

NINTENDO  3DS™

OPERATIONS MANUAL

FRANÇAIS Pg. 109 ■ ESPAÑOL Pg. 219



NINTENDO OF AMERICA INC. P.O. BOX 957, REDMOND, WA 98073-0957 U.S.A.

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The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



This product is a precision electronic device that can be damaged by direct physical impact or contact with dust or other foreign material. A protective carrying case (sold separately) may help prevent damage to your Nintendo 3DS™ system.

Please carefully read this Operations Manual before setup or use of the Nintendo 3DS system. If, after reading all of the instructions, you still have questions, please visit our customer service area at support.nintendo.com or call 1-800-255-3700.

A NOTE ABOUT COMPATIBILITY: The Nintendo 3DS system is only compatible with Nintendo 3DS, Nintendo DSi, and Nintendo DS software. Nintendo 3DS Game Cards are only compatible with the Nintendo 3DS system. Some accessories may not be compatible with the Nintendo 3DS system.

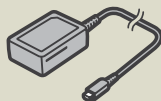
Your system includes:



Nintendo 3DS charging cradle



Nintendo 3DS system



Nintendo 3DS AC adapter



Nintendo 3DS stylus (inserted into the system's stylus holder)



2 GB SD Memory Card (inserted into the system's SD Card slot)



AR Cards



Operations Manual, Quick-start guides, and other printed enclosures.



Product recycling information:
visit recycle.nintendo.com

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NINTENDO 3DS™

Here is a look at a few of the exciting features of the Nintendo 3DS system!



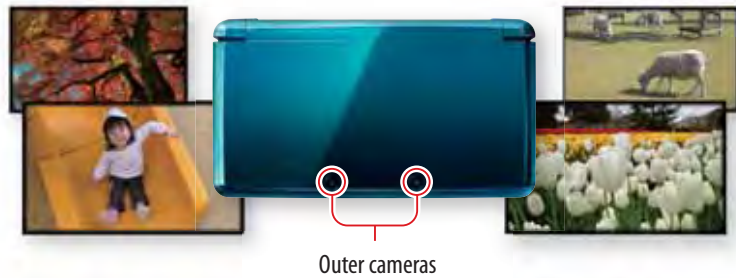
Experience 3D images without the need for special eyewear (page 22).



©1998-2011 Nintendo

Only specially designed Nintendo 3DS software titles that support 3D image display will appear in 3D. Nintendo DS and Nintendo DSi software do not support 3D display.

Take 3D photos with the outer cameras (page 42).



Play Nintendo 3DS, Nintendo DS, and Nintendo DSi software (page 31).



Nintendo 3DS Game Cards



Nintendo DS & Nintendo DSi Game Cards

The Nintendo 3DS system includes this built-in software:



Nintendo 3DS Camera

Take 3D photos with the built-in cameras and software.



Nintendo 3DS Sound

Listen to music or record sounds.



MiiMAKER™

Create Mii™ characters as alter egos for you and your family and friends.



ARGAMES™

Play augmented-reality games using the AR Cards included with your system and the Nintendo 3DS Camera application.



FACE RAIDERS™

Play a shooting game where your face and your friends' faces become game characters.



Activity Log

Check your play times for software you are using or see the amount of steps you have walked while carrying your Nintendo 3DS with you.

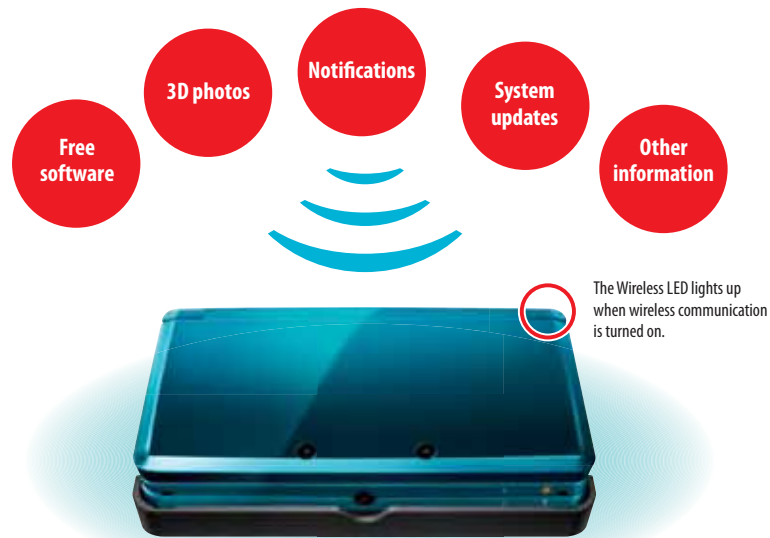
Nintendo eShop

Download various software titles to play on your Nintendo 3DS system.

NOTE: To use this feature, you must connect to the Internet and perform a system update. See page 63 for more information on setting up a wireless broadband Internet connection. See page 80 for more information on how to do a system update.

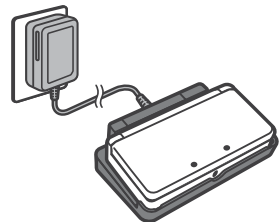
SpotPass™

The SpotPass feature allows the Nintendo 3DS system to automatically communicate with a nearby wireless LAN access point, enabling it to connect to the Internet and transmit a variety of data. The system can also do this while playing a game or in Sleep Mode (power is on, but the system is closed).



To connect to a wireless LAN access point, you will need to configure the Internet settings for your Nintendo 3DS system (see page 63).

- Within the service area of a Nintendo Zone or other wireless services, you can connect to the Internet without configuring your Internet settings.
- System updates may unlock the ability to receive more types of data via SpotPass, depending on the game you are playing. It is recommended that you perform system updates to keep your Nintendo 3DS system current with the latest features (see page 80).
- If you turn wireless communication off with the wireless switch, the system will not be able to use the communication features.



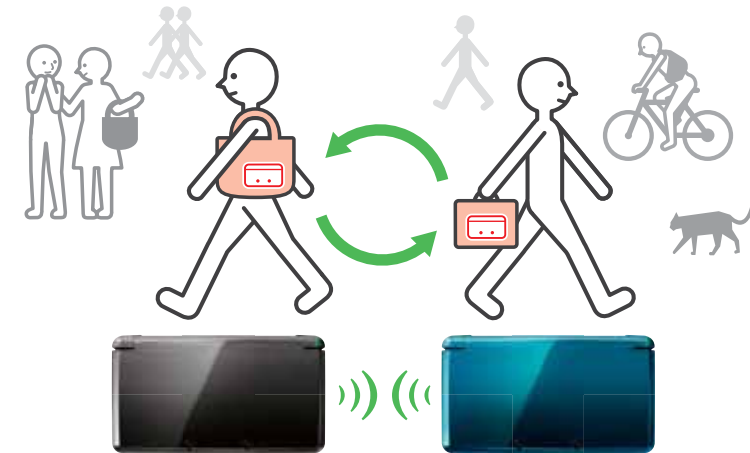
Keeping your system charged.

Your system includes a charging cradle to make charging easy. When not in use, you can put the Nintendo 3DS system in Sleep Mode and keep it in the charging cradle, so it stays fully charged and can still communicate using the SpotPass feature.

See page 21 for more information on battery endurance.

StreetPass™

The StreetPass feature allows the Nintendo 3DS system to automatically search for and communicate with other Nintendo 3DS systems and to exchange information with them as you walk by.



If you are playing a game, or if the system is in Sleep Mode (turned on but closed) and you pass someone who has enabled StreetPass for the same software, you will exchange data with them. (If you don't want to allow data exchange, you can disable wireless communication.)

If StreetPass is successful...



The Wireless LED illuminates when wireless communication is activated.



A message will appear on your notification list (see page 40 for more information on the Notifications application and receiving messages).

StreetPass settings for Nintendo 3DS software are saved on the system. The data you transmit with StreetPass varies depending on the software using this feature. Each software program has its own StreetPass settings.

- Up to 12 Nintendo 3DS software titles can use StreetPass simultaneously.
- With Nintendo DS and Nintendo DSi software, you must start the software first, and then put it in tag mode (the name for this mode may vary depending on the game you are playing).
- If you turn the power off or disable wireless communication, the system cannot communicate.
- StreetPass does not work if you are connected to the Internet, or are using local communication, depending on the software you are using (see page 26).

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Health and Safety Information and Usage Guidelines

Important Safety Information – Read the following warnings before setup or use of the Nintendo 3DS system. If this product will be used by young children, this manual should be read and explained to them by an adult. Failing to do so may cause injury. Please carefully review the instruction booklet for the game you are playing for additional health and safety information.

Throughout this manual, you will see this symbol  followed by WARNING or CAUTION, or you may see the term IMPORTANT. These terms have different levels of meaning as outlined below. Please read and understand these terms and the information that appears after them before using your Nintendo 3DS system:

WARNING Warns you about incorrect use of the Nintendo 3DS system that could result in serious personal injury.

CAUTION Cautions you about incorrect use of the Nintendo 3DS system that could result in personal injury or damage to the Nintendo 3DS system, components, games, or accessories.

IMPORTANT: Informs you about incorrect use of the Nintendo 3DS system that could result in damage to the Nintendo 3DS system, components, games, or accessories.

Health and Safety Information

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in this manual for more information.

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 had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a 10 to 15 minute break every hour.

WARNING - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

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

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, 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. Doing so may cause fatigue or discomfort.
- 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 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 - BATTERY LEAKAGE

The Nintendo 3DS system contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS system. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS system within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS system without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

IMPORTANT: The Nintendo 3DS system allows you to disable wireless communication. To turn off all wireless communication, push the wireless switch to turn the feature off. See page 12 for more information. Make sure the wireless LED is off.

NOTE: This product does not contain latex.

This product complies with applicable laws barring the use of toxic materials such as lead, mercury, cadmium, hexavalent chromium, PBB, or PBDE in consumer products.

HARDWARE PRECAUTIONS AND MAINTENANCE

1. Do not disassemble or try to repair the Nintendo 3DS system, components, or accessories. Doing so voids your warranty.
2. Always turn the Nintendo 3DS power off before loading or removing a Game Card. Insert the Game Card completely until it clicks into place, without forcing either the Game Card or the Nintendo 3DS system.
3. Do not store the Nintendo 3DS system in a humid place, on the floor, or in any location where it may contact moisture, dirt, dust, lint, or any other foreign material.
4. Do not drop, hit, or otherwise abuse the Nintendo 3DS system, components, or accessories. Doing so may damage the LCD screens or other precision components of the Nintendo 3DS system.
5. Make sure all connections to the Nintendo 3DS system are made carefully and inserted into the correct locations only. Hold plugs straight when inserting them into sockets.
6. When disconnecting any plugs from the Nintendo 3DS system or wall outlet, first turn the Nintendo 3DS system off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull, or bend any wires or cables.
7. Do not expose the Nintendo 3DS system, Game Cards or any of the Nintendo 3DS components or accessories to extreme heat or cold. The liquid crystal displays (LCD) may become slower or may not work when the temperature is low. The LCD will deteriorate at a high temperature. Take care not to expose the Nintendo 3DS system to direct sunlight for extended periods of time.
8. The LCD screens may be damaged by sharp objects or pressure. Take care to protect the displays from scratches or stains.
9. Connect ONLY accessories designed and licensed for use with the Nintendo 3DS system to any external connectors.
10. Do not spill liquids on the Nintendo 3DS system, Game Cards, or other components or accessories. If the Nintendo 3DS system comes into contact with liquids, wipe clean with a soft, slightly damp cloth (use water only). Remove the battery cover and battery. If liquid came into contact with the battery, do not reuse it. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your Nintendo 3DS system.
11. Do not rapidly turn the power switch ON and OFF, as this may shorten the life of the battery and cause Game Cards to lose your stored game information.
12. To avoid dirt or dust from getting into the Nintendo 3DS system, always leave a Game Card loaded (with the power off), when not in use.
13. When using an AC adapter, make sure you are using the correct model appropriate for your Nintendo 3DS system. Always unplug the AC adapter from the wall outlet when not in use.
14. Do not use the AC adapter if the cable or plug is damaged.
15. The AC adapter is intended to be correctly oriented in a vertical or floor mounted position.

GAME CARD PRECAUTIONS AND MAINTENANCE

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Card and/or the Nintendo 3DS system.
2. The Game Card is a high-precision electronic device. Do not store it in places that are very hot or cold. Do not hit, drop, or otherwise abuse it. Do not attempt to take it apart.
3. Do not clean with benzene, paint thinner, alcohol or any other solvent.
4. Always check the Game Card edge connector for foreign material before inserting the Game Card into the Nintendo 3DS system.

IMPORTANT BATTERY GUIDELINES

1. Do not remove the battery pack from the Nintendo 3DS system unless it needs to be replaced.
2. Do not use any battery other than the Nintendo 3DS rechargeable battery pack, Model No. CTR-003. A replacement battery may be ordered through Nintendo's website at store.nintendo.com (USA/Canada only) or by calling Customer Service at 1-800-255-3700. See page 90 for more information on replacing the battery.
3. When recharging the battery, use ONLY the included AC adapter, Model No. WAP-002(USA).
4. When disposing of the battery, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority. See page 90 for more information on recycling the battery.
5. If liquid comes into contact with the battery, do not reuse it. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your Nintendo 3DS system.

IMPORTANT STYLUS AND SCREEN GUIDELINES

1. Use the stylus ONLY on the Touch Screen (lower screen).
2. Use only enough pressure to operate the game. Excessive pressure may damage the Touch Screen.
3. Do not use the stylus if it is broken.
4. Use only a Nintendo licensed stylus on the Touch Screen.
5. Retract and replace the stylus in the stylus holder when not in use.
6. If you use a screen protector on your Nintendo 3DS system, use only a Nintendo licensed screen protector.

CLEANING THE TOUCH SCREEN AND 3D SCREEN

IMPORTANT: If the Touch Screen becomes dirty or contaminated with foreign material, do not continue to use your Nintendo 3DS system. It may not work properly and can become more damaged. Follow the cleaning procedures below. If it still does not work after cleaning, visit support.nintendo.com for information on repair services.

If the screens on your Nintendo 3DS system have visible smudges, fingerprints, or other foreign material on them, you can clean them by using a soft clean cloth, such as a lens or eyeglass cleaning cloth.

1. Slightly dampen the cloth with water ONLY and wipe off the screens to loosen any dirt or foreign material.
2. Using a dry cloth, wipe the screens to dry them and finish the cleaning process. If needed, repeat the process.



Nintendo 3DS Components



Notification LED

Indicates the status of the system.

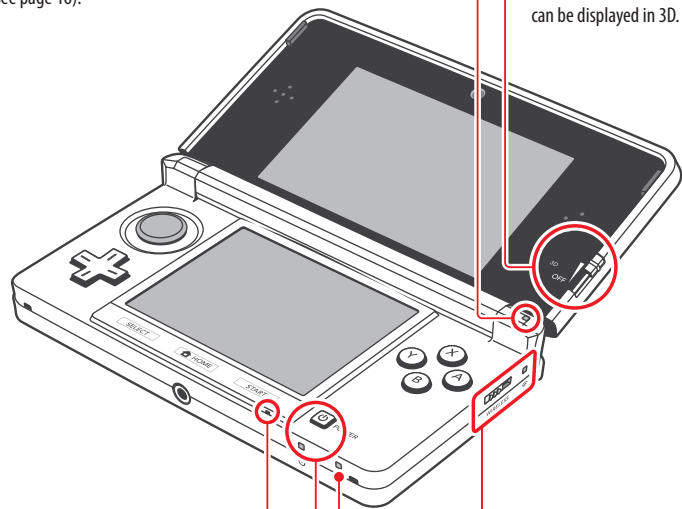
- (blue) You have received a notification; blinks for about five seconds (see page 40).
- (green) You have received StreetPass data; blinks for about five seconds (see page 40).
- (orange) A friend has come online; blinks for about five seconds (see page 36).
- (red) Battery power is low; blinks continuously when very low (see page 16).



3D Depth Slider
Adjusts the depth of the 3D image from zero to maximum. See page 22.



3D LED
Lights with a steady green light when the image on the upper screen (the 3D screen) can be displayed in 3D. See page 22.



Microphone

Used by games and applications that include microphone features.



Power Button (POWER)
See page 18.



Power LED
Lights when the power is turned on. See page 21.

Recharge LED

Lights when the battery is being charged. See page 16.



Wireless LED (Wi-Fi)
Lights when wireless communication is turned on, turns off when communication is turned off, and blinks while data is being sent or received.



Wireless switch (WIRELESS)
Push this switch to turn wireless communication on or off.

NOTE: For Nintendo DS or Nintendo DSi software, you must enable wireless communication before starting the game. However, once enabled, you can turn communications off by pushing the wireless switch.



3D Screen (Upper screen)

Capable of displaying 3D content for games that include this feature. See page 22.

Touch Screen (Lower screen)

Touch-sensitive screen. This screen should only be operated with a Nintendo licensed stylus. See page 15.

CAUTION When opening the Nintendo 3DS system, keep your fingers away from the hinge to avoid pinching them.

Inner camera

Used by games or other applications that include camera features.

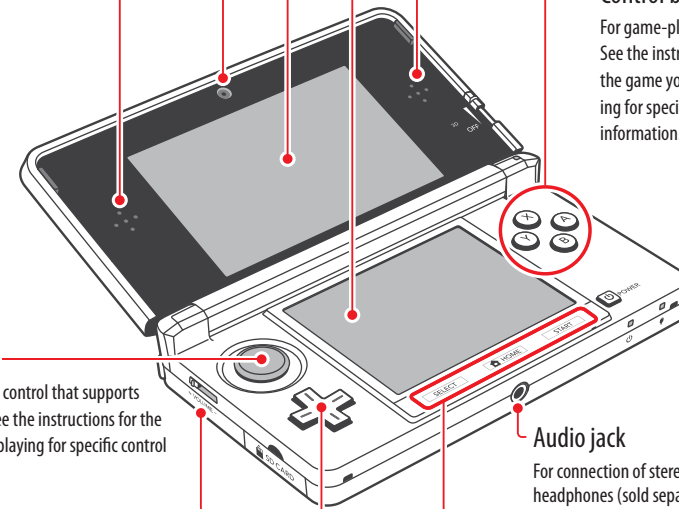
NOTE: Avoid getting the camera lens dirty. If it becomes dirty, wipe gently with a soft cloth, being careful not to damage the lens.

Left speaker

Right speaker

Control buttons

For game-play control. See the instructions for the game you are playing for specific control information.



Circle Pad

For game-play control that supports this feature. See the instructions for the game you are playing for specific control information.

Audio jack

For connection of stereo headphones (sold separately). If headphones are connected, no sound will play through the speakers.

CAUTION When using headphones, set the volume at a safe level. Setting the volume too high may harm your hearing or damage the headphones.



Volume control

Slide to adjust the volume.

NOTE: The camera shutter sound always plays at a fixed volume and is not affected by the volume control.

+ Control Pad

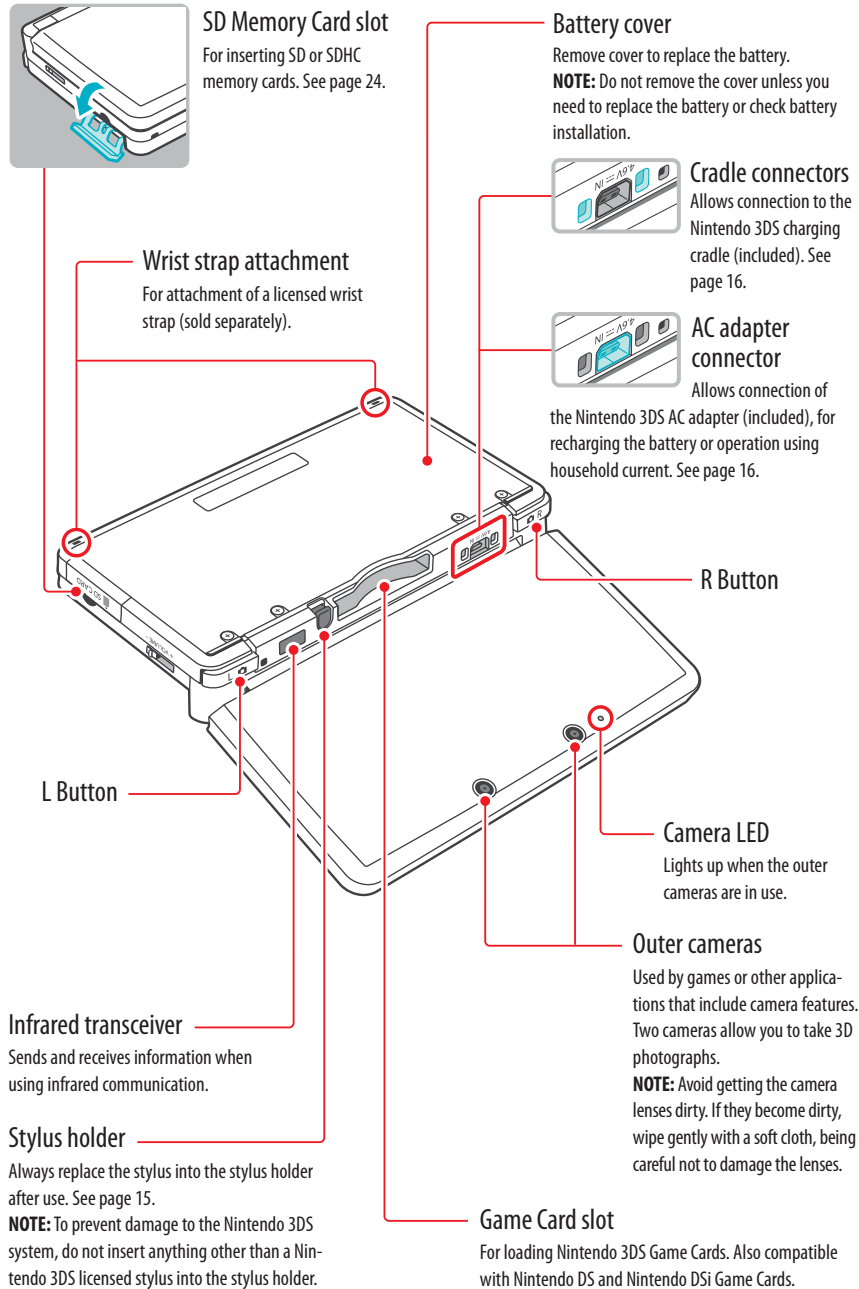
For game-play control.

SELECT

HOME

Displays the HOME Menu during a game.

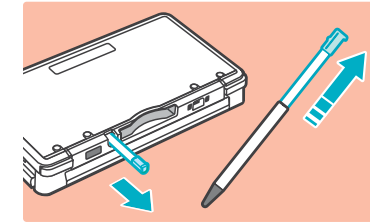
START



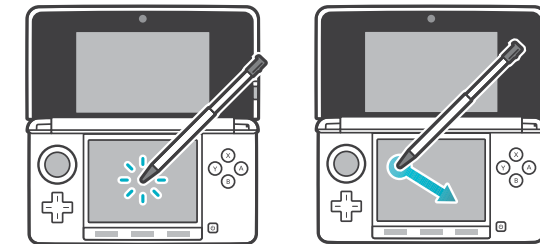
Using the Touch Screen and Stylus

Using the stylus

After removing the stylus from the stylus holder, it can be adjusted to your desired length. Return it to the retracted length before replacing it in the stylus holder.



The lower LCD screen, or Touch Screen, is touch-sensitive. For games that include this game control feature, operate the screen by using the included stylus. Lightly touch or slide the stylus across the Touch Screen as shown at right.



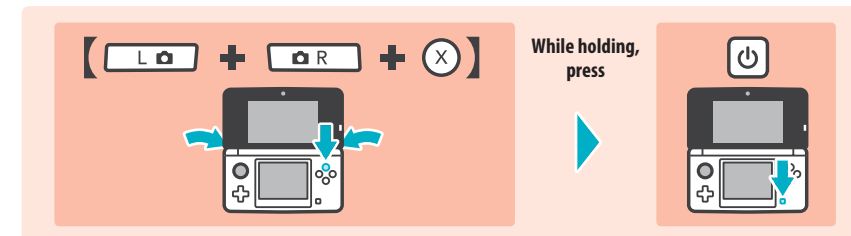
Calibrating the Touch Screen

If the Touch Screen doesn't seem to be responding properly...

NOTE: If the Touch Screen is not responding properly, first try removing any screen protectors (sold separately) that you may have added to your Nintendo 3DS system.

Then you can try calibrating it from within System Settings, accessible from the HOME Menu (see page 80 for more information).

If you are unable to operate the HOME Menu successfully, use the following procedure to switch directly to the Touch Screen calibration screens. First turn the power off. Then hold down the L Button, R Button, and X Button and turn the system on as shown below.





Charging the Battery Pack

Be sure to charge the battery pack before using it for the first time or when it has not been used in the last six months.

WARNING Do not use the Nintendo 3DS AC adapter or charging cradle during a lightning storm. There may be a risk of electric shock from lightning.

IMPORTANT: The Nintendo 3DS AC adapter, Model No. WAP-002(USA), is for use only with the Nintendo 3DS, Nintendo DSi, and Nintendo DSi XL portable video game systems. It is not compatible with any other Nintendo system. Do not use the AC adapter with voltage transformers, dimmer switches, or any other equipment. It is only for use in a standard 120-volt AC wall outlet.

Battery information



Battery recharge time is approximately 3 1/2 hours

It takes about 3 1/2 hours to charge the battery pack with the power off, although this will vary depending on the remaining charge when you begin to recharge the battery. You can use the system while the battery is charging, but this will increase the recharging time.



Optimal charging temperature is between 40° and 95° Fahrenheit (5-35° Celsius)

Ambient temperature above or below these temperatures may permanently decrease the life of the battery pack and adversely affect the ability of the battery to charge.



The battery pack can be recharged approximately 500 times

Battery life will decrease over time. After 500 recharges, battery life may be only 70% of the battery life when new.



If usage time gets very short, replace the battery pack

Battery packs become worn with repeated charge/discharge cycles, and the amount of time they can be used when fully charged will decrease gradually over time. If you feel the usage time has dropped off noticeably, replace the battery (see page 90.)

Battery charging procedure using the charging cradle

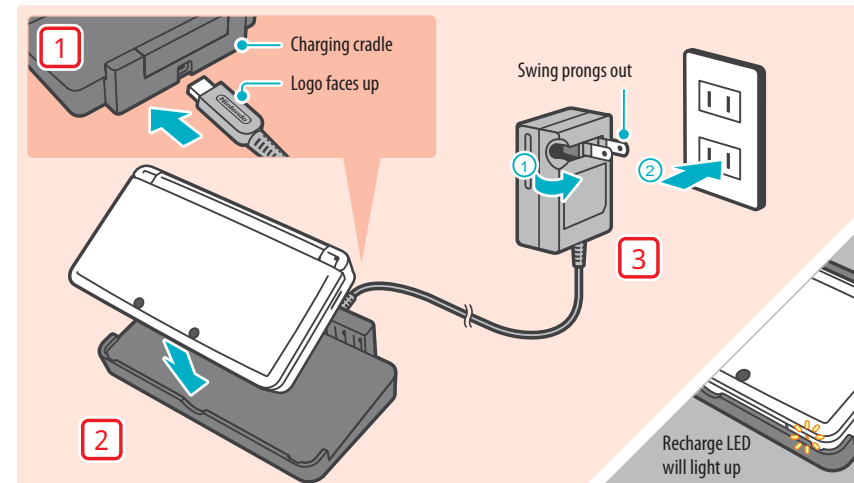
1 Insert the DC plug from the AC adapter into the AC adapter connector on the back of the Nintendo 3DS charging cradle. Be sure to insert it straight into the connector.

IMPORTANT: Be sure the DC connector plug is facing in the correct direction before inserting into the connector to avoid damaging either the plug or connector.

2 Place the Nintendo 3DS system on top of the charging cradle. It will click into place.

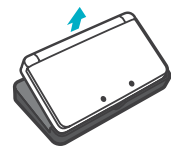
3 Swing the prongs out of the AC adapter **1** and insert into a standard 120-volt AC wall outlet **2**. The recharge LED will light, indicating the system is charging. When fully charged, the recharge LED will go out.

IMPORTANT: The AC adapter should be correctly oriented in a vertical or floor-mounted position. The cord should always face downward.



When charging is complete, remove the AC adapter from the wall outlet and fold the prongs back into the housing. Remove the Nintendo 3DS from the charging cradle, pulling the back edge out first.

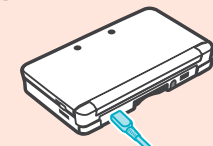
IMPORTANT: When disconnecting any plugs from the Nintendo 3DS, charging cradle, or wall outlet, carefully pull by the plug itself rather than by the cord.



Battery charging by connecting directly to the AC adapter...

You can also charge the battery pack by plugging the AC adapter directly into the AC adapter connector on the back of the Nintendo 3DS system.

NOTE: If you play a game while the system is recharging, the recharge LED may not always turn off once charging has completed.



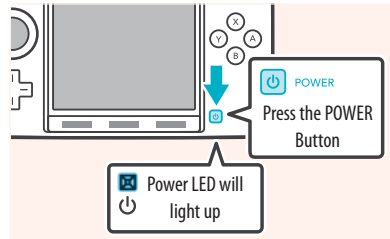


Power On/Off and Basic Configuration

Press the POWER Button to turn the system on. The Power LED lights up when the power is on.

The first time you turn the Nintendo 3DS on, you will need to select a language and then configure the System Settings.

For more information on the Power LED and battery life, see page 21.



Sleep Mode and turning your system off

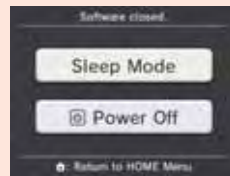
Putting the system into Sleep Mode

Closing the system while it is turned on will put the system into Sleep Mode. Sleep Mode will reduce power consumption while still using features such as StreetPass and SpotPass (see page 4 and page 5 for more information on these features).

Depending on the software you are using, closing the system may not place it in Sleep Mode. (For example, when listening to music with Nintendo 3DS Sound.)

Turning the system off

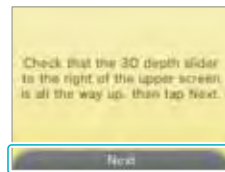
To turn the system off, either press the POWER button to display the Power menu and tap **Power Off**, or press and hold the POWER button until the power LED turns off.



Configuring System Settings for the first time

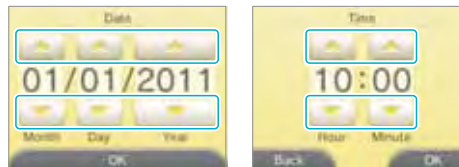
First select a language. Then you will need to configure the basic system settings. Using the stylus on the lower screen, follow the on-screen instructions. **If a child will be using the Nintendo 3DS, an adult should assist with these settings.**

- 1 Confirm that you are holding the system in the best way to view 3D images by following the on-screen instructions. See page 22 for more information on viewing 3D images.



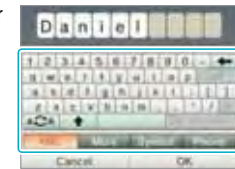
- 2 Set the date and time.

Tap the arrows to adjust the settings, then tap **OK** to confirm and move to the next option.



- 3 Use the keyboard to enter a nickname (or user name). You can enter up to 10 characters.

Remember that other Nintendo 3DS users will see your nickname when interacting with them, so do not use your real name or otherwise share any personal information in your nickname.

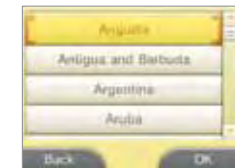


- 4 Set your birthday.

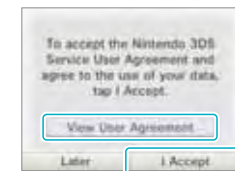
Tap the arrows to adjust the month and day, then tap **OK** to confirm and move to the next option.



- 5 Set the country and state or province where you live.



- 6 Read the Nintendo 3DS Service User Agreement, and after reading, tap **I Accept**. To continue without agreeing, tap **Later**. If you tap Later, you cannot connect to the Internet until you agree to the Nintendo 3DS Service User Agreement.



- 7 Configure the Internet Settings

If you connect to the Internet, you can use SpotPass, Nintendo Wi-Fi Connection, and other features to enjoy more ways of playing and interacting. See page 63 for more information on setting up an Internet connection. To configure these settings later, tap **Wait Till Later**.



- 8 Configure the Parental Controls

Parental Controls allow you to restrict the use or download of games and some features by children (such as 3D image display). See page 74 for more information.

If you don't need to configure these settings, tap **Wait Till Later**.



You have now completed the basic system configuration. Press the HOME Button to display the HOME Menu (see page 25) and explore the many features of the Nintendo 3DS.



Using the keyboard

A keyboard will display when you are required to enter characters. There are two types of keyboards: a standard alphanumeric keyboard and a ten-key keyboard.

Alphanumeric keyboard

Switch the last character between upper and lower case.

Delete last character

Return

Switch input method

ABC English

Symbol Special characters or symbols

Phone Cell phone-style

Switch between upper and lower case

Switch between upper and lower case

Each tap changes which character you would use from each key

Uppercase only

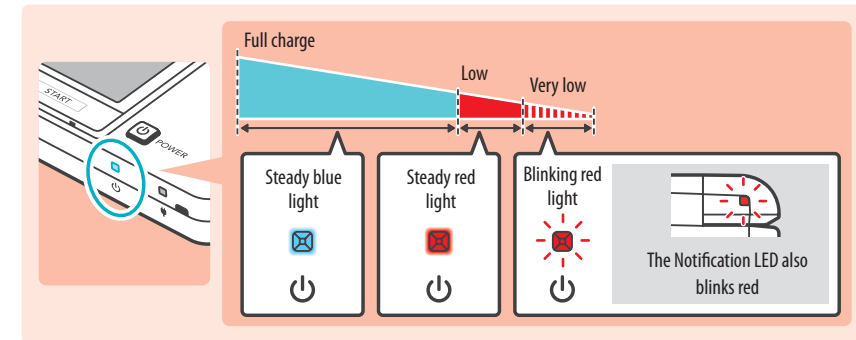
Move to next character

Ten-key keyboard

Delete last character

Power LED status

The power LED lights when the system is on. The color and status of the LED changes depending on the remaining battery charge.



NOTE: If you run out of remaining battery life while playing a game, you must replay the game from your last saved location. If the power LED turns red, save your game and charge the system.

If you put the system into Sleep Mode while the power LED is a steady blue light, the LED will slowly brighten and darken.

Battery endurance

The battery endurance times are estimates. They will vary depending on factors such as the software being played, the amount of data received by wireless communication, and the ambient temperature. Using the camera features may also reduce the battery endurance times shown below.

Battery endurance time

About 5 hours

About 3 hours

Screen brightness

Dim

Bright

The screen brightness setting affects the battery endurance time. The factory setting is 5 – for more information on adjusting screen brightness, see page 29.

NOTE: Power-saving mode will increase the battery endurance by automatically adjusting the screen brightness and color based on what is being displayed at the time. For more information on power-saving mode, see page 29.

- If you put the system in Sleep Mode when not using it, you can reduce power consumption while still being able to send and receive information from StreetPass and SpotPass via the wireless communication features. If the system is fully charged and put into Sleep Mode, the system's battery endurance time in Sleep Mode is roughly 3 days.
- The power LED slowly brightens and darkens while the system is in Sleep Mode. **NOTE:** Depending on the software you are using, sometimes closing the system will not cause the system to enter Sleep Mode. In these cases the power LED will remain steadily lit. (For example, when listening to music with Nintendo 3DS Sound.)



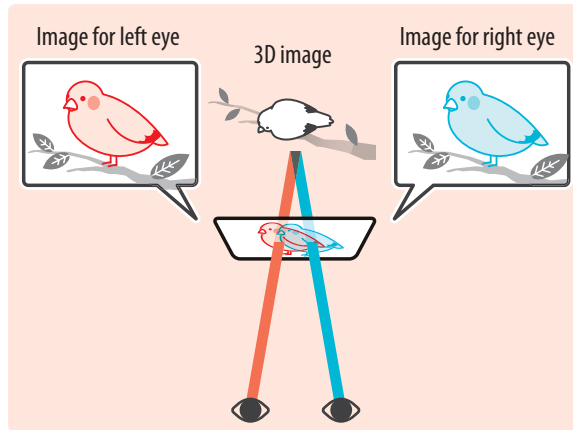
Viewing and Adjusting the 3D Image



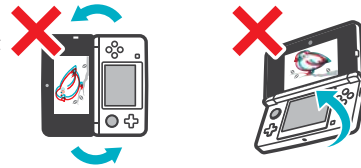
The upper 3D screen allows you to view stereoscopic 3D images. You can adjust the apparent depth of these images with the 3D depth slider.

The Nintendo 3DS system uses binocular parallax (the fact that your left and right eyes are located a short distance apart, causing them to see different images) to produce 3D images with a feeling of depth.

If you view the 3D screen from the correct distance, it displays an image for your left eye in such a way that only your left eye can see it, and an image for your right eye in such a way that only your right eye can see it. Binocular parallax then allows you to see 3D depth in the image.



Viewing the 3D screen from a diagonal or tilted position, or viewing it with the system held vertically, will not produce a 3D effect. Viewing it this way could cause you to see double images overlapped or cause the screen to appear black.



To view the best-quality 3D images

1 View the screen from directly in front



2 Hold the screen 10 to 14 inches (25–35 centimeters) from your eyes
Adjust the distance for the easiest viewing of 3D images.

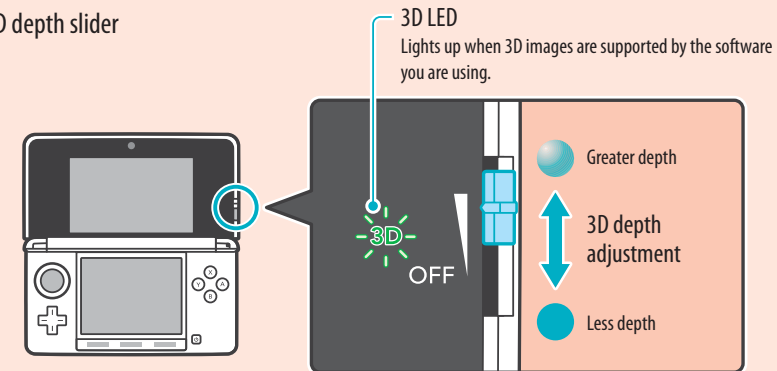
10"–14"
25cm–35cm



Adjusting the depth of the 3D images

You can use the 3D depth slider to adjust the apparent depth when viewing 3D images. If it is difficult to view the image with the 3D slider moved up to the maximum (with the depth set as deep as it will go), try moving the slider to the minimum and then increasing it in small steps until you find a level where it is easy for you to view the 3D images. Once your eyes are accustomed to 3D images, you may be able to achieve the best-quality image by moving the 3D slider up.

3D depth slider



Move the 3D depth slider down to its lowest position to switch to 2D (flat) display.

- If the 3D LED is not lit, moving the 3D slider toward "3D" will not produce a 3D image.
- Some software switches between 2D and 3D imagery. With this software, moving the 3D slider does not change the 3D effect.
- It may be difficult to see the 3D effect in locations with strong direct light, such as sunlight.

A note about viewing 3D images

IMPORTANT: The ability to view 3D images may vary from person to person, depending on physical condition, content of images, and the environment you are viewing them in. A small percentage of people may not be able to see 3D images at all. If you see double images or have difficulty seeing the 3D effect, turn the 3D effect off with the 3D depth slider and refrain from using it. The 3D feature can also be turned off with Parental Controls in System Settings - see page 62 for more information.

Be sure to read the Health and Safety information regarding 3D images at the beginning of this manual (see page 8).

NOTE: You can use Parental Controls to restrict the display of 3D images (see page 74).





Using SD Memory Cards

The Nintendo 3DS uses SD Memory Cards up to 2GB in size and SDHC Memory Cards of 4GB and larger.

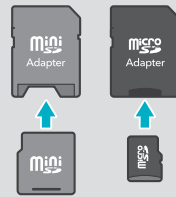
The Nintendo 3DS system comes with an SD Memory Card inserted into the SD Card slot. With SD Memory Cards (SD Cards), you will be able to save photos you have taken with the system or play music saved to the SD Card. (The data that can be saved to an SD Card varies depending on the software.)

Software that you have downloaded is saved to the SD Card. **NOTE:** Downloaded software that has been saved on several cards cannot be re-saved onto a single card.

Using miniSD Cards or microSD Cards (sold separately)

These require an SD Card adapter (sold separately).

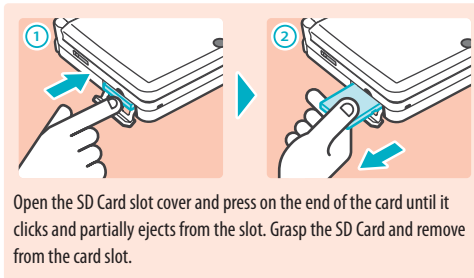
IMPORTANT: Inserting or removing a miniSD Card or microSD Card while the card adapter is still inserted in the system could cause the system to be damaged or malfunction, or cause loss of data. Always insert and remove the entire card adapter.



Removing an SD Card

Make sure the power is off.

IMPORTANT: To prevent damage to the system or the SD Card, do not remove the SD card while the system is on, unless instructed to do so by the software you are using. Doing so may destroy data.



Inserting an SD Card

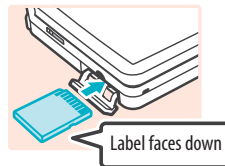
- 1 Open the SD Card slot cover.

IMPORTANT: Do not pull or twist the slot cover forcefully. Doing so could stretch or deform it, which could prevent the cover from closing correctly.



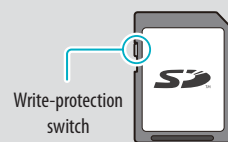
- 2 Insert the SD Card.

Insert the SD Card into the SD Card slot until it clicks into place, making sure the label side faces down. Close the SD Card slot cover.



SD Card write-protection switch

In the down position, the SD Card write-protection switch will prevent you from saving or erasing data on the card. In the up position, you can save and erase data on the card.



HOME Menu

The HOME Menu will display after you turn the system on. From here you can start Nintendo 3DS software applications.

To start a software title, tap its icon on the HOME Menu. On the HOME Menu, you can see several important status indicators including the time, date, and current day's step information. Also, if any of your software received new data via SpotPass, will be displayed next to the software icon.

StreetPass icon (see next page)
Reception signal-strength icon (see page 67)
Reception signal-strength icon (see page 26)

Steps/Play Coins

Date / Time

Battery status icon
High
Low
Almost out (blinking)
Charging (blinking)
Charging complete

Communication mode

Screen brightness/power-saving mode

Changing the display

Software icons
If there is new data or notification for any software application, or will be displayed next to the software icon.

Game Notes (see page 35)
Friend list (see page 36)
Notifications (see page 40)
Internet browser
NOTE: Your Nintendo 3DS system may require a system update to use this software (see page 80).

NOTE: If you press or when the HOME Menu is displayed, you can enter camera mode and take photos.

Steps and Play Coins

Each time you take 100 steps with your Nintendo 3DS, you will earn one Play Coin. You can collect up to 10 Play Coins in one day, up to a maximum of 300 Play Coins. You can then use them in games that support Play Coins.

- Steps are counted when the system is on but closed.
- A maximum of seven days' worth of steps and play-time data can be recorded while Nintendo DS or Nintendo DSi software titles are left running. Exit the software once during that time to save your steps.

Scrolling, changing the display, and moving icons

Scrolling

Tap the Touch Screen and slide the stylus across it to scroll.

You can also scroll by tapping  or .



Changing the display

Tap  or  to decrease or increase the number of software icons displayed on the screen.




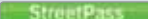









Moving software icons

To move an icon, touch and hold it for a moment. Then you can slide it to a new location. Slide the icon to a new location on the HOME Menu and lift the stylus from the screen to place the icon.

NOTE: If you move one icon over another icon, the icons will switch places when you lift the stylus from the screen.



Communication modes

	Connected to the Internet (see page 63).
	Searching for a StreetPass partner. If you configure StreetPass settings for the Nintendo 3DS or for software that supports this feature, the system can automatically search for other nearby Nintendo 3DS systems and communicate with them to exchange information (see page 40). A StreetPass icon () is displayed when this mode is active.
	Communicating with other Nintendo 3DS systems. Registering nearby people as friends in the friend list (see page 36) and Download Play (see page 60) requires a local wireless connection for communication. During local wireless communication, the signal strength icon () will be displayed. A stronger signal makes wireless communication easier.
	Use the wireless switch to enable wireless communication (see page 12). When wireless communication is enabled but the system is not communicating,  and  will be displayed. When wireless communication is disabled,  and  will be displayed.
	

NOTE: You may be using more than one communication mode at a time, but only one mode will be displayed on your system.

Software icons










When free software is received via SpotPass, or when software is downloaded through Nintendo eShop, software icons are added to the HOME Menu. (Up to 300 software titles can be saved to an SD Card.) Shown below is a list of the software icons you may see on the HOME Menu.

Game Card icons



When you insert a Game Card into the Game Card slot, an icon for the game title will be displayed.

Built-in software icons (Tap the icon to start the software application.)

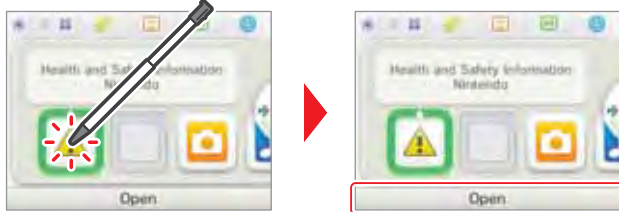
-  **Health and Safety Information**
Review important health and safety information concerning the use of the Nintendo 3DS system.
-  **Face Raiders**
Play a game where your face and your friends' faces become game characters (see page 56).
-  **Nintendo 3DS Camera**
Take 3D photos with the built-in cameras and software (see page 42).
-  **Activity Log**
Check the play times of your software or the steps you have walked while carrying your Nintendo 3DS system with you (see page 58).
-  **Nintendo 3DS Sound**
Listen to music or record sounds (see page 47).
-  **Download Play**
With a single copy of Download Play-compatible software, you can play multiplayer games with other Nintendo 3DS system users (see page 60).
-  **Mii Maker**
Create Mii characters as alter egos for you and your family and friends (see page 50).
-  **System Settings**
Configure your system's Internet settings, Parental Controls, and other settings (see page 62).
-  **AR Games**
Play augmented-reality games using the AR Cards included with your system and the Nintendo 3DS Camera application (see page 54).

Other icons

-  These icons will display when you have new software added to the HOME Menu. Tap the icon to open it.

Starting a software application

To start a software application, tap the icon on the HOME Menu, then tap **Open**.



Suspending or exiting software

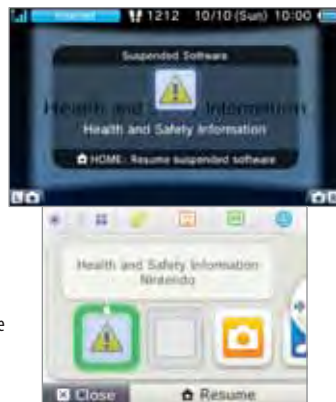
If you press the HOME Button while playing software, the software will be suspended and the HOME Menu will be displayed. If you tap **Close** when at the HOME Menu, you will exit the software.

If you tap **Resume** when at the HOME Menu, you can resume playing the suspended software.

While software is suspended...

While software is suspended, you can adjust the screen brightness and access your Game Notes (📝), Notifications (📧), friend list (😊), Internet browser (🌐), the camera mode, and instruction manuals.

You can also start other software, but if you do, any suspended software will be closed.



- You cannot access the HOME Menu while playing over the Internet. Depending on what software is suspended and what state that software is in (for example whether it is using the cameras or wireless communication), it may not be possible to access the Game Notes, friend list, Notifications, or Internet browser applications.
- You cannot access the HOME Menu while playing Nintendo DS or Nintendo DSi software.

Save your game before exiting the software.

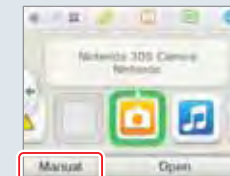
When you exit the software, any unsaved data will be lost. Remember to save your game before exiting the software.

While software is suspended, do not remove the software or turn the system off.

While software is suspended, do not remove the Game Card or SD Card or turn the system off. This could result in corrupted or lost data or other malfunctions.

Instruction manuals for software applications

From the HOME Menu, if you tap the icon for a software application that includes a built-in instruction manual, a button labeled **Manual** will be displayed at the bottom of the HOME Menu. Tap the button to view the instruction manual for the highlighted software.



Viewing a manual

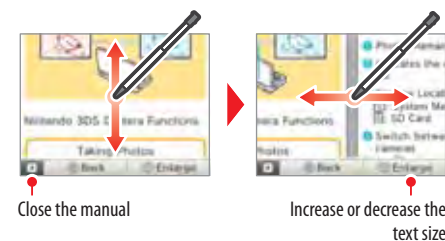
1 View the table of contents.

Scroll through the table of contents by sliding the stylus up and down the Touch Screen. Tap the page you want to view.




2 View the manual pages.

Scroll through page contents by sliding the stylus up and down the Touch Screen. Switch the page by sliding the stylus left or right across the screen.



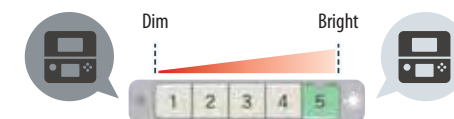
Screen brightness and power-saving mode

Tap  on the HOME Menu to access the settings for screen brightness and the power-saving mode.



Screen brightness

Tap a number to select the screen brightness.



NOTE: If you connect the Nintendo 3DS AC adapter, the screen will become brighter when set to level 4 or 5.

Power-saving mode

If you tap power-saving mode **ON**, screen brightness and color gradation will be automatically adjusted to match the displayed images, and battery consumption will be limited. If you tap power-saving mode **OFF**, battery life will be shortened and the screen will maintain the level of brightness that you set. (The default setting is off.)

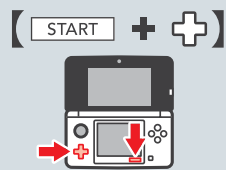
The effect of screen brightness on battery life

Keeping screen brightness at high settings will reduce the duration of a single charge of the battery pack, while keeping brightness at lower settings can prolong battery life.

IMPORTANT: Setting the screen brighter can greatly increase power consumption and may cause the power LED to change to red. If remaining battery power is already low, setting the screen brighter during game play may cause the system to turn off.

Setting screen brightness and the power-saving mode for Nintendo DS/Nintendo DSi software:

When you play Nintendo DS or Nintendo DSi software, you cannot use the HOME Menu. However, you can press the HOME Button to suspend the software and configure screen brightness and the power-saving mode using the following controls.



Hold down START and press the +Control Pad as described below.

- Press up: Increase brightness one level.
- Press down: Decrease brightness one level.
- Press left: Turn power-saving mode off.
- Press right: Turn power-saving mode on.

Taking photos with the Nintendo 3DS Camera

From the HOME Menu, you can press or to switch to camera mode and take photos.

Pictures remaining
3000

3D indicator
This is displayed when the outer cameras are active.

Save-location icon
 (System Memory) or (SD Card)
NOTE: You can change the save location under Settings in Nintendo 3DS Camera.

Take photo: or or

Switch between the inner and outer camera
You can take 3D photos with the outer cameras.

Merge
Merges two faces from both the inner camera and outer cameras captured at the same time. (See the built-in instruction manual for Nintendo 3DS Camera.)

Start the Nintendo 3DS Camera application
(see page 42).



Using Game Cards

The Nintendo 3DS system can use Nintendo 3DS, Nintendo DSi™, and Nintendo DS™ Game Cards.

Nintendo 3DS
Game Card



Nintendo DS
Game Card



Nintendo DSi
Game Card

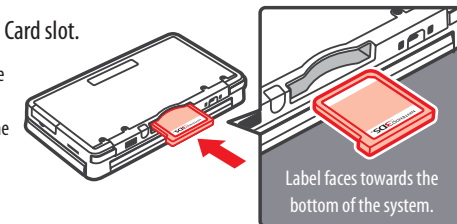


- Only Nintendo 3DS software that is designed to support the 3D feature can display images in 3D. Nintendo DS and Nintendo DSi software do not support 3D image display.
- You cannot access the HOME Menu while playing Nintendo DS/Nintendo DSi software. Likewise, you cannot use SpotPass or StreetPass features.

Starting a game

1 Insert a Game Card into the Game Card slot.

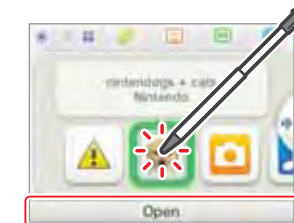
If the card seems difficult to insert, remove it and confirm that it is facing in the right direction. The label should face towards the bottom of the Nintendo 3DS.



2 Turn the power on and when the HOME Menu appears, tap the icon for the Game Card you have inserted, then tap **Open**.

NOTE: Nintendo DS/Nintendo DSi titles have a lower screen resolution than Nintendo 3DS software and are stretched to fit the Nintendo 3DS screen. For these titles, hold down START or SELECT while tapping the menu icon to display the game at their original screen size ratio.

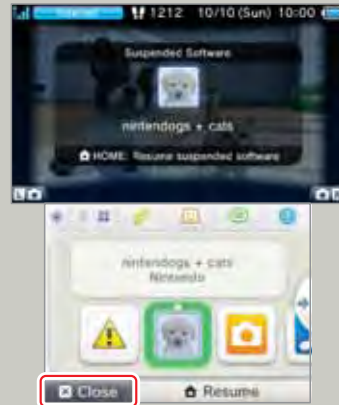
For further instructions on how to operate the game, see the instruction booklet for the game you are playing.



Exiting or pausing a game

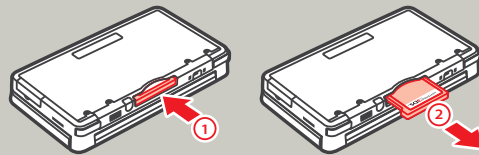
Press HOME to display the HOME Menu. Save the game, then tap **Close** on the HOME Menu.

- Tap **Resume** to resume your paused game.
- When you exit a Nintendo DS or DSi title, first save your game, then press HOME and tap **Go to HOME Menu**.



Removing a Game Card

Only insert or remove Game Cards while the system is turned off or while the HOME Menu is displayed. (If software is suspended, exit it first before removing the Game Card.)



NOTE: For video and computer game software rating information, see page 89.



Using Downloaded Software

NOTE: A system update may be required to use this feature. See System Update in System Settings on page 87 for more information.

NOTE: Software downloaded from Nintendo eShop is licensed to you, not sold. For more information, see the Nintendo 3DS Service User Agreement by going to Other Information in System Settings (see page 73).

Where can I find downloadable software?

- You can download Nintendo 3DS software from Nintendo eShop.
 - NOTE:** Wireless broadband Internet access is required for online features. See page 63 for more information on setting up an Internet connection.
- Free software may be distributed via SpotPass.
- Downloadable demo software may be available from Nintendo Zone locations.

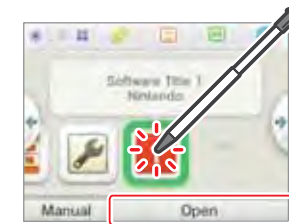
Downloading and saving software

- To download software, you must have an SD Card in the SD Card slot.
 - IMPORTANT:** Because software can also be distributed via SpotPass, it is recommended that you always have an SD Card in the SD Card slot.
- You can save up to 300 downloadable software titles on an SD Card. (This number will depend on the data size of the software title and the capacity of the SD Card you are using.)
- If you save downloadable software and its save data on multiple SD Cards, this data can't later be combined onto one SD Card.
- Downloadable software can only be used on the system where it was downloaded and is not transferrable. You cannot use the software on another system by inserting the SD Card into another system.

Starting downloaded software

- 1 Tap the icon on the HOME Menu.

NOTE: Nintendo DSiWare titles have a lower screen resolution than Nintendo 3DS software and are stretched to fit the Nintendo 3DS screen. For these titles, hold down START or SELECT while tapping the menu icon to display the game at their original screen size ratio.



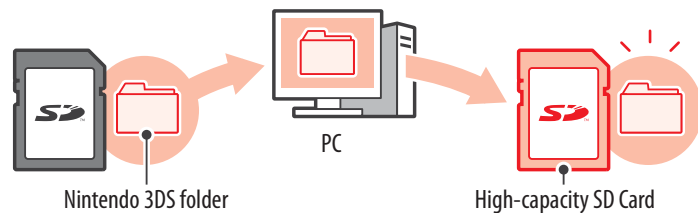
- 2 Operate the software as you normally would for Game Card software.

- For further instructions on how to operate the game, see the instruction manual for the game in question.
- To view a built-in manual, go to the HOME Menu and tap **Manual**.
- ESRB ratings information for the game is available from the built-in manual.
- Ending downloaded software works the same way as ending Game Card software.

About SD Card capacity

If you begin to run out of room on an SD Card, first try deleting undesired photos, sound files, or software using the Data Management feature in System Settings (see page 78). If you still need more room, you can purchase a higher-capacity SD Card and move all of the files onto the new SD Card.

Use a PC that has an SD Card slot or a commercially available SD Card reader/writer to transfer files.



IMPORTANT: Downloadable software and its save data are saved in the Nintendo 3DS folder. (Photo data is not included.) Please do not alter, move, or erase files or change the names of the files in the Nintendo 3DS folder.

Copying files

Please make sure to copy each of the pertinent folders within the Nintendo 3DS folder.

If you copy software to a new SD Card, play it, and save your progress, the same software on the old SD Card may become unusable. You cannot use multiple copies of the software.

If you copy software to a new SD Card, use the new SD Card and do not use the original data.

Precautions about copying files

You cannot recombine downloadable software whose folders have been saved to multiple SD Cards. **If you copy data to a new card and then overwrite that data by re-copying it, that data will become unusable.**



If you individually copy the files in the Nintendo 3DS folder, the Nintendo 3DS system will not recognize them. You must copy each folder in the Nintendo 3DS folder without altering the contents.

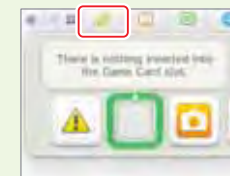


Game Notes

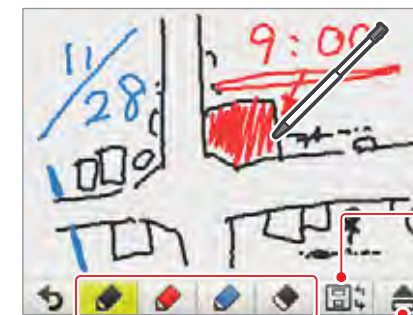
This software allows you to write and draw notes, even during a Nintendo 3DS software title. You can suspend a game and make a note while viewing the game screen.

Tap  in the top bar of the HOME Menu to display a list of your notes.


- You can save up to 16 notes on the system. You can also save the notes you've made as photo data and view them in Nintendo 3DS Camera software.
- Even while playing Nintendo 3DS software, you can pause the game and make a note. Press the HOME Button to display the HOME Menu, then tap the Game Notes icon to start the Game Notes software.




1 Tap a note on the Game Notes screen and type or draw.



 Pen

 Eraser

You can draw with three colors of pen or use the eraser.

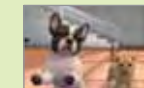
 Switch the upper screen

If the game is paused, the display on the upper screen can be changed.

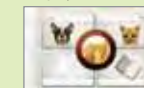
Display both screens




Display upper screen



Display lower screen



 Save the note to an SD Card

Allows you to view it in the Nintendo 3DS Camera software.

 Delete an active note

2 When you are done with the note, tap .

The active note is saved and you will return to the Game Notes screen.



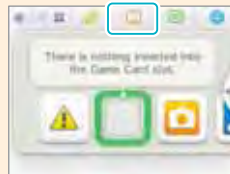
Friend List

Play and communicate with other people registered as your friends via the Internet, no matter how far away they are.

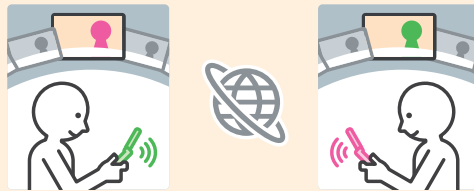
Tap  in the top bar of the HOME Menu to open your friend list.

The first time you open the friend list, follow the on-screen instructions to create your own friend card.

From the friend list, you can see if your registered friends are online (whether they are connected to the Internet). Even while playing Nintendo 3DS software, you can pause the game and view your friend list. Just press the HOME Button to display the HOME Menu and start the friend list.



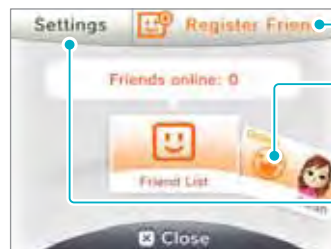
NOTE: The friend list feature is available only when using Nintendo 3DS software titles.



What you will need to do to use the friend list

Create your Personal Mii™	To create your own friend card, you will need to create your Personal Mii in Mii Maker. See page 50.
Configure your Internet settings	To know when your friends are online, you must connect to the Internet. See page 63.

The friend list screen



Register friends

Display friend cards

- Edit your own friend card
- View friend cards of your friends

Friend list settings

- Friend notification settings
- Delete a friend card

Registering friends

To register a friend locally

Tap **Local** to connect directly to another Nintendo 3DS user nearby and register each other as friends.

NOTE: You can register a maximum of 100 friends in the friend list.



From among the displayed friend cards, tap the card of a person you want to register as a friend.

NOTE: If you both tap each others' cards, you will begin exchanging your friend cards. When the exchange finishes, you are registered as friends.



To register a friend over the Internet

Tap **Internet** to connect to another Nintendo 3DS user over the Internet and register each other as friends.

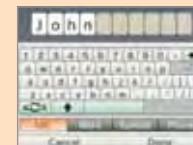
NOTE: You can check your friend code by looking at your own friend card.



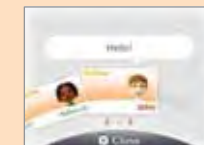
Enter the friend code of the person you want to register.




Enter the name of the person you want to register. If you are not registered as the other person's friend, the registration will be temporary. (When the temporary friend registers you as a friend, the registration becomes permanent and the other person's official name and Mii are displayed.)



If you are registered as the other person's friend, the other person's data from the friend card will be received automatically, and they will be registered as a friend.



Editing your friend card / Viewing friend cards

Select your friend card from the friend list to edit your details or view friend cards belonging to other people. Your friend card will be identified by a  icon.

Editing your friend card

Choose your friend card to edit your favorite software, message, or other information.



Choose your favorite software from among the titles you have played.

Enter a short greeting of up to 16 characters. This greeting will be visible to your friends.

Viewing friend cards

Choose the friend card you would like to view. Details will be displayed on the upper screen.



The title of the friend's favorite software will be shown, or the title of the software they are currently playing.

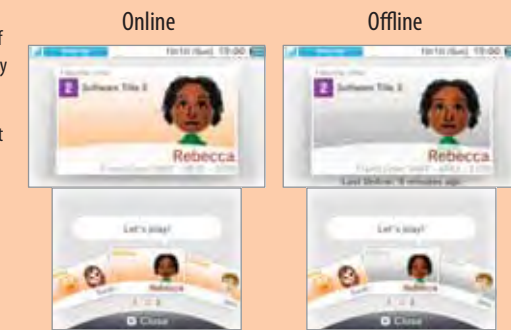
Remember that other Nintendo 3DS users will see your greeting when interacting with them, so do not use your real name or otherwise share any personal information in your greeting.

NOTE: If the Mii of one of your friends is replaced by a different Mii with the name "???", the creator of your friend's Mii might have been added to the blocked-user list.

Display of your friends' online (Internet connection) status

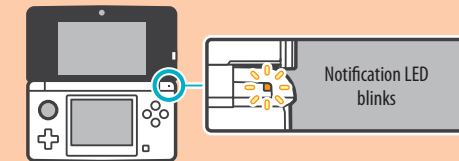
When your friends go online (when they connect to the Internet), the appearance of their friend card changes. The software they are playing is also displayed.

NOTE: For this to happen, they must adjust their settings to allow their online status to be visible.



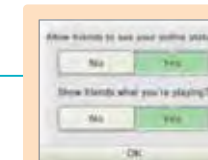
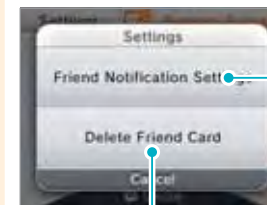
Notification LED

When an offline friend comes online, the notification LED on your Nintendo 3DS system blinks orange for five seconds.

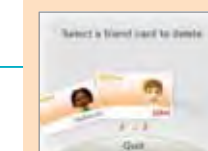


Friend-list settings

Configure your friend notification settings or delete friend cards.



Choose whether or not to show your online status and the software you are playing.



Delete friend cards from the friend list. **Friends are not notified if their friend cards are deleted.**

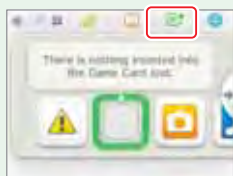


Notifications

This software allows you to receive notifications from Nintendo, from StreetPass, and from other types of software.

Tap in the top bar of the HOME Menu to start Notifications and display a list of your notifications.

Even when using Nintendo 3DS software, you can pause the game and view Notifications. Press the HOME Button to display the HOME Menu and tap the Notifications icon to start the Notifications software.



Types of notifications

SpotPass Notifications	These contain data or information from Nintendo or from the software you are using, and will vary depending on the game you are playing. NOTE: The system cannot receive notifications from Nintendo DS or Nintendo DSi software.
StreetPass Notifications	These contain information received via the StreetPass feature.

To receive notifications



Follow these steps to allow your Nintendo 3DS system to receive notifications:

- Turn the system on. (The system will also receive notifications in Sleep Mode.)
- Turn wireless communication on by pushing the Wireless switch towards the top of the Nintendo 3DS. The Wireless LED will light.
- Configure the Internet connection settings. (Within a Nintendo Zone service area, the system can receive notifications even without its Internet settings configured. Also, the system can receive StreetPass notifications without connecting to the Internet.)



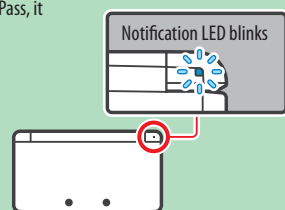
NOTE: Notifications sent to you by software may be sent directly without requiring an Internet connection.

When you receive a notification...

When you receive a notification, the notification LED on your Nintendo 3DS system will blink for five seconds. For StreetPass notifications, it blinks green, and for SpotPass, it blinks blue.

Additionally, or will be displayed on the Notifications icon and any related software icons in the HOME Menu.

NOTE: If a notification is received when the system is in Sleep Mode, the notification LED will blink for about five seconds and then stay lit. It will turn off when you open the Nintendo 3DS system.



To view notifications

Tap the notification you want to view in your notification list.



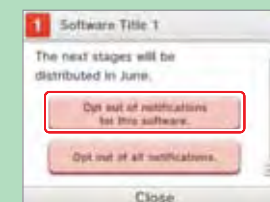
Tap and slide the scroll bar up or down to view your notification list.

- Unread notifications will show for StreetPass notifications or for SpotPass notifications.
- Up to 12 StreetPass notifications and up to 100 other notifications can be saved on the system. If you receive more notifications than that, or if the storage limit is exceeded (such as when there are many notifications saved with image attachments), notifications are deleted starting with the oldest notifications first. **NOTE:** Notifications sent to you by software may be sent directly without requiring an Internet connection.

To stop notification delivery

Tap **Opt out of all notifications for this software** inside the message and follow the on-screen instructions.

NOTE: Notifications that do not require an Internet connection, such as those from software titles, cannot be stopped from the notification list. These are delivered during game play and can be stopped from within the software. The method for stopping these notifications may vary depending on the software title.



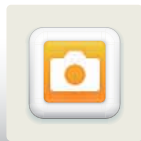
Stopping StreetPass notifications

Tap **Opt out of notifications for this software** and also deactivate StreetPass from **StreetPass Management** in the System Settings (see page 78). If you deactivate StreetPass, these notifications will no longer reach you.

To resume delivery of notifications, adjust the software settings. For details, see the instruction booklet for the game you are playing.

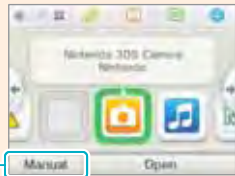
You cannot stop delivery of notifications from Nintendo. (SpotPass notifications from Nintendo may contain important consumer information.)





Nintendo 3DS Camera

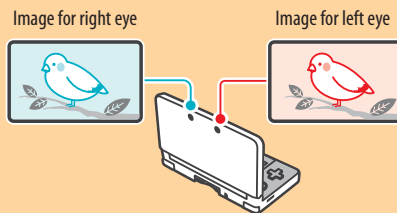
Nintendo 3DS Camera can be started from the Nintendo 3DS HOME Menu. This software allows you to take and view 2D and 3D photos.



For more detailed information, tap **Manual** on the HOME Menu.

About 3D photos

When taking 3D photos, both outer cameras will capture images—one for the left eye and one for the right eye. When the two images are combined and displayed on the 3D Screen, they appear as a 3D photo. See page 22 for more information about 3D images.



Nintendo 3DS Camera functions

Take Photos

Camera Mode

You can choose different camera settings such as bright-light camera or night camera.



Timer

You can use the timer or voice command to automatically take a photo.

Leveler

The leveler can help you take photos level with the horizon. A red line will appear that you can use as a reference.



View Photos

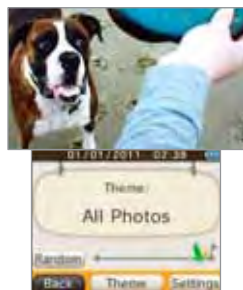
Graffiti

You can draw all kinds of designs on your photos.



Slide Show

You can automatically display photos in a sequence.



Taking photos

Tap or on the lower screen to take a photo. You can also press , , or to take a photo.

NOTE: If you press down on the +Control Pad, you can turn the leveler feature on and off.

- Remaining number of photos you can save:** 2975
- 3D indicator:** This icon will display if you are taking a photo with the outer cameras.
- Save location:** Indicates the save location for your photos: (System Memory) or (SD Card)
- Tap to switch between the inner and outer cameras:** Tap to switch between the inner and outer cameras. **NOTE:** The inner camera takes only 2D photos.
- Tool lever:** Use the stylus to drag the lever handle to select the following functions:
 - Settings:** Adjust various settings such as information display and data management.
 - View photos:** Tap the parakeet to get hints about using the camera. You can also review hints in the Settings for Nintendo 3DS Camera, under Usage Tips.
 - Change camera mode**
 - Adjust 3D focus:** By default, the camera's 3D autofocus is on. You can turn it off and manually adjust the 3D focus if needed.
 - Timer**

How many photos can you save?

The remaining number of photos you can save is displayed on the upper screen. This is the approximate number of photos you can save in the current save location (System Memory or an SD Card), but it's only an estimate.

Data size can vary depending on the photo, so it's possible that taking one photo may reduce the number of remaining photos by two or not reduce the number at all.

NOTE: A maximum of 3,000 photos can be saved to an SD Card.

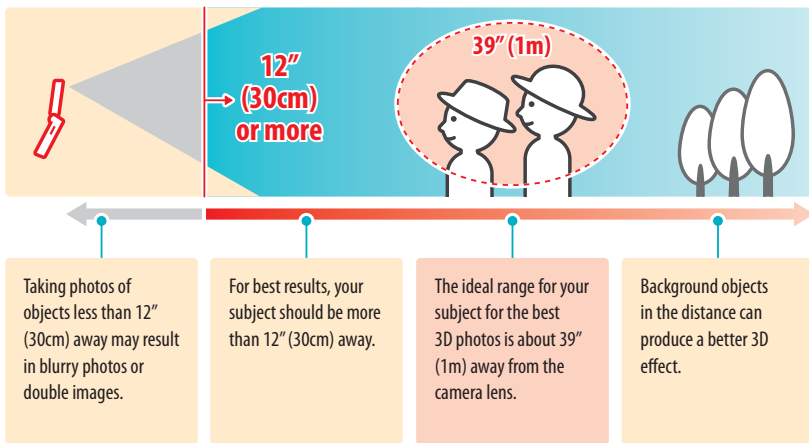
About photo data

- When you take photos with the outer cameras, both 3D photo data (saved as MPO format), and left-eye photo data (saved as JPEG format) are created. When you take a photo with the inner camera, photo data is saved in JPEG format.
- Photo data is saved to the "DCIM" folder on the SD Card.



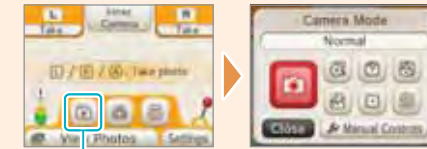
How far away should your subject be?

When taking photos, it's best to be at least 12 inches away from your subject. If you take a photo of something too close, the photo may turn out blurry, similar to when you try to look at something too close to your face.



Change camera mode

Tap the tool lever icon (🔧), and then tap the camera-mode icon (📷) to display the camera-mode selection screen. Then tap the camera mode you would like to use.



Camera-mode icon

Camera modes

Sparkle



Blow into the microphone to add a variety of visual effects.

Dream



Take photos that look as if they appeared from a dream.

Low Light



Take photos in a dark environment, such as at night.

Merge



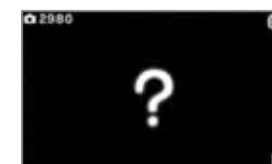
Merge two faces – one from the inner camera and one from the outer cameras – captured at the same time.

Pinhole



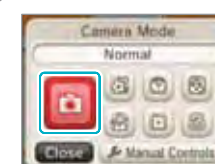
Take a picture that looks like it was taken with a pinhole camera (darker edges and a lighter center).

Mystery



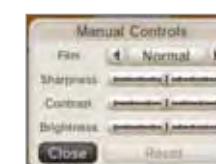
Apply random filters and effects - you won't know what you've got until you take the picture!

Normal



Return to Normal mode.

Manual Controls



Adjust the picture settings manually.

Viewing photos

Tap **View Photos** to see the photos you've taken. A series of smaller thumbnail images will be displayed on the Touch Screen. The red outline in the thumbnail selection indicates which image is displayed on the 3D Screen.

Tap a thumbnail image on the Touch Screen to display it on the 3D Screen.

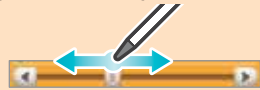


3D indicator
This icon will display if you are viewing a 3D photo.



Begin slide show.

Slide the stylus on the Touch Screen to scroll through the thumbnail images.



Tap **+** or **-** to change the number of images that are displayed on the Touch Screen.

Take Photos — see page 43.

Access the Settings menu.

About the photo catalog

Photos are arranged by capture date, with older photos to the left.

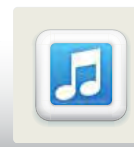
If the photo is a file type that cannot be displayed by the system,  will be displayed.

If there are many photos in the catalog, it can take some time before all photos are displayed.

More about photo data

Photos taken with a digital camera or mobile phone may not display. A photo taken with the Nintendo 3DS system may not display if it has been edited or processed on a PC, moved or deleted on an SD Card, or if the file name has been changed.

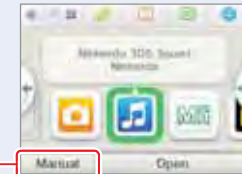
Thumbnail images are attached to photos taken with the Nintendo 3DS. If you use a PC or other device to edit photos, in some cases the thumbnails will not reflect these changes. Be aware that if you upload an edited photo to the Internet or pass it on to a third party, it may be possible to view the unedited thumbnail of the image. When you use the Nintendo 3DS Camera application to edit a photo taken with the Nintendo 3DS, the thumbnail image will also be edited.



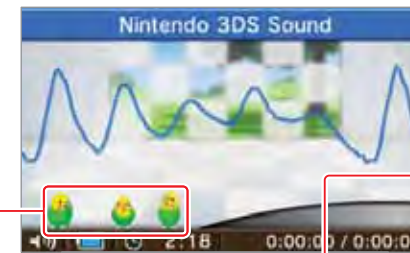
Nintendo 3DS Sound

The Nintendo 3DS Sound application can be started from the Nintendo 3DS HOME Menu. This software allows you to play music and sounds saved on an SD Card or recorded with the microphone on the Nintendo 3DS system. You can also play with and alter your music or recorded sounds.

For more detailed information, tap **Manual** on the HOME Menu.



After starting Nintendo 3DS Sound, you can select from the options below.



Record sounds or play with recorded sounds.



Playing music
Music files saved on the SD Card will be displayed.

NOTE: Resume will be displayed if you previously stopped listening during playback. If you tap **Resume**, the music will begin playing from the point at which it stopped.

Nintendo 3DS Sound settings and formatting data

- View the results of StreetPass encounters
- Turn StreetPass on/off

You can view the results of StreetPass, such as hit parade and compatibility analysis. To use StreetPass, first register a song in your StreetPass favorites and then turn StreetPass on.

If you speak to the parakeet, he may remember the sound when he speaks. He might even call out a few recorded sounds at his own discretion.

Tap the parakeet on the Touch Screen to make him say a previously recorded sound.



Recording and playing with sounds

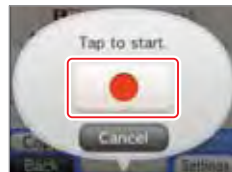
You can record a maximum of 10 seconds of sound in one sound file using the microphone. You can save up to 18 sound files in System Memory and up to 180 sound files on an SD Card.

1 Tap to select a file, then tap **Record**.



2 Tap to begin recording.

- Recording will begin automatically if the microphone detects a sound.
- Tap to end the recording.



3 Tap a color for the file icon.

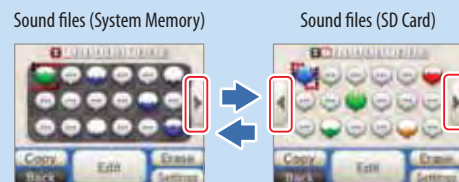
The color you tap will become the color for the icon representing the recorded data.



NOTE: To delete a sound file, select the file icon and tap **Erase**.

Switching pages

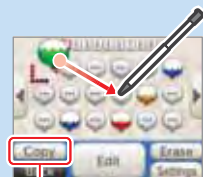
Tap or to switch between pages of sound files.



Moving and copying sound data

To move or copy a sound data file, tap and hold the data and then slide it to a new location.

- If you slide the sound data file to or , the page will switch and you can move or copy the file to another page.
- You cannot copy audio data into a location where audio data already exists.

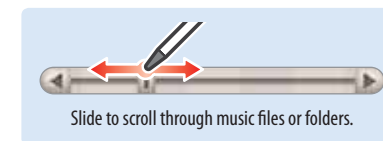


Switch between moving and copying.

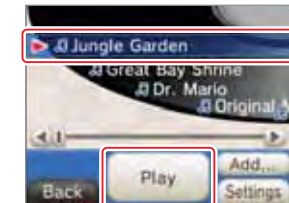
Playing music from an SD Card

Begin by inserting an SD Card that contains music files that are compatible with the Nintendo 3DS. See the section below for information on compatible music formats.

1 Select a folder and tap **Open**.



2 Select a music file and tap **Play** to begin playback.



About compatible music files

The following music formats can be played (copy-protected files cannot be played):

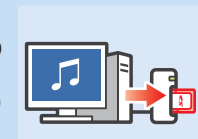
AAC files with .m4a, .mp4, and .3gp extensions, or MP3 files with .mp3 extensions
Bit rate of 16kbps - 320kbps and sampling frequency of 32kHz - 48kHz

Saving music to an SD Card

1 Use a PC and appropriate software to transfer songs into your PC.



2 Transfer the songs to an SD Card using the SD Card slot in your PC or a commercially available SD Card reader/writer.



About folders and files on an SD Card

- Only folders with music files saved in them are displayed. The maximum number of folders displayed is 1,000.
- If there are two or more folders with the same name on an SD Card, the music files in those folders will be combined into one folder.
- The maximum number of music files displayed is 3,000.
- A maximum of 100 music files per folder will be displayed.
- Folders and files with hierarchies deeper than eight levels will not be displayed.
- Folder names are unrelated to hierarchy depth. They are displayed in numeric and alphabetical order.





MiiMAKER™

Mii Maker can be started from the Nintendo 3DS HOME Menu. This software allows you to build faces from various parts to create virtual alter egos for yourself, your family members, and your friends.

For more detailed information, tap **Manual** on the HOME Menu.

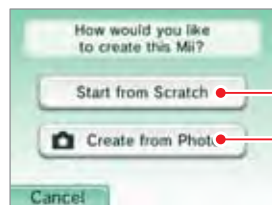


NOTE: You can also play as your Mii characters in games that support this feature.

Create a Mii

Step 1: Create your own Personal Mii character. After you have created your Mii, you can view it in the Mii Maker main menu and create more Mii characters.

1 Tap the creation method you would like to use.



Select a gender and proceed to step **2**.

If you tap **Create from Photo**:

You can use a photo of your face to create your Mii.

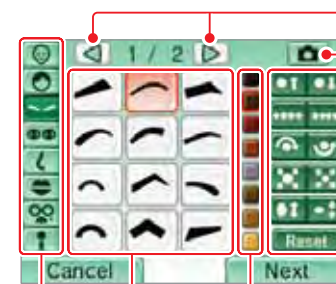
Follow the on-screen instructions to select your Mii character's gender, skin tone, eye color, hair color, and hairstyle, and then take the photo using the inner camera of the Nintendo 3DS.



NOTE: If your face isn't recognized, try re-taking the photo (see page 96 for more information on facial recognition).

Select the face you like and then tap **Next**.

2 Tap the face parts and body type to edit the Mii character.



Next/previous page

Create from photo

Take a photo of your face and use the photo to create your Mii.

Adjust parts:

Move up/down

Change spacing

Change angle

Expand/reduce

Expand/reduce up/down

Reset parts

Change color

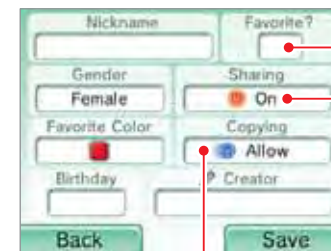
Select the part you want to change.

Select the part you want to edit.

When you are finished editing, tap **Next**.

- Change the Mii viewing angle with the **L** or **R** buttons or the Circle Pad.
- If you selected **Create from Photo** in step **1**, the photo will be displayed next to the Mii on the upper screen.
- The types of adjustments you can make (color, number, etc.) will differ from part to part.

3 Creating a profile



Favorites

When you make a Mii a Favorite, will be displayed. Favorite Mii characters will have priority in games that support Mii characters. You can create up to 10 Mii characters. Your Personal Mii is indicated by and cannot be removed from Favorites.

Copy permission settings

If you set this option to Don't Allow, those who receive the selected Mii will not be able to copy or edit that Mii.

Share your Mii

Sharing a Mii allows it to be sent wirelessly to other people's Nintendo 3DS systems, where it may remain and appear later in other supported games they play. (The Mii creator's name and birth date are not shared.)

- When you have finished creating your profile, tap **Save** to register the Mii. When you have finished registering your Mii, you will be returned to the main menu.
- You cannot delete your Personal Mii, but you can edit it.

NOTE: All Mii features and likenesses are the intellectual property of Nintendo and cannot be distributed freely or used for personal gain.

Warning about Mii profiles

If you send a Mii character to another Nintendo 3DS system, the Mii character's name and profile will be sent with it. Therefore, take care not to use offensive words or any personally identifiable information in the nickname or profile of your Mii. Someone who receives your Mii can edit it or send it on to others, and you cannot remotely delete Mii characters sent to other people using your Nintendo 3DS system.

If you use offensive words in the name or profile, it's possible they will be displayed as "???" on another person's Nintendo 3DS system. If this happens, please change the nickname or profile.

About blocking another user

You can set your system to block those who use offensive content in their Mii nickname, profile or appearance. If you choose to block a Mii whose creator has used an offensive content, all Mii characters from that person will be blocked and other Mii characters will be displayed instead. Some applications do not allow any content from an blocked player to be displayed.

To access the blocked-user settings, from the Main menu press \times and \circ while holding left on the +Control Pad. Follow the on-screen instructions to make your settings.

Main menu

When you start Mii Maker, the main menu appears. Tap an item to select it.

NOTE: You can register a maximum of 100 Mii characters in Mii Maker.



Select a Mii from the Mii list.

Display the instructions for viewing Mii characters.

- Communicate with another Nintendo 3DS system and send or receive Mii characters.
- Receive Mii characters from the Mii Channel on the Wii console.

NOTE: You cannot send Mii characters to the Mii Channel.

Create a Mii.

Create a Mii QR Code and save the Mii image.
(A QR Code is a two-dimensional code that can be read by scanners or devices that include cameras.)

Editing or erasing a Mii

After selecting a Mii character from the Mii list, you can edit, erase, or adjust its Favorite settings.

From the Mii list displayed on the Touch Screen, tap the Mii that you would like to edit or erase.

NOTE: You can change a Mii character's location in the Mii list by touching and sliding the Mii to a new location.



Edit Selected Mii.

Edit the Mii using the same tools you used when creating it.


If you are working on a Mii that you received from another system and that Mii can be copied, you will be asked whether or not you want to copy it. If you make a copy of that Mii, you will be able to edit the copy as well as the original.

Mii slots

In the Mii list, there are 10 rooms. Up to 10 Mii characters can be saved in each slot. To move a Mii to a different slot, touch and slide it on the Mii List.



Favorites display

Favorite Mii characters will appear with a  icon. If you tap the icon, you can change the Mii character's status as a Favorite.


Share display

Shared Mii characters

Mii characters you can copy

Display Mii characters that can be copied.

Creator name display

If the creator of a Mii character has been added to the Mii character's profile, you can tap the Mii character's nickname  and the creator's name will be displayed.

Erase selected Mii.