <p>If you have forgotten your PIN Touch FORGOT PIN on the first screen that appears after touching PARENTAL CONTROLS in System Settings, or touch I FORGOT on the PIN entry screen. Enter the answer to your secret question.</p> <p>If you have forgotten your secret question answer</p> <ol style="list-style-type: none"> 1 Touch I FORGOT on the secret answer entry screen. <ol style="list-style-type: none"> 2 If you have registered an email address, touch OK on the screen for obtaining a master key. A master key will then be sent to the registered email address. <p>Note:</p> <ul style="list-style-type: none"> • An internet connection is required to receive a master key. • If you are blocking emails using a spam filter or domain filtering, ensure that your email account can accept emails from the "@nintendo.net" domain. <p>If you have not registered an email address... An enquiry number will be displayed. Please contact Nintendo Customer Support by phone or email (Ⓛp. 70) with the enquiry number and the date currently set on your system. You will be given a master key.</p> <ol style="list-style-type: none"> 3 Touch OK on the previous screen, then enter the master key. <p>Note: Once you've entered the master key, your email address will be deleted from the system. Please register your email address again after setting a new PIN.</p> </div>

Problem	Solution
My system suddenly enters Sleep Mode	<ul style="list-style-type: none"> It may have entered Sleep Mode as the result of an external magnetic field. Move your system away from magnetic objects, including other Nintendo 3DS systems. Note: Stacking this system on top of other Nintendo 3DS systems may also result in the system entering Sleep Mode. 
Nintendo 3DS Sound does not display audio files and folders	<ul style="list-style-type: none"> Does the microSD card contain saved audio files that can be played using Nintendo 3DS Sound? Nintendo 3DS Sound can play AAC files with a file extension of .m4a, .mp4 and .3gp, or MP3 files with a file extension of .mp3. Other audio files, such as copy-protected ones, cannot be played back. Are the audio files saved to the "Private" folder found in the "Nintendo 3DS" folder on the microSD card? Audio files saved to the "Private" folder found in the "Nintendo 3DS" folder will not be displayed in Nintendo 3DS Sound. Files should be saved to a different folder.
I can't play back audio files using Nintendo 3DS Sound	<ul style="list-style-type: none"> Are the audio files in a format that can be played by Nintendo 3DS Sound? Nintendo 3DS Sound can play audio files which meet the following requirements: <ul style="list-style-type: none"> File format: AAC (.m4a, .mp4 or .3gp), MP3 (.mp3) Bit rate: 16 – 320 kbps Sampling rate: 32 kHz – 48 kHz Are the audio files protected by DRM (Digital Rights Management)? DRM-protected audio files cannot be played using Nintendo 3DS Sound.

If you need further help...

If your system still does not operate correctly after trying these troubleshooting steps or the ones listed in the HOME Menu electronic manual (p. 25), we recommend that you read the manufacturer's warranty and call Nintendo Customer Support to request an inspection of the affected item (p. 70). There you can find information on how to request a repair, the terms of the warranty and the terms of the repair service.

Disposal of this Product at the End of its Life

[220115/UKV/WEEE-1]

The crossed-out wheeled bin symbol means that this product should not be disposed of in your general household waste. Waste electrical and electronic equipment may contain hazardous substances which, if not treated properly, could lead to damage to the environment and human health. Instead, please contact your local authority for information on suitable collection sites and recycling facilities, or contact your local retailer who, in exchange for your buying an equivalent new product, may take back this product for free for recycling. This way you will be helping to ensure that the equipment is properly treated and its parts recovered, recycled or reused in an environmentally friendly way.



Technical Specifications

Note: These specifications may be changed without prior notice.

	New Nintendo 3DS	New Nintendo 3DS XL
Model Number	KTR-001	RED-001
LCD Screens (Screen Size / Resolution)	Upper Screen: 3D-enabled widescreen LCD (with super-stable 3D) 3.88 inches (84.6mm wide x 50.76mm high) 800x240 pixels (400 pixels per eye when using 3D feature) Can display 16.7 million colours Lower Screen: Touch-screen LCD 3.33 inches (67.68mm wide x 50.76mm high) 320x240 pixels Can display 16.7 million colours	Upper Screen: 3D-enabled widescreen LCD (with super-stable 3D) 4.88 inches (106.2mm wide x 63.72mm high) 800x240 pixels (400 pixels per eye when using 3D feature) Can display 16.7 million colours Lower Screen: Touch-screen LCD 4.18 inches (84.96mm wide x 63.72mm high) 320x240 pixels Can display 16.7 million colours
AC Adapter / Battery	Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately) New Nintendo 3DS Battery (KTR-003)	Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately) Nintendo 3DS XL Battery (SPR-003)
Dimensions	80.6mm high x 142mm wide x 21.6mm thick (when closed)	93.5mm high x 160mm wide x 21.5mm thick (when closed)
Weight	Approx. 253g (including battery, stylus and microSD card)	Approx. 329g (including battery, stylus and microSD card)
Wireless Frequency	2.4GHz Band (11b: 1-13ch/11g: 1-11ch)	
Communication Standard	IEEE802.11b/g	
Output Power	11b: 5.5dBm / 11g: 5.0dBm maximum	
Recommended Communication Distance	Within 30m Note: The maximum distance at which communication is possible may be reduced depending on the surroundings.	
Camera Feature	Lens: Fixed focal length Image sensor: CMOS Effective pixels: About 300,000	
Clock Feature	Max. Daily Variation of ± 4 seconds (when used within the "Usable Environment" below)	
Speakers	Stereo (supports pseudo-surround)	
Input / Output Terminals	Game Card slot, microSD card slot, cradle connectors, AC adapter connector, audio jack (stereo output)	
Sensors	Motion sensor, gyro sensor	
Other Features	Infrared communication (recommended communication: within 20cm) Note: The maximum distance at which communication is possible may be reduced depending on the surroundings. Near-field communication (NFC)	
Maximum Power Consumption	Approx. 4.1W (when charging)	
Usable Environment	Temperature: 5 – 35°C Humidity: 20 – 80%	
Charge Time	Approx. 3.5 hours	
Battery Life	Please see p. 20.	
Battery	Model Number: KTR-003 Battery Type: Lithium ion Battery Capacity: 5.2Wh	Model Number: SPR-003 Battery Type: Lithium ion Battery Capacity: 6.5Wh
Stylus	Model Number: KTR-004 Material: Plastic (ABS/PE) Length: Approx. 76.5mm	Model Number: RED-004 Material: Plastic (ABS/PE) Length: Approx. 86mm

Contact Information

Warranty UK and Ireland

[180416/UKV-HW]

12-MONTH MANUFACTURER'S WARRANTY – NINTENDO HARDWARE

This warranty covers Nintendo consoles, including the original built-in software included with the respective Nintendo consoles at the time of purchase (the "Nintendo Operating Software") and any controllers included within the console packaging (the "Nintendo Controllers"). In this warranty, the Nintendo console, the Nintendo Operating Software and the Nintendo Controllers are referred to together as the "Product".

Subject to the terms and exclusions below, Nintendo of Europe GmbH, Herriotstr. 4, 60528 Frankfurt, Germany ("Nintendo") warrants to the original consumer purchasing the Product in any country of the European Economic Area or Switzerland ("you") that, for a period of 12 months from the date of the purchase of the Product by you, the Product will be free from defects in materials and workmanship.

EXCLUSIONS

This warranty does not cover:

- software (other than the Nintendo Operating Software) or games (whether included with the Product at the time of purchase or not);
- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether included with the Product at the time of purchase or not);
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, modification, use with products not supplied, licensed or authorised for use with the Product by Nintendo (including, but not limited to, non-licensed game enhancements, copier devices, adapters, power supplies or non-licensed accessories), computer viruses or connecting to the internet or other forms of electronic communication, use of the Product otherwise than in accordance with the respective instructions, or any other cause unrelated to defects in material and workmanship;
- defects in the Product that are caused by the use of faulty, damaged or leaking batteries or battery packs, or any other use of batteries or battery packs not in accordance with the respective instructions;
- gradual decrease over time in the capacity and performance of batteries and battery packs for the Product (which, for the avoidance of doubt, will not be deemed to be a defect in material or workmanship of the Product);
- the Product if it has been opened, modified or repaired by any person or company other than Nintendo or its authorised partners, or if the Product has its serial number altered, defaced or removed;
- loss of any data that has been loaded onto or stored on the Product by any person or company other than Nintendo or its authorised partners;
- loss of data or any other content, such as software, as a result of formatting the memory of the Product (or the SD card/microSD card or any other external storage device being used with the Product); or
- loss of data or any other content as a result of deleting a Nintendo Network ID registered or linked to the Product.

HOW TO MAKE A CLAIM

To make a valid claim under this warranty, you must:

- notify Nintendo of the defect in the Product within 12 months of the date of the purchase of the Product by you, and
- return the Product to Nintendo within 30 days of notifying Nintendo of that defect.

To make a claim, please contact **Nintendo Customer Support**.

Before sending the Product to Nintendo Customer Support, you should remove or delete any private or confidential files or data.

By sending the Product to Nintendo you accept and agree that Nintendo will not be responsible for any loss, deletion or corruption of your files or data that has not been deleted or removed. Nintendo strongly recommends that you make a backup copy of any data that you do not remove or delete. Please note that, depending on the type of repair, data or other content stored in the memory of the Product may be deleted, and you may not be able to read data or other content saved to your SD card/microSD card or to any other external storage device, or import it back onto the Product following such repair.

When sending the Product to Nintendo Customer Support, please:

1. use the original packaging where possible;
2. provide a description of the defect;
3. attach a copy of your proof of purchase, which indicates the date of purchase of the Product.

If, having inspected the Product, Nintendo accepts that the Product is defective, Nintendo will (at its sole discretion) either repair or replace the part causing the defect, or replace the relevant element of the Product without charge.

If the above 12-month warranty period has expired at the time the defect is notified to Nintendo or if the defect is not covered by this warranty, Nintendo may still be prepared to repair or replace the part causing the defect or replace the relevant element of the Product (at its sole discretion). For further information or, in particular, details of any charges for such services, please contact **Nintendo Customer Support**.

This manufacturer's warranty does not affect any statutory rights which you may have under consumer protection legislation as the purchaser of goods. The benefits described here are in addition to those rights.

Nintendo Customer Support (UK and Ireland)

[180416/UKV]

Nintendo Customer Support customer-support@nintendo.co.uk

www.nintendoservicecentre.co.uk (for support and repairs)
www.nintendo.co.uk (for general enquiries)

PO Box 4678, Windsor, SL4 9DZ
United Kingdom

(+44) 0345 60 50 247

(UK: Calls charged at the national rate. • Ireland: Calls charged at the international rate of the service provider.)

Nintendo Customer Support (South Africa)

[180416/RSA]

Nintendo Customer Support support@nintendo.co.za

www.nintendo.co.za

The iStore Building, No.1 Sandton Drive
Sandton, 2146
South Africa

(+27) 011 390 7002

(Calls are charged at the local rate to the caller.)

Notes

Notes

Trademarks are property of their respective owners.

Nintendo 3DS is a trademark of Nintendo.

© 2014 Nintendo Co., Ltd.

This product includes RSA BSAFE® Cryptographic software of EMC Corporation. RSA and BSAFE are registered trademarks or trademarks of EMC Corporation in the United States and other countries.

©2005 EMC Corporation. All rights reserved.

microSDHC Logo is a trademark of SD-3C, LLC.

This product uses certain fonts provided by Fontworks Inc.

This product uses the LC Font by Sharp Corporation.

LCFont, LC Font and the LC logo mark are trademarks of Sharp Corporation. This product includes speech rate conversion software developed by Toshiba corporation.

Copyright © 2008 TOSHIBA CORPORATION

Ubiquitous TCP/IP+SSL

Copyright © 2001 – 2010 Ubiquitous Corp.

Powered by Devicescap Software. Portions of this products are

© 2003 – 2010 Devicescap Software, Inc. All rights reserved.

Copyright © 2003 – 2010, Jouni Malinen <j@w1.fi> and contributors

All Rights Reserved.

WPA Supplicant licensed pursuant to BSD License.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and / or other materials provided with the distribution.
3. Neither the name(s) of the above-listed copyright holder(s) nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>).

Copyright © 1998 – 2007 The OpenSSL Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and / or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:
"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)"
4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior

written permission. For written permission, please contact

openssl-core@openssl.org.

5. Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.
6. Redistributions of any form whatsoever must retain the following acknowledgement:
"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)"

THIS SOFTWARE IS PROVIDED BY THE OPENSSL PROJECT "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OPENSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This product includes cryptographic software written by Eric Young.

Copyright © 1995 – 1998 Eric Young (ey@cryptsoft.com).

All rights reserved.

This package is an SSL implementation written by Eric Young

(ey@cryptsoft.com).

The implementation was written so as to conform with Netscapes SSL.

This library is free for commercial and non-commercial use as long as the following conditions are adhered to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and / or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgement:
"This product includes cryptographic software written by Eric Young (ey@cryptsoft.com)"
The word 'cryptographic' can be left out if the routines from the library being used are not cryptographic related :-).
4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgement: "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE

LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence [including the GNU Public Licence.]

"QR code reader" includes software deliverables of Information System Products Co., Ltd. and Institute of Super Compression Technologies, Inc. QR Code is a registered trademark of DENSO WAVE INCORPORATED in JAPAN and other countries.

A OSS™ and AOSS™ are the trademarks of BUFFALO INC.

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 SYSTEMS PATENT PORTFOLIO LICENSE FOR ENCODING IN COMPLIANCE WITH THE MPEG-4 SYSTEMS

STANDARD. EXCEPT THAT AN ADDITIONAL LICENSE AND PAYMENT OF ROYALTIES ARE NECESSARY FOR ENCODING IN CONNECTION WITH (i) DATA STORED OR REPLICATED IN PHYSICAL MEDIA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND / OR (ii) DATA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND IS TRANSMITTED TO AN END USER FOR PERMANENT STORAGE AND / OR USE. SUCH ADDITIONAL LICENSE MAY BE OBTAINED FROM MPEG LA, LLC. SEE <[HTTP://WWW.MPEGLA.COM](http://www.mpegla.com)> FOR ADDITIONAL DETAILS.

Wi-Fi Protected Access® (WPA and WPA2), and the Wi-Fi Protected Setup icon are registered trademarks of the Wi-Fi Alliance.

THIS PRODUCT IS LICENSED UNDER THE AVC PATENT PORTFOLIO LICENSE FOR THE PERSONAL USE OF A CONSUMER OR OTHER USES IN WHICH IT DOES NOT RECEIVE REMUNERATION TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE AVC STANDARD ("AVC VIDEO") AND/OR (ii) DECODE AVC VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE AVC VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com)



DECLARATION OF CONFORMITY

Hereby, Nintendo declares that the radio equipment type (New Nintendo 3DS / New Nintendo 3DS XL) is in compliance with Directive 2014/53/EU. The full text of the EU declaration of conformity is available at the following internet address: <http://docs.nintendo-europe.com/>

European Registered Design: 2585083-1/6.