



nintendogs™
+cats

Nintendo®

PRINTED IN THE EU

NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)
MAA-CTR-ADAP-UKV



2220046M

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



Thank you for selecting the NINTENDOGS™ + CATS Game Card for Nintendo 3DS™.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet (Important Information Leaflet). Always save these documents for future reference.

This Game Card will work only with the European/Australian version of the Nintendo 3DS system.

WARNING! This video game is copyright protected! The unauthorised copying of this game may lead to criminal and/or civil liability.



StreetPass™

Supports features such as rankings, data swapping, etc. via StreetPass (local wireless communication).



SpotPass™

Supports automatic download of data such as updates, items, etc. via an internet connection.

The in-game language depends on the one that is set on the system. This game supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian. You can change the in-game language by changing the language setting of your system. For instructions about how to change the system language, please refer to the Operations Manual, "System Settings".

NINTENDOGS™ + CATS makes use of the Nintendo 3DS™ system clock. Changing the system's date and time setting may mean that you are temporarily unable to progress through the game as normal.

The puppies and kittens in NINTENDOGS + CATS never get old or die. Real dogs and cats are different, and owning them as pets is a huge responsibility.

If you are thinking of getting a real pet, please consult your family and consider carefully whether you have sufficient time and energy to devote to caring for a pet.





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There are three different versions of NINTENDOGS + CATS. Regardless of which version you own, it is possible to get all the dog and cat breeds available by playing with your pets often, and by using StreetPass.

Your First Puppy



Things to know before bringing your puppy or kitten home...

Living with a puppy or kitten is like gaining a new member of the family. You have to look after it, be kind to it, take it out and generally give it lots of attention. Most of all, you have to love and cherish it as one of your closest friends.

Of course, it's not just about giving your pet affection. Every pet is different, so make sure you get to know each one's individual personality and quirks. Each dog or cat breed has its own unique traits, so no two dogs or cats are ever alike.

Shower your pet with love, train it properly, and you'll have a friend for life!

1 The Kennels

Getting Started

Touch the NINTENDOGS+CATS icon on the HOME Menu, then touch OPEN to start the game.

When you play the game for the first time, you'll begin at the kennels.

You'll find many different breeds of dogs and cats here, but initially only nine puppy breeds will be available for you to choose from. Try to find the perfect puppy to take home with you!

Hint

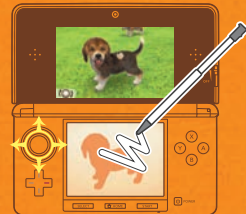
The game only begins at the kennels the first time you play. After that, whenever you start the game, you'll be taken straight to your room.



2 Finding the Right Puppy

There are lots of puppies at the kennels.

You can stroke a puppy on the upper screen by sliding the stylus on the dog's silhouette on the lower screen. Use the Circle Pad to rotate your view around the puppy.



Choosing a puppy

Once you've stroked a puppy for a little while, you'll be given a selection of dogs currently available at the kennels. Choose a breed and type of coat to get a closer look at that kind of dog. Once you've found a puppy you like, touch CHOOSE THIS DOG.


Hint

When you next visit the kennels, you'll find that kittens are also available.




3 Taking Your Puppy Home

Your puppy will take a little time to get used to its new home.

Touch  on the lower screen to call your puppy over to you, and spend some time stroking it. If you give your puppy lots of love, it'll calm down before long.



Hint

You don't have to touch  to get your dog to come. It will sometimes come over if you whistle or if you are looking at the screen.

NOTE: In this software, the system's inner camera ([-> p. 20](#)) is only used for recognising your face. Images captured by the camera are not used by this software for any other purpose.

4 Naming Your Puppy

When your puppy has settled down, you'll be able to name it. Once you've chosen a name, you'll need to teach it to your puppy by saying it out loud, and then make a note of it.

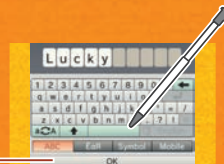
Call out the name

Face your puppy and call out its name several times, following the instructions in the game. Your puppy will learn its name the way you say it the first time.



Make a note of the name

A keyboard will be shown on the lower screen once your puppy has learnt its name. Touch the keyboard to enter the puppy's name and touch OK when you're finished.





OK

Hint

The name you write here will be made public to other StreetPass users ([-> p. 26](#)). You should not use any information which could be used to identify you personally, nor any language that other people may find offensive.

How to Name Your Dog Successfully



If your puppy has heard the name properly,  will appear, and if it hasn't heard it properly,  will appear. After your puppy has heard the name correctly a few times, it will remember its own name!

Remember to use the same volume and tone of voice when you repeat the name. If you're not having much success after a few tries, it may be because you're too close to the microphone, speaking too loudly or changing your tone of voice. Please try again, bearing in mind the points below.

- Hold the system about 15cm from your face.
- Say the name with your voice at normal volume.
- Say the same name each time. Do not shorten or change the name.
- Pronounce the name clearly from start to end.
- Until your puppy has finished learning its name, don't ask someone else to try saying the name for you.

5

Teaching Your Puppy to Sit

Once you've taught your puppy its name and stroked it a lot so you're comfortable together, it's time to teach your dog its first trick. Teaching your dog how to follow your commands is important if you're going to get along well together.

Teaching tricks

When your puppy's ready to learn tricks, the explanation for how to teach your puppy to "sit" will be shown on screen. Follow the instructions and keep repeating the process until your puppy has remembered the trick. Touch TIPS to see the explanation whenever you like.



TIPS

Hint

For information on other tricks you can teach and how to teach them, select TRICKS from your puppy's **Info Screen** (➤ p. 21).

6 Now Your Puppy's Learnt to Sit...

Once you have taught your puppy to sit, all the other menu items will become available. You'll be free to take care of your dog, play with it or take it out for a walk at will.



For more information on your room and looking after your pets, see [Taking Care of Your Pet](#) (➤ p. 20).

Saving

In order to save your progress, including the status of your pets, your items and the layout of your room, you need to touch SAVE while in your room.

Make sure you save before quitting NINTENDOGS + CATS, so that you do not lose any progress.



SAVE

○ Closing the System

You can close the system at any time while playing NINTENDOGS + CATS to pause the game and reduce battery consumption. When you open the system again, you will resume your game from where you left off. StreetPass (➤ p. 26) and SpotPass (➤ p. 30) will remain active while the system is closed.

○ Entering Sleep Mode

Press the POWER Button and select SLEEP MODE to close NINTENDOGS + CATS and put your system into Sleep Mode, which helps to reduce battery consumption. While the system is in Sleep Mode, StreetPass (➤ p. 26) and SpotPass (➤ p. 30) will remain active.

NOTE: Pressing the POWER Button will immediately close NINTENDOGS + CATS, causing any unsaved data to be lost. Please make sure you save the game before pressing the POWER Button (➤ p. 14).

Living With Your Pet At Home

Food & Drink

Your pet will get hungry and thirsty, so make sure you give it enough food and drink. Find out if your pet is hungry or thirsty by checking its **Info Screen** (▶ p. 21).

Toys & Accessories

Play with your pet using toys, or just enjoy dressing it up with various accessories. Throw a toy and call your puppy's name, and it will fetch the toy.

Grooming & Bathing

Your pet's coat will get dirty, so you'll need to look after it. You can brush your pet when it's in front of you, or select a type of shampoo to give it a bath.



Photos

To take a photo, touch  or press either the L Button or R Button. You can view any photos you've taken in Nintendo 3DS Camera, which can be found on the **HOME Menu**.

Diary

Enter your details here and you will be able to communicate with other owners using StreetPass (▶ p. 26).

Furniture

Choose various items of furniture to liven up your room and make it more comfortable and fun for your pet to live in.

Walking Your Puppy

When going for a walk, touch the lead and slide it in the direction you want to walk in. There are lots of places to visit, including parks, shops, a café and a gym. You can also use the pedometer to walk your dog: just close the system and carry it around with you, and the steps you take in real life will be reflected in the game.

Competitions

Each discipline is divided into different levels of competition (cups). Once you've won a competition, you can proceed to the next cup.

You can only take part in the same competition twice per day. If you change your system's time setting, you may be temporarily unable to enter a competition.

Disc Competition

You throw a disc that your puppy has to catch. The further the throw, the higher the marks.



Lure Coursing

Each puppy has to chase after a lure controlled by its owner and race to reach the finish line as quickly as possible.

Obedience Trial

Your puppy must perform the specified tricks within the time limit. This competition uses the AR Cards included with your Nintendo 3DS system (➤ p. 30).

Shopping

New items become available from time to time, so be sure to check back often. If you need more money to buy things, try selling some items you don't need at the second-hand shop.



1 Pet Supplies

General goods can be bought here, including food, drinks and toys.

2 Accessory Shop

Here, you can try on and buy various accessories for your pets.

3 Interior Designs

Here, you can buy new furniture and redecorate your room.

4 Second-Hand Shop

You can sell your items here, and also exchange the materials you found while out walking for something new.

5 Kennels

Here's where you can get new puppies and kittens.

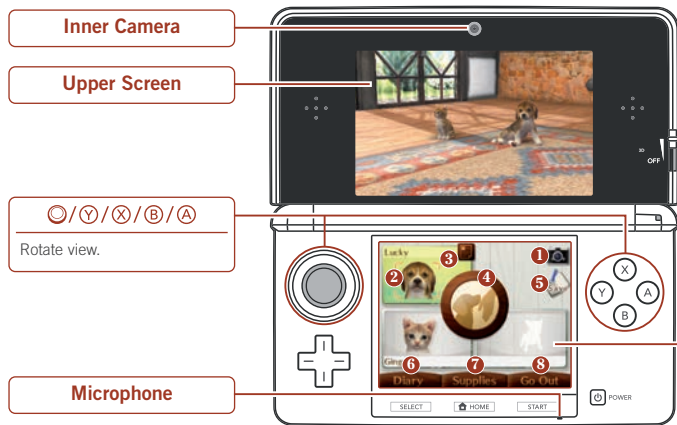
6 Hotel

Up to three pets can be left here for safekeeping. You can also select DONATE to give up pets that you can no longer take care of. **Once you have donated a pet, you won't ever be able to get it back again, so please be careful.**



Taking Care of Your Pet

This is the room where you live with your puppies and kittens. You can play with them and take care of them here.



Inner Camera

Upper Screen

○/Y/X/B/A









Rotate view.

Microphone

L/R

Take a photo of your room (the upper screen). Any photos you take will be saved on the SD Card and can be viewed in Nintendo 3DS Camera which can be found on the **HOME Menu**.

Lower Screen (Touch Screen)

-  **Camera Icon** Take a photo of your room (the upper screen).
-  **Puppy/Kitten** Touch a pet to focus on it.
-  **Pet Info Icon** Touch this icon to open the **Info Screen** and view details on your pet.
-  **Call Icon** Call your pets over to interact with them (➤ p. 22). If you're already focused on a pet, only that particular pet will respond.
-  **SAVE** (➤ p. 14) Save the current status of your pets, items and room.
-  **DIARY** (➤ p. 24) Open the diary.
-  **SUPPLIES** Use items that you own.
-  **GO OUT** (➤ p. 18) Head out into the big wide world with your dog.

To delete all save data related to your progress in the game, press and hold the A, B, X and Y Buttons simultaneously when the NINTENDOGS+CATS logo is displayed after starting the game.

Deleted save data cannot be recovered, so please be careful.

Interacting With Your Pet

Slide the stylus on the silhouette on the lower screen to stroke the puppy or kitten displayed on the upper screen. When the brush and treat icons appear, touch the brush icon to use the brush to groom your pet, or touch the treat icon to give your pet a treat.

Back

Return to the previous screen.
(➤ p. 20)

Silhouette


Stroke the silhouette to stroke your pet.




Camera Icon

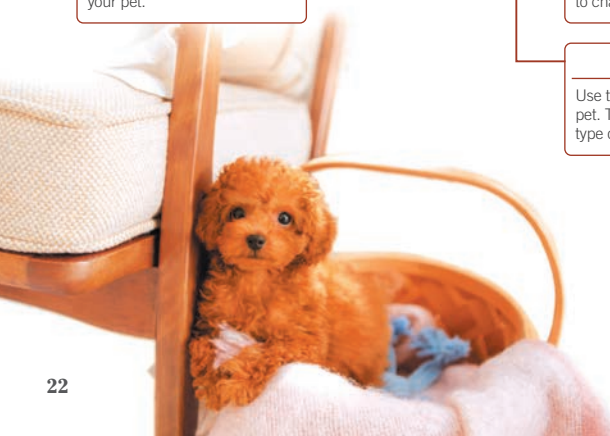
Take a photo of your room (the upper screen).

Treat Icon

Give your pet a treat. Touch  to change the type of treat.

Brush Icon

Use the brush to groom your pet. Touch  to change the type of brush.



Owning a Kitten

Owning a kitten is somewhat different from owning a puppy.



Choosing a kitten

The kennels also have cats available. Once you've got used to taking care of your puppy, you can go back to the kennels to choose a kitten.



Kitten behaviour

Unlike puppies, kittens don't pay people much attention. They also won't learn any tricks, so it's best to leave them to their own devices. From time to time, kittens will go out and bring back a present for their owner.



Taking care of kittens

When they get hungry, kittens need to be fed cat food rather than dog food. They also like climbing up to high places, so getting some tall furniture for your room will keep them happy.



Using the Diary

The diary is used to interact with other owners that you have come into contact with via StreetPass.

Opening the diary for the first time

The first time you open the diary, extra data for the diary will be created on the SD Card and NINTENDOGS+CATS will be registered for use with StreetPass on your system. Without this extra data on the SD Card, you will not be able to use the diary or StreetPass.

Before you can register this software with StreetPass, you must agree to the Nintendo 3DS Service User Agreement and Privacy Policy. Please check the System Settings for more details.



The Diary Screen

The screen on the right is displayed when you open the diary. Use the stylus to write notes in your diary.



Eraser

Slide the eraser over memos to rub them out.



Owner Info

On this screen, you can choose your Mii™, set your photo and present, and edit your StreetPass message. All these details will be available to anyone you communicate with using StreetPass. You should not use any information which could be used to identify you personally, nor any language that other people may find offensive.



StreetPass Info

Touch stickers in the diary to view details of other players and pets you've met via StreetPass. You can invite another player's pet to play with one of your pets in the park.

Unless you've already created a Mii using Mii Maker (found on the **HOME Menu**), your nickname will not be displayed in your owner info. To make your nickname appear, create a Mii and set it in your owner info.



StreetPass

Register NINTENDOGS + CATS for use with StreetPass and you will be able to interact with other players and their pets when you take your Nintendo 3DS system out with you.

StreetPass Features

Here is what will happen if you successfully communicate with another player via StreetPass.

Various things are sent to the other player, including your owner and pet info, and whatever photo or present you've set.



You can view information about other players you've met and the presents you've received from them in the diary.



Touch MEET UP AT THE PARK in the diary to go to the park to play with another player's Mii and one of their pets.



As you meet new players, more dog breeds will become available at the kennels.



After meeting a player via StreetPass, you will not be able to meet them via StreetPass again for a while.

Activating StreetPass

Please follow the steps below in order to activate StreetPass.

① Open the diary (➔ p. 24)

Open the diary and register NINTENDOGS + CATS for use with StreetPass on your system.

② Register your owner info (➔ p. 25)

Set your Mii, photo, message and present. You can only set photos you've taken while playing the game.

③ Carry your system around with you

Close the system and carry it around with you to automatically exchange info with other players of NINTENDOGS + CATS who are using StreetPass.

For StreetPass to function correctly, the system must be on and wireless communication must be enabled.



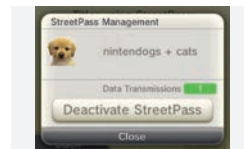
Meeting People Through StreetPass

Each time you meet a player via StreetPass, a sticker will be placed in your diary (➔ p. 25). Touch a sticker to see information about another owner.



Deactivating StreetPass

When you want to deactivate StreetPass, enter the System Settings from the HOME Menu, select DATA MANAGEMENT and then StreetPass MANAGEMENT. Touch the NINTENDOGS + CATS icon and select DEACTIVATE StreetPass.



If you want to reactivate StreetPass, simply go back to the diary and register NINTENDOGS + CATS for use with StreetPass on your system again.

IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, you may have difficulty in seeing 3D images clearly, or your eyes may become tired. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.**

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

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

WARNING – EYESTRAIN AND MOTION SICKNESS

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

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

WARNING – REPETITIVE MOTION INJURIES

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

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. 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 them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE OPERATIONS MANUAL INCLUDED WITH YOUR NINTENDO 3DS SYSTEM.