Nintendo®

NINTENDO 3DS™ XL

Operations Manual

Please read this Operations Manual, including the Health and Safety Information section **(pages 10 to 19)**, before use and follow all the instructions carefully. If this product is to be used by children, this manual should be read and explained to them by an adult. Please keep this manual for future reference.

Note: See **page 4** for a complete list of items included with the system.

Nintendo®

*T*his 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.

Original Nintendo Seal of Quality™

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

This Nintendo 3DS XL system is for use with European/Australian version Nintendo 3DS and Nintendo DSi™ software titles only. Software titles from other regions may not function.

Only software titles that support the 3D feature will use the 3D display. All other titles, including Nintendo DS® / Nintendo DSi™ software titles, will be displayed in 2D.

As the Nintendo 3DS XL system does not include a Game Pak slot (for Game Boy Advance™ Game Paks), it is NOT compatible with any peripheral device which needs to be inserted into the Game Pak slot.

This Nintendo 3DS XL system is intended to access the Nintendo eShop for Australia and New Zealand.

Please note that Nintendo may amend or update the manual included with this product from time to time. Nintendo therefore recommends checking for the latest version of this manual on the Nintendo website in the support section for this product.

Thank you for purchasing the Nintendo 3DS™ XL system. Please read this Operations Manual before use, paying careful attention to the Health and Safety Information section on **pages 10 – 19**, and follow all the instructions carefully. **If this product is to be used by children, this manual should be read and explained to them by an adult.** Please keep this manual for future reference.

Note: In this manual, the term "Nintendo DSi™ system" also refers to the Nintendo DSi™ XL system.

Set Contents

Before using this system, ensure that the contents listed below are all present.

◻ **Nintendo 3DS XL system x 1**
(SPR-001(EUR))

◻ **Nintendo 3DS XL stylus x 1**
(SPR-004)
Note: The stylus is located in the stylus holder on the side of the system **(page 22)**.

◻ **Nintendo 3DS AC Adapter x 1**
(WAP-002(AUS))

◻ **SDHC Memory Card x 1**
Note:
● The SDHC Card is inserted in the SD Card slot **(page 30)**. The SDHC Card is a third-party accessory not manufactured by Nintendo.
● The capacity of the SDHC Card is stated on the box.

◻ **AR Cards x 6**
Note: These are used in conjunction with the built-in application, AR Games: Augmented Reality **(page 34)**.

◻ **Quick-Start Guide x 1**
◻ **Nintendo 3DS XL Operations Manual x 1**

NINTENDO 3DS™ XL

Here is what you can do with your Nintendo 3DS XL system!

3D Screen
Displays 3D images **(page 28)**

3D depth slider
Adjusts the strength of the 3D images **(page 29)**

Circle Pad
Allows for precision movement **(page 21)**

Touch Screen
Touch-sensitive screen that allows you to control software using touching and sliding **(page 21)**

HOME Button
Displays the **HOME Menu** (page 32)

Use software from other systems in the Nintendo DS family (page 40).

Nintendo 3DS software

Nintendo DS / Nintendo DSi software

The following software comes pre-installed on the system (page 34).

The downloadable title Nintendo Letter Box is pre-installed on the SDHC Card.
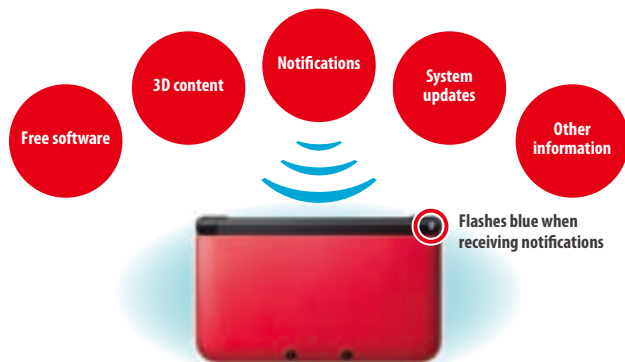
Exchange handwritten letters with registered friends **(page 45)** using SpotPass and StreetPass functionality.
Note: Other downloadable content may also be pre-installed on the SDHC Card. Play it by touching its icons on the **HOME Menu** (page 35).

SpotPass™

Your Nintendo 3DS XL system will automatically search for wireless access points and connect to the internet and exchange data at various times, including while in Sleep Mode (when the system is closed but the power is on).

Note: Data received via SpotPass is saved to the SD Card.

3D content

Notifications

System updates

Free software

Other information

Flashes blue when receiving notifications

You must configure Internet Settings to be able to connect to wireless access points **(page 55)**.

Note:
- SpotPass functionality may not be available if an active software title is using certain features or functionality. SpotPass functionality is not available during local wireless communication **(page 33)** or while playing Nintendo DS / Nintendo DSi software.
- Depending on the type of data received, the notification LED may not light up.
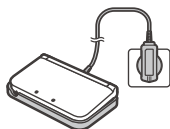
The Nintendo 3DS XL Charging Cradle (SPR-007) (sold separately) can help make recharging more convenient.
Please contact Nintendo Customer Service (see **page 83**) for availability and ordering information.
If the system is attached to the charging cradle when not in use, the battery won't lose power during Sleep Mode.

StreetPass™

Your Nintendo 3DS XL system automatically searches for and exchanges data with other Nintendo 3DS / Nintendo 3DS XL systems when you carry it around, such as when you're out walking or when you travel by train.
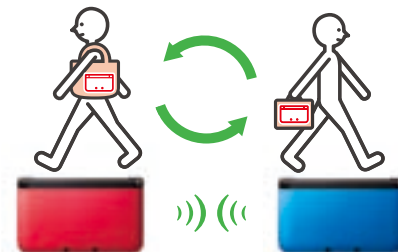
Data will automatically be exchanged if you walk past someone who has the same software title registered with StreetPass while the system is in Sleep Mode (closed while the power is on), as well as at other times.

Successful StreetPass exchange
Flashes green when data is being transferred and a notification is added to your Notifications list **(page 50)**.

Your StreetPass settings are saved on the Nintendo 3DS XL.

Note:
- A maximum of 12 software titles can use StreetPass at any one time.
- Contact Mode settings for Nintendo DS / Nintendo DSi software titles are not saved and must be configured while playing compatible titles. Furthermore, it is not possible to exchange StreetPass data for Nintendo 3DS software titles while Nintendo DS / Nintendo DSi software titles are in use.
- Data cannot be transmitted if the power or wireless functions are off **(page 20)**.
- StreetPass functionality may not be available if an active software title is using certain features or functionality. StreetPass functionality is not available during local wireless communication **(page 33)** or when connected to the internet.

Find the latest software!

Nintendo eShop

Connect to the internet and access Nintendo eShop to view the latest information and videos about different kinds of software, and purchase downloadable software.
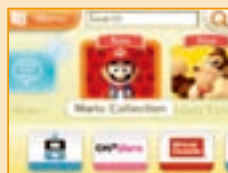
What you can buy

- **Downloadable software**
  You can buy new software exclusive to Nintendo eShop, or download versions of card-based software.
- **Virtual Console**
  You can buy the games you loved on platforms like Game Boy™ and Game Boy™ Color.
- **Nintendo DSiWare**
  You can buy software originally released on Nintendo DSi, known as Nintendo DSiWare.

Contents

Health and Safety Information (Please read)

Be sure to observe the following Health and Safety Information carefully during use of the product.
Failure to do so could result in accidents and / or injury.

■ The use of this product by children

IF THIS PRODUCT IS TO BE USED BY CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT OR LEGAL GUARDIAN. PARENTS OR LEGAL GUARDIANS SHOULD MONITOR CHILDREN WHEN PLAYING VIDEO GAMES. CHILDREN SHOULD BE SUPERVISED AND ASSISTED WHILE PLAYING.

WARNING – 3D Feature Not Suitable for Children aged six and under
Please refer to the warning regarding the 3D feature (page 11).

■ If the system doesn't operate properly

If you suspect your system isn't functioning as it should, refer to the Troubleshooting section on **pages 73 – 82**.

If you notice any damage to the system, or any unusual sounds, smells or smoke emanating from it, please do the following:

1. Turn off

2. Remove

3. Contact

Press and hold the POWER Button to turn off the power
Note: Touching the product in this state could be dangerous, so be careful when pressing the POWER Button.

Remove the AC adapter and any other accessories
Note: Be sure to remove the AC adapter plug from the electrical outlet before detaching the DC connector plug from the system.

Contact Nintendo Customer Service (page 83)
Note: Do not attempt to repair the system yourself. To do so could cause injury.

Guide to Warning Levels

The following warnings indicate the severity of the consequences, should you fail to observe the correct procedures.

⚠ WARNING	Failing to observe the precautionary steps could result in death or serious personal injury (or damage to property).
⚠ CAUTION	Failing to observe the precautionary steps could result in personal injury (or damage to property).
CAREFUL USAGE	Failing to use the product properly could result in damage to property.

The following symbols appear inside warnings:

Prohibition Symbols   🚫 Prohibited   🚫 Disassembly prohibited   🚫 Handling prohibited

Instructional Symbol   ❗ Information

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Health and Safety Information

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

⚠ 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 **(page 60)**.
- 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 any of the 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 only use 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 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should monitor children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms, such as:

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

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

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

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⚠ WARNING – EYE STRAIN AND MOTION SICKNESS

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

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every 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 instructions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D feature), even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. 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.

⚠ WARNING – BATTERY LEAKAGE

ⓘ The Nintendo 3DS XL system contains a rechargeable lithium ion battery pack. Leakage or combustion of the battery pack can cause personal injury as well as damage to your Nintendo 3DS XL system.

■ To avoid battery leakage and / or combustion:
- Do not damage the battery.
- Do not expose the battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, deform or attempt to repair the battery.
- Do not expose the battery to heat or dispose of it in a fire.
- Do not touch the terminals of the battery or cause a short circuit between the terminals with a metal object.
- Do not peel or damage the battery label.
- Use a compatible AC adapter.
- The battery pack of the Nintendo 3DS XL system is only to be recharged under adult supervision.
- The battery is to be removed from the Nintendo 3DS XL system before disposing of the unit.

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

⚠ WARNING – RADIO FREQUENCY INTERFERENCE

ⓘ The Nintendo 3DS XL system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo 3DS XL system within 25 centimetres (10 inches) of a pacemaker while using wireless communication. If you have a pacemaker or other implanted medical device, do not use wireless communication without first consulting your doctor or the manufacturer of your medical device.

■ Important Safety Information for use of Nintendo 3DS XL on board aeroplanes, in hospitals and airports
- Operation of the Nintendo 3DS XL system with wireless communication NOT active may be allowed on board aeroplanes, in hospitals, and in airports as with any other non-wireless device.
- You will know when wireless communication is active on your Nintendo 3DS XL system when the yellow wireless LED is lit, to indicate that communication is enabled, or is blinking, to indicate that wireless communication is in progress. The wireless LED will blink when you are using in-game multiplayer features or transferring a game / feature to / from another unit. Observe and follow all regulations and rules regarding the use of wireless devices in locations such as hospitals, airports, or on board an aeroplane.
- In order to comply with airline regulations, do not use wireless communication functions while on board an aeroplane. Operation in these locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

IMPORTANT: The Nintendo 3DS XL system allows you to disable wireless communication for all system features. To enable / disable wireless communication, use the wireless switch on the system.

⚠ WARNING – WIRELESS COMMUNICATION

ⓘ The Nintendo 3DS XL system offers various applications allowing your Nintendo 3DS XL system to communicate using wireless communication. You can disable wireless communication by using the wireless switch of the Nintendo 3DS XL system.

IMPORTANT: The Nintendo 3DS XL system may automatically connect to the internet when wireless communication is enabled. If you want to avoid such connection, please disable all wireless communication by using the wireless switch of the Nintendo 3DS XL system. A broadband internet connection and a wireless access point or a Nintendo Wi-Fi USB Connector are required in order to enjoy certain Nintendo 3DS Services. You are responsible for any internet connection fees. We therefore recommend you make sure that you have high-speed internet access, with no restrictions on usage and downloading time, before using such services in order to avoid additional internet charges being incurred when using such services. The Nintendo 3DS Services are not available in all countries; visit http://3dsservices.nintendo-europe.com for details.
The Nintendo 3DS Services are governed by the Nintendo 3DS Service User Agreement and Privacy Policy. For more details please visit http://3dsservices.nintendo-europe.com.

■ Keep the following in mind regarding the use of wireless communication:
- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes and friend cards are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes or friend cards with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know and that you do not share friend cards with people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

As far as Nintendo servers are involved in any wireless communication, please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems.

Please read the following carefully to ensure the correct use of this product.

⚠️ **WARNING**

■ **Do not disassemble or try to repair the system**

■ **Do not expose the battery to heat or dispose of it in a fire**

■ **Do not expose the system to heat sources such as heaters or stoves, and try not to expose the system to direct sunlight for extended periods of time**

Failure to observe this precaution could result in the battery pack leaking, combusting or exploding, which can in turn lead to fire and / or electrocution. Also, certain degrees of heat can lead to the battery pack becoming deformed or damaged.

■ **Use a compatible AC adapter and battery pack**

Using an incompatible AC adapter or battery pack can lead to battery leakage, combustion or explosion, which can in turn lead to fire and / or electrocution.
Use the Nintendo 3DS XL Battery Pack (SPR-003) and Nintendo 3DS AC adapter (WAP-002(AUS)) only.

■ **Do not touch the terminals of the battery with any foreign materials or metal objects, and do not damage the battery pack**

Doing so can lead to combustion, explosions, electrocution and / or short-circuits.
Do not use the system with travel transformers, incandescent-specific light dimmers, or in-car AC / DC adapters or chargers.

■ **Use the AC adapter and battery pack only with compatible systems**

Using the AC adapter and / or battery pack with an incompatible unit can cause fire, battery leakage, combustion, explosion or electrical outlet.
• The Nintendo 3DS XL Battery Pack (SPR-003) is for use with the Nintendo 3DS XL system only.
• The Nintendo 3DS AC adapter (WAP-002(AUS)) can be used with the following:
  • Nintendo 3DS (CTR-001(EUR))
  • Nintendo 3DS XL (SPR-001(EUR))
  • Nintendo DSi (TWL-001(AUS))
  • Nintendo DSi XL (UTL-001(AUS))

■ **Do not spill liquids on, or insert any foreign materials into, the system**

This can lead to fire, electrical outlet and / or malfunctions.
If the Nintendo 3DS XL system comes into contact with liquids, immediately turn the power off, remove the AC adapter, remove the battery cover and battery, then wipe the exterior clean with a soft, slightly damp cloth (use water only). Do not wipe the interior of the Nintendo 3DS XL system with any liquids.

■ **Do not touch the AC adapter connector or any other connector on the system with your fingers or metal objects**

Doing so can lead to fire, electrocution, short-circuits and / or malfunctions.

■ **Do not touch the system or AC adapter while charging during a thunderstorm**
Doing so could lead to electrocution from conducted lightning.

■ **Do not use the system in very humid environments or in places with high levels of dust or soot**
This could lead to fire, electrocution and / or malfunction. This could also cause mould to grow on the camera lenses.

■ **Do not expose the system to excessive physical shock such as dropping it or treading on it**
This could lead to damaged screens or the battery pack overheating, which could lead to burns or other injuries.
Note: Touching the system while it is damaged can be dangerous. Doing so can lead to injuries, so do not attempt to touch damaged areas.
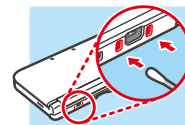
■ **Do not get too close to the infrared transceiver**
Looking directly into the infrared transceiver can lead to impaired vision and other problems.

■ **Do not use excessive volume for headphones**
Using headphones at loud volumes for long periods of time could result in impaired hearing. When using headphones, keep the volume at a level that allows you to hear background sounds. If you notice problems such as fatigue or ringing in the ears, discontinue use. If the symptoms persist, consult a doctor.

■ **Touching the system more than necessary while it is damaged can lead to injury**
Make no attempt to touch the areas that have sustained damage.

■ **Do not place the system, or accessories such as SD Cards, within easy reach of children or pets, or in places where there is a risk it could fall into their reach**
Children may place the AC adapter, stylus, system accessories or other parts into their mouths and cause themselves harm as a result.

■ **Keep the cradle connector clean**
Failure to do so could lead to fire, overheating, electrical outlet, inability to charge and other malfunctions. Clean at regular intervals to ensure the cradle connector remains clean. Avoid applying unnecessary pressure as this could lead to damage.

■ **Important safety information for use of Nintendo 3DS XL on board aeroplanes, in hospitals and airports**
• Operation of the Nintendo 3DS XL system with wireless communication NOT active may be allowed on board aeroplanes, in hospitals, and in airports as with any other non-wireless device.
• You will know when wireless communication is active on your Nintendo 3DS XL system when the yellow wireless LED is lit, to indicate that communication is enabled, or is blinking, to indicate that wireless communication is in progress. The wireless LED will blink when you are using in-game multiplayer features or transferring a game / feature to / from another unit. Observe and follow all regulations and rules regarding the use of wireless devices in locations such as hospitals, airports, or on board aeroplanes.
• In order to comply with airline regulations, do not use in-game multiplayer functions, or use wireless communication in any other way while on board an aeroplane. Operation in these locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

Do not use while driving, cycling or walking
- Use of the system while driving is an offence and it is dangerous.
- Use of the system while walking or cycling can lead to accidents.

Be aware of your surroundings while using the system

Failing to take care could lead to injury, damage to household equipment and other malfunctions.
- You will probably move around while using the camera function to take photographs or play certain games, so be careful that all areas that you might move into are clear. Make sure that furniture, objects and people are out of the play area so you don't accidentally bump into them while playing.

Do not expose the Nintendo 3DS XL system to high temperatures

The Nintendo 3DS XL system is designed for use at temperatures of 5 – 35° C. Using the system in hot environments (e.g. under a duvet or other non-ventilated environment) can lead to the system temperature rising sharply, which may cause burns. Use of the system for prolonged periods while charging, can increase the temperature of the system. Touching the system while it is hot may cause burns.

Use the stylus properly

Incorrect use can lead to injury or damage.
- Do not use the stylus for any purpose other than to operate the Nintendo 3DS XL system.
- Do not bend or apply unnecessary force to the stylus during use.
- Do not use damaged or distorted styli.

Be sure to connect the AC adapter to the correct voltage (AC 230 – 240V)

Failure to do so could lead to fire, overheating, electrocution and other malfunctions.
Do not use voltage transformers intended for use abroad or plugs that deliver reduced amounts of electricity.

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

Doing so can lead to fire and / or electrocution.
- Avoid tightly wrapping, treading on, pulling, twisting or making adjustments to the cord.
- Avoid placing heavy objects on the cord, especially on the DC connector plug.
- If the system has been damaged or the cord broken, do not attempt to use it.
- Do not expose the cord to extreme heat sources such as heaters or stoves.
- If the external flexible cable or cord of the AC adapter becomes damaged, please contact Nintendo Customer Service for information about replacement parts **(page 83)**. In order to avoid any potential hazards, do not attempt to repair the adapter yourself.
- If the system is charging while being used, be careful not to pull on or entangle the power cord.
- Use of the AC adapter by children should only be allowed with the full supervision of a parent or legal guardian.

Keep the AC plug clean by wiping with a dry cloth

Attempting to use the system when it is unclean or dusty could lead to fire, electrocution or short circuits.

Do not plug too many devices into the electrical outlets or power boards, and do not connect multiple electrical adapters together

Doing so could lead to fire or electrocution.

Be sure to plug in and remove the AC adapter properly

Failure to do so could lead to fire, electrocution or short circuits.
Failing to insert the AC adapter properly into the electrical outlet may allow metal objects (such as paperclips or metallic straps) to come into contact with the prongs of the plug.
To remove the AC adapter, grip the body of the plug securely and pull it straight out of the electrical outlet.

If the system is to be used by children, a parent or legal guardian should ensure that they do not allow the child to touch the prongs of the plug with metal objects when plugging the AC adapter in.
The AC adapter should be plugged into an easily accessible electrical outlet that is near the equipment to be charged.

Do not use the system with wet hands

This can lead to accidents, malfunction, injury or damage to property.

⚠️ **CAUTION**

Do not apply unnecessary pressure to the LCD screens or subject them to extreme shock

Doing so could lead to injury or malfunction.
If the LCD screens should break, avoid contact with any leaking fluid. Repair of damaged LCD screens is not covered by the warranty and must be paid for separately.

Do not put the system into your back pocket

Subjecting the system and LCD screens to excessive force, for example sitting on them, can damage them and lead to injury or malfunction.

Keep your fingers clear of the hinge

Purchase a strong wrist strap

Should you use a wrist strap, please be aware that home-made or weak straps may break, leading to injury or damage.

Do not swing the system by its strap

Doing so could lead to the strap breaking and the system being dropped or thrown. This could result in damage to the system or surrounding objects, and injury to yourself or others.

CAREFUL USAGE

- The AC adapter used with the Nintendo 3DS XL system should be regularly examined for damage to the cord, plug enclosure and other parts.
- The Nintendo 3DS XL system is not intended for children under 3 years old.
- The AC adapter is for indoor use only.

◻ Do not repeatedly turn the power on and off

Doing so can lead to malfunction and loss of data on SD Cards and in the System Memory.

◻ First, always turn the power of your Nintendo 3DS XL system off before loading or removing a Game Card / SD Card. Insert the Game Card / SD Card completely without forcing either the Game Card / SD Card or the Nintendo 3DS XL system

Failure to do so can affect save data and cause damage to the system or accessories.

◻ Only use compatible accessories

The use of the following devices can lead to malfunction or incorrect functionality:

- Accessories which are incompatible with the software being used.
- Devices and accessories that are not approved for use by Nintendo.
- Broken or damaged accessories.

◻ Do not move the Circle Pad violently from side to side

This may damage the controller and could affect game play.

◻ Do not damage the Touch Screen

Doing so can lead to malfunction.

- Use either the included stylus (SPR-004) or the item specified by the software for on-screen commands. Do not use pens, metal objects or any other instrument (including fingernails) that could leave scratches on the screen.
- Do not apply unnecessary pressure to, scrape objects across or stab at the Touch Screen.
- Do not use the Touch Screen with sand, lint, crumbs or other abrasive materials on it as these could leave scratches. If the Touch Screen is dirty, use a soft cloth to wipe it clean.
- The upper screen is not touch sensitive. Do not attempt to use the stylus on it.

◻ Do not expose the cameras to direct sunlight for an extended period of time, and do not directly photograph the Sun or other intense light sources

Doing so could lead to malfunction of the cameras or discolouration of the photographed images.

- Images taken by the cameras may be brighter or darker or have slightly different colours than the actual objects photographed. There may also be permanent light or dark spots on the images. Neither of these cases indicates a defective product.
- If the lenses get dirty, wipe them gently with a dry, soft cloth or cotton swab to clean them. Be very careful not to press on the camera lenses when cleaning, as this may cause damage.

◻ Do not place the system directly in front of air-conditioning units or in areas which experience sudden changes in temperature and / or are subject to condensation

Condensation in the system can lead to malfunction.

Taking the Nintendo 3DS XL system from a cold environment to a warm one

To avoid condensation in the system, close the system, place it into a plastic bag and remove the air from the bag. Leave the system for approximately 60 minutes, until it warms up to the temperature of its surroundings, before using it.

If condensation has formed on the system

Turn the system off and leave it for approximately 60 minutes in a warm environment, until all water droplets have dried, before using it again.
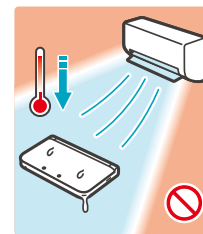
◻ Do not blow into the connectors of the system or Game Cards

Doing so can cause vapour to enter, which may damage the Game Card and / or Nintendo 3DS XL system.

◻ Do not store the system in a bag or other container while it is open

Doing so can lead to damage to the LCD screens and the system.

◻ Do not allow the system to come into contact with paint thinner, alcohol or any other solvent

Doing so can damage the plastic and result in the coating coming off. Be careful not to handle the system after using products like nail varnish remover. To clean the system, dampen a cloth with mildly soapy water, carefully wring out all excess water and then wipe the system clean. After cleaning, wipe the system down again with a soft, dry cloth. The Nintendo 3DS XL should be disconnected from the AC adapter before cleaning.

◻ When disposing of the battery or system, follow appropriate local guidelines and regulations

For information on battery disposal, contact your local solid waste authority **(page 72)**.

To protect your privacy, delete your Nintendo eShop records and format the system, and delete the contents of the SD Card using a computer before disposing of the system.

◻ Use of Information

- The facility to record audio and images on your Nintendo 3DS XL system is intended to be for personal use only and not for use by third parties. Additionally, there are specifically prohibited types of use. Taking unauthorised video or audio recordings of people and making them public may be an invasion of privacy and should be avoided.
- This system should not be used for illegal activity or the perversion of justice. Such activities could result in legal action.
- Once any kind of audio or video data has been transmitted from your Nintendo 3DS XL system, it may be copied and / or modified freely by third parties. Upon agreeing to transmit your data, you will not be able to limit its use or delete it thereafter.

◻ IMPORTANT: ANY UNAUTHORISED TECHNICAL MODIFICATION OF THE HARDWARE OR SOFTWARE OF YOUR Nintendo 3DS XL SYSTEM, OR USE OF ANY UNAUTHORISED DEVICES WITH YOUR SYSTEM, MAY RENDER YOUR SYSTEM PERMANENTLY UNPLAYABLE AND RESULT IN REMOVAL OF UNAUTHORISED CONTENT.

Your Nintendo 3DS XL system and software are not designed for use with any unauthorised device and / or any unauthorised software. Please note that the Nintendo warranties do not cover any defects to or defects caused by unauthorised devices, software, modifications and / or non-licensed accessories. Furthermore, such use may lead to injury to yourself or others and may cause performance issues and / or damage to your Nintendo 3DS XL system and related services. Nintendo (as well as any Nintendo licensees or distributors) is not responsible for any damage or loss caused by the use of such devices, software, modifications or non-licensed accessories.

Important! After the Nintendo 3DS XL system is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS XL system, or use of an unauthorised device in connection with your system, may render the system permanently unplayable. Content deriving from the unauthorised modification of the hardware or software of your Nintendo 3DS XL system may be removed. Failure to accept the update may render games unplayable.

Component Names and Functions

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

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

■ **Received SpotPass notification**
(flashes blue for five seconds) **(Page 50)**
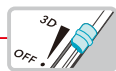
■ **Received StreetPass communication**
(flashes green for five seconds) **(Page 50)**

■ **Friend has come online**
(flashes orange for five seconds) **(Page 49)**

■ **Battery power is low**
(flashes red) **(Page 27)**

3D Depth Slider (Page 29)
Adjusts the depth of 3D images.

Microphone
Used by software with microphone functionality.

POWER Button (⏻) (Page 24)

Power LED (⏻) (Page 27)
Lights up when the power is on.

Recharge LED ( ) (Page 23)
Lights up orange while the battery is recharging.

Wireless LED ( )
Lights up yellow when wireless communication is enabled, and remains off when wireless communication is disabled. Flashes yellow when data is being sent or received.
Note: When in Sleep Mode, the wireless LED will light or flash more dimly.
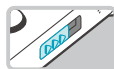
Wireless Switch
Activate / deactivate wireless communication.
Note: To use this feature with Nintendo DS / Nintendo DSi software titles, it must be activated before starting the game. Pushing the wireless switch after loading a software title will not enable wireless communication functionality.

LCD Screen (3D Screen) (Page 28)
Displays 3D content.

Inner Camera
Used by software with camera functionality.

Speaker (L)

Circle Pad
Used by software that supports Circle Pad input.
Note: If the Circle Pad is not working properly, please refer to **page 75**.
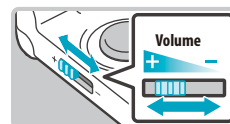
Volume Control
Slide to adjust the volume.
Note: The camera's shutter sound will always be played at a fixed volume, regardless of the current volume setting.

Control Pad

LCD Screen (Touch Screen)
Touch sensitive screen that enables tactile interaction. For software that supports this control feature, use the included Nintendo 3DS XL stylus.

Touch Screen Controls

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

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

Speaker (R)

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

SELECT

HOME Button ( ) (Page 32)
Displays the **HOME Menu**.

START

Audio Jack
For connection of commercially available stereo headphones. When connected, no sound will be played through the speakers.
Note:
● Please use accessories that are licensed by Nintendo.
● The Nintendo DS Headset (NTR-019) is not compatible with this system.

Battery Cover (Page 71)

Can be removed to replace the Nintendo 3DS XL Battery Pack.

Note: Please refrain from removing unless it is absolutely necessary.

Infrared Transceiver

Sends and receives signals for software with infrared functionality.
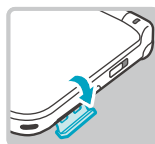
L Button

Outer Cameras (Page 39)

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

Camera LED

This LED lights up when the outer cameras are in use.

Game Card Slot (Page 41)

For loading Nintendo 3DS Game Cards, Nintendo DS Game Cards, Nintendo DSi Game Cards and Nintendo DSi enhanced Game Cards.

SD Card Slot (Page 30)

Used for inserting SD Cards (SD Memory Cards or SDHC Memory Cards). The included SDHC Card comes pre-inserted into the system.

Wrist Strap Attachment

For attachment of a wrist strap (sold separately).
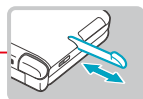
Stylus Holder

Used to store the Nintendo 3DS XL stylus.

Note: Do not attempt to place anything other than the Nintendo 3DS XL stylus (SPR-004) into the stylus holder.

R Button

AC Adapter Connector (Page 23)

Allows connection of the Nintendo 3DS AC adapter (WAP-002(AUS)).

Cradle Connector

Allows recharging via the Nintendo 3DS XL charging cradle (SPR-007) (sold separately). Please contact Nintendo Customer Service (see **page 83**) for availability and ordering information.

Recharging

You must charge the battery pack before you use your Nintendo 3DS XL system for the first time.

To recharge your Nintendo 3DS XL system, you will need the Nintendo 3DS AC adapter (WAP-002(AUS)).
Alternatively, you can use one of the AC adapters packaged with the Nintendo 3DS, Nintendo DSi or Nintendo DSi XL systems.

1

2

AC plug connectors

DC plug
(logo facing upwards)

Recharge LED lit
(The LED will go out when charging is complete.)
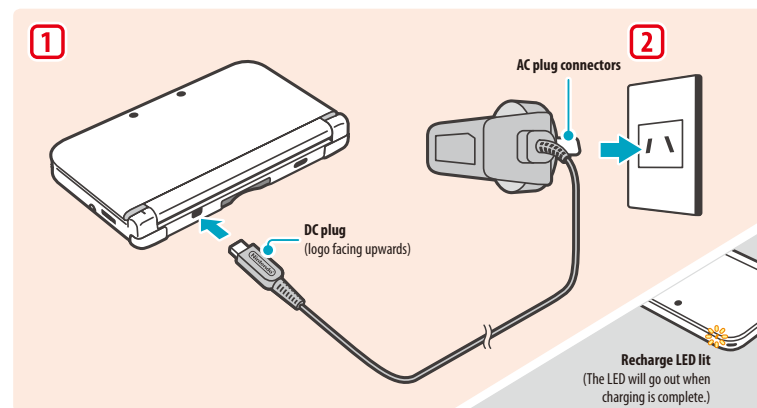
1 **Connect the DC connector plug to the Nintendo 3DS XL system**

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

2 **Insert the AC adapter plug into a standard 230 – 240V AC electrical outlet**

● The recharge LED will light up when charging begins, and turn off when charging is finished. When charging has finished, remove the AC adapter plug from the electrical outlet and remove the DC connector plug from the Nintendo 3DS XL system.

Note:

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

● To detach the system from the AC adapter, hold the system and the DC connector plug, not the cable, while you remove it.

About Charging

● The system takes approximately 3 hours 30 minutes to fully recharge when off. Charging time may vary if the system is being used while charging, or depending on the level of charge remaining in the battery.

● Charge the system in an environment of 5 – 35 degrees Celsius. Attempting to charge the battery while the ambient temperature is outside this range may degrade the battery and prevent it from charging. If the ambient temperature is low, the battery may not charge completely.

● Battery life decreases slightly over time as the battery is continually used and recharged. After 500 recharges, battery life may be reduced to 70% of the battery life at the time of purchase.

● If you feel the usage time has noticeably reduced, replace the battery pack. For replacement battery packs, please contact Nintendo Customer Service (**page 83**).

⚠️ **WARNING**

● Do not use the AC Adapter in places where it may be splashed with water or any other liquids, or in extremely humid places.

● Do not place anything in front of the AC Adapter that would be prevent it from being unplugged from the electrical outlet immediately.
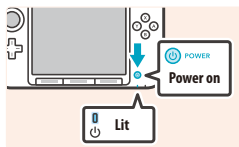
Turning the power on and off

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

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

Note:
• It may take several seconds for the **HOME Menu** to display after the power is turned on.
• For information about the power LED and battery life, see **page 27**.

POWER
Power on

Lit

Sleep Mode and Turning the Power Off

Sleep Mode
Close your Nintendo 3DS XL system during play to pause the game and activate Sleep Mode. SpotPass (**page 6**) and StreetPass (**page 7**) remain active when the system is in Sleep Mode, but power consumption is greatly reduced.
Note: Some software cannot enter Sleep Mode while in use or while carrying out specific tasks. For example, Nintendo 3DS Sound cannot enter Sleep Mode during playback.

Turning the power off
Press the POWER Button to display the **POWER Menu**. From here, touch POWER OFF to turn the power off. Alternatively, pressing and holding the POWER Button has the same effect.
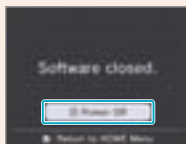
Configuring the system for the first time

You must configure the system after turning it on for the first time. If this system is to be used by children, an adult should perform these steps. The following steps should be performed with the stylus on the Touch Screen (**page 21**).

1 Set the system language
Touch the language you would like to use, then touch OK.
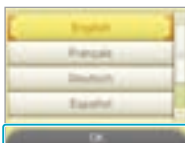
2 Calibrate the 3D Screen
Follow the on-screen instructions in order to view 3D images correctly (see "Adjusting 3D Images" on **page 28**).
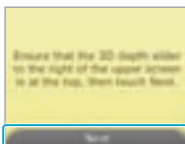
3 Set the date and time
Touch ⬆ and ⬇ to set the date and time, then touch OK.
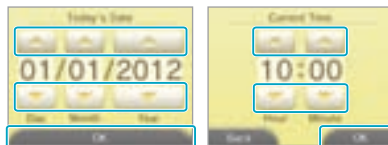
4 Enter a user name
Note:
• For information on keyboard usage, see **page 26**.
• Names can be a maximum of 10 characters.
• The name you choose will be visible on other Nintendo 3DS and Nintendo DS systems via wireless communication, so do not include words or phrases that others may find offensive. The use of inappropriate language may result in the display of your name being restricted on other Nintendo 3DS systems.
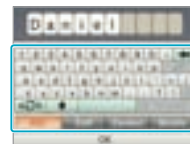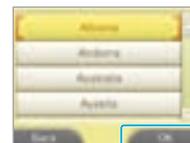
5 Enter your date of birth
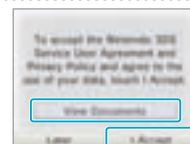Touch ⬆ and ⬇ to enter your date of birth.
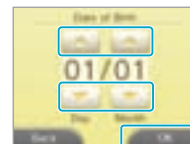
6 Select your country of residence, then your region
Touch OK to confirm.

7 Accept the Nintendo 3DS Service User Agreement and Privacy Policy
After reading the information, touch I ACCEPT. If you would rather accept these terms later, touch LATER.

8 Configure your internet settings (page 55)
Connecting to the internet allows various types of data to be exchanged via SpotPass and wireless play to be used with supported software titles. To set this later, touch SET LATER.

9 Set Parental Controls (page 60)
Set up Parental Controls to limit children's access to certain content and functionality. To continue without applying any restrictions, touch SET LATER.
Note: The use of the 3D feature by children aged six and under may cause vision damage. To prevent the use of the 3D feature, this feature can be manually turned off by selecting the appropriate option under the Parental Controls settings.
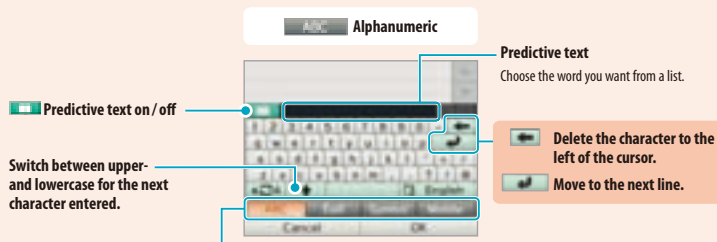
Your system is now ready to be used. Press the HOME Button to enter the **HOME Menu (page 32)** and begin using your Nintendo 3DS XL system.

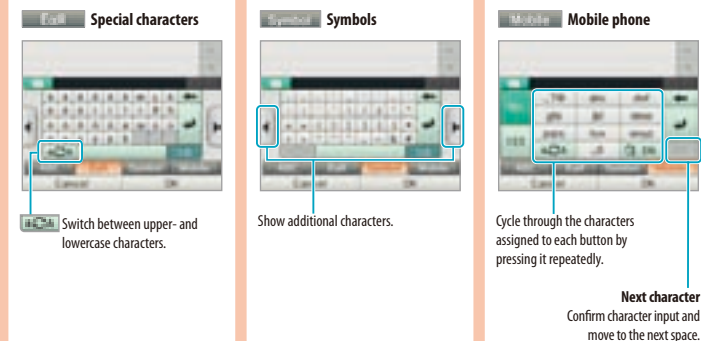24   25

Using the Keyboards

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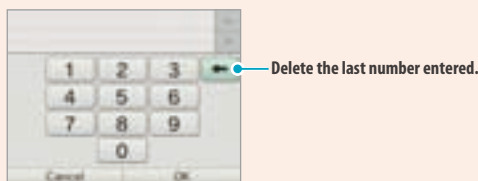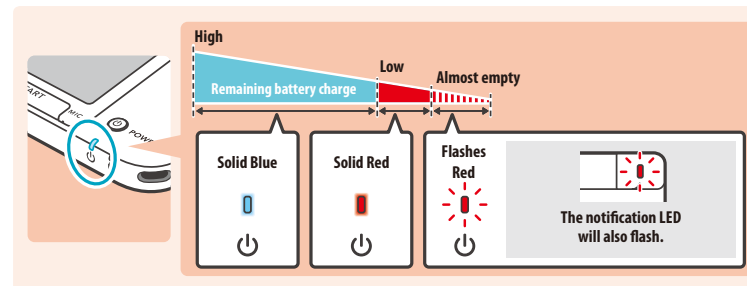
Standard

Alphanumeric

Predictive text
Choose the word you want from a list.

Predictive text on / off

Delete the character to the left of the cursor.

Move to the next line.

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

Switch between input modes

Special characters

Switch between upper- and lowercase characters.

Symbols

Show additional characters.

Mobile phone

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

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

Numeric Keyboard

Delete the last number entered.

Power LED

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

High

Low

Almost empty

Remaining battery charge

Solid Blue

Solid Red

Flashes Red

The notification LED will also flash.

Note: If the power LED is red, save your game quickly and recharge. If the battery charge runs out before you save, you may lose unsaved data. If the LED is blue and slowly brightens and dims, the system is in Sleep Mode **(page 24)**, which will conserve battery power.

Battery Life

Battery life will vary depending on a number of factors, such as the software being used, the quantity of wireless data sent and received and the ambient temperature. As such, these times should only be taken as rough estimates. Using the camera features may reduce the battery time below the figures shown below.

Playing Nintendo 3DS software: **approx. 3.5 – 6.5 hours**
Playing Nintendo DS software: **approx. 6 – 10 hours**

Longer | Battery life | Shorter

Dark | Screen brightness | Light
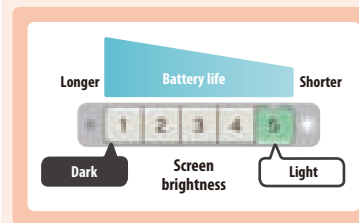
The battery life will change depending on the brightness of the LCD screens. The system is set to "5" at purchase (for information on changing the brightness levels, see **page 37**).

Note: Power-saving mode changes the brightness and colour gradient automatically according to the content being displayed, to extend the battery life for a longer period of time (for information on how to enable power-saving mode, see **page 37**).

Leaving the system in Sleep Mode **(page 24)** greatly reduces power consumption while leaving wireless communication such as SpotPass and StreetPass active. If the battery is fully charged, the system can remain in Sleep Mode for 3 days.

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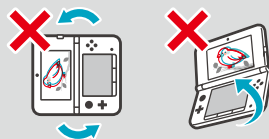
Adjusting 3D Images

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

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

Left eye image   **3D image**   **Right eye image**
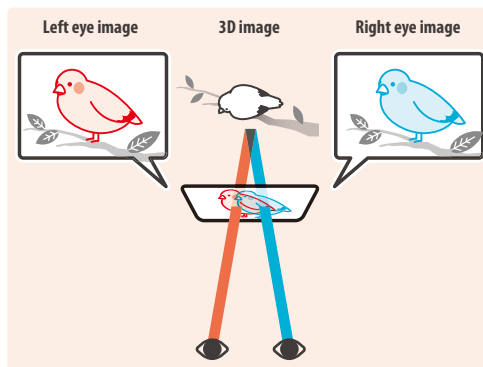
Tilting the screen or viewing it from an angle interferes with the 3D effect, and can cause the screen to appear dark or cause you to see a double image.

How to View 3D Images Properly

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

1 Look directly into the 3D Screen.

2 Hold the 3D Screen 30 – 40 cm away from your eyes. Adjust the distance until you can see the 3D images easily.

30 – 40 cm
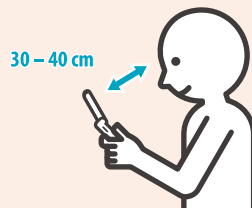
Adjusting the Strength of 3D Images

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

3D

OFF

Strong

3D Strength

Weak

- Move the 3D depth slider to the lowest point to display images in 2D.
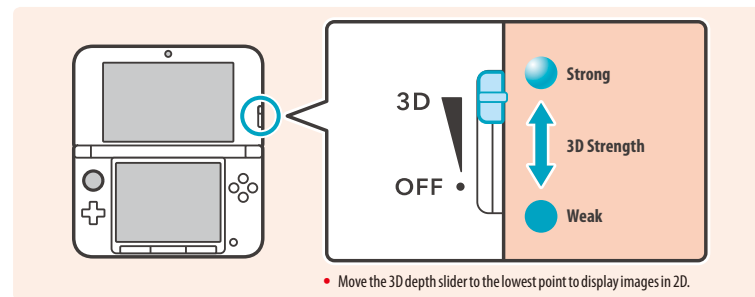
Note:
- Adjusting the 3D depth slider while viewing content that does not support the 3D feature will not result in 3D images being displayed.
- Certain types of content, including 3D videos and photos, do not allow adjustments in 3D strength. When viewing such content, adjusting the slider will only switch between 2D and 3D images. If you find the 3D effect to be uncomfortably strong while viewing these types of content, it may help to hold the system at a greater distance from your face. If you still find it difficult to see, then try viewing the content in 2D.
- Display of 3D images can be disabled in Parental Controls **(page 60)**.
- Do not view 3D images in direct sunlight or in the direct path of other strong light sources. This may make the 3D images difficult to see.
- 3D images may be difficult to see depending on your surroundings **(page 75)**.

Precautions for viewing 3D Images

The use of the 3D feature by children aged six and under may cause vision damage. Everyone will have a different way of viewing 3D images. If you see a double image or are unable to see 3D images even when viewing them correctly and with the proper settings, please use the 2D display only. You may need to adjust the 3D depth depending on your physical condition, the content of the images and your surrounding environment. If you experience double vision, headaches, nausea, tired eyes or any sudden changes in your condition, stop playing immediately and take a break.

For health and safety advice on 3D images, see page 11.

Using SD Cards

Nintendo 3DS XL supports SD Memory Cards up to 2 GB, and SDHC Memory Cards between 4 GB and 32 GB.

The included SDHC Card comes pre-inserted into the SD Card slot on your Nintendo 3DS XL system. You can use an SD Card to back up photo data or to store music to play back (the type of data you can save varies between software titles).

Note: With the exception of Nintendo DSiWare™ (page 7), all downloaded software is stored on the SD Card. Downloaded software (including its save data) cannot be moved or copied individually between SD Cards.

Using MiniSD / MicroSD Cards

An SD Card adapter is required to use miniSD or microSD Cards.
When using an SD Card adapter, be sure to remove the entire adapter (not just the card) from the system after use. Leaving the adapter in the system could result in damage or malfunction.
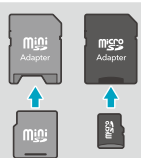
How to Remove

Turn the power off before attempting to insert or remove an SD Card. Failure to observe this step could damage the system or the SD Card and destroy data.

Note: If prompted during a game to remove the SD Card, there is no need to turn off the power.

① Click

②
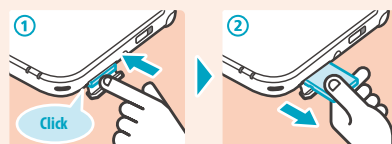
Press on the SD Card until it makes a clicking sound and pops out, then remove it.

How to Insert

1 **Open the SD Card slot cover**

Do not pull or twist the slot cover forcefully. Doing so could stretch or deform it, and you will not be able to close it fully.
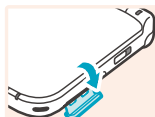
2 **Insert the SD Card into the SD Card slot**

Push it gently but firmly until it clicks into place, then replace the slot cover.
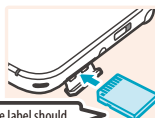
The label should face down.

SD Card Write-Protection Switch

When the SD Card's write-protection switch is in the lower position, it is locked and data cannot be written to it or erased. To enable these functions, the switch should be in the upper position.

Write-protection switch

If your SD Card is full...

To free up space on a full SD Card, delete photo, video or sound files you no longer need via Data Management in the System Settings (page 62). Alternatively, transfer all of the data from your current SD Card to one with a larger capacity. You can save software to another SD Card, but cannot later combine the contents of multiple SD Cards.

In order to transfer data, you will need a computer and a commercially available SD Card reader / writer and should transfer the entire "Nintendo 3DS" folder to the target SD Card.

Computer

"Nintendo 3DS" folder   Target SD Card (larger capacity)
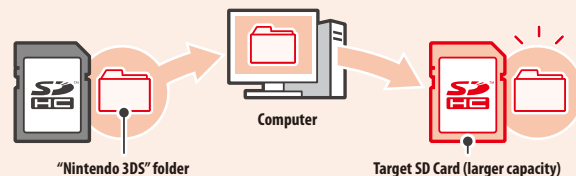
Note:
- Always copy the folder to the root of the SD Card.
- Download software (including save data) is stored inside the "Nintendo 3DS" folder. Photo data is not stored in this folder. Do not modify, move, delete or change the names of files in this folder.

Precautions for Copying Software

Always copy the entire "Nintendo 3DS" folder.
If updated data is saved on the new SD Card, you may not be able to use the same software with the original SD Card.
You should only use one SD Card with a software title at a time; the same software cannot be copied to multiple SD Cards for use as backups of your progress. Ensure that you only use the new SD Card.

You cannot copy data using the following methods
Download software saved on multiple SD Cards cannot be consolidated onto a single SD Card.
Copying new data over existing data will render the target data unusable.

If the contents of the "Nintendo 3DS" folder are modified or if individual files are copied from one "Nintendo 3DS" folder to another, they will be rendered unusable.

The entire "Nintendo 3DS" folder must be copied without any modification in order to use the data.
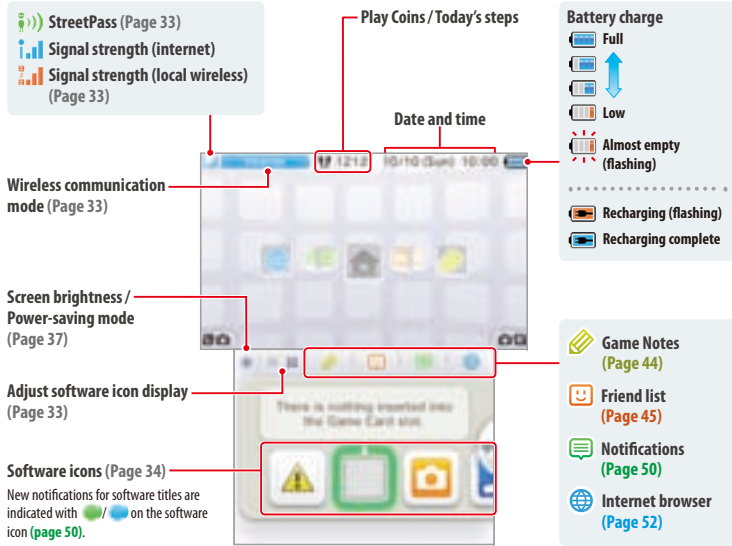
HOME Menu

The **HOME Menu** is displayed when you turn on the power. Everything on the Nintendo 3DS XL system can be accessed from here.

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

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

StreetPass (Page 33)
Signal strength (internet)
Signal strength (local wireless) (Page 33)

Play Coins / Today's steps

Date and time

Battery charge
- **Full**
- **Low**
- **Almost empty (flashing)**
- **Recharging (flashing)**
- **Recharging complete**

Wireless communication mode (Page 33)

Screen brightness / Power-saving mode (Page 37)

Adjust software icon display (Page 33)

Software icons (Page 34)
New notifications for software titles are indicated with 🟢/🔵 on the software icon **(page 50)**.

Game Notes (Page 44)
Friend list (Page 45)
Notifications (Page 50)
Internet browser (Page 52)

Note:
- Press the L or R Buttons to activate the cameras and take photos **(page 39)**.
- Content displayed on the upper screen differs according to the software being used. The display rotates more quickly when the microphone picks up more noise.

Play Coins / Today's steps

If you walk around with your Nintendo 3DS XL system, it will count your steps. Every 100 steps you take, you earn a Play Coin. You can earn up to 10 Play Coins per day, and a maximum of 300 in total. These can then be used in compatible software titles.

Note:
- Steps are counted when the system is closed and the power is on.
- A maximum of seven days' worth of step data can be recorded while Nintendo DS / Nintendo DSi software titles are left running. You will have to turn the software off once before you can record more.

Scrolling / Adjusting and Moving Software Icons

Scrolling

Touch an icon, then slide the stylus to the left or right to scroll through the available software icons. Touching ◀/▶ on the sides of the screen has the same function.

Touch   **Slide**
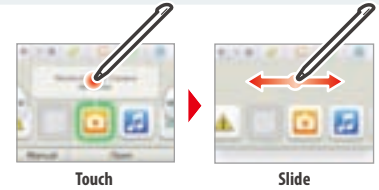
Adjusting the Display and Moving Software Icons

Adjusting software icon display
Touch 🔲 / 🔲 to change the layout of the software icons shown on screen.

Moving software icons
To move an icon, touch and hold the stylus over the icon until it detaches, then drag it to where you want to place it and release the stylus.
Dragging an icon on top of another icon will swap the two icons.

Wireless communication modes

Internet	This indicates that an internet connection has been established **(page 55)**.
StreetPass	This indicates that the system is searching for other users who have StreetPass activated **(page 7)**. Registering Nintendo 3DS software for use with StreetPass allows the system to automatically search for other users to exchange information with. This status will be shown together with 📶 .
Local	This indicates that the system is communicating with other Nintendo 3DS / Nintendo 3DS XL systems in your vicinity. Features such as local friend registration **(page 46)** and Download Play **(page 53)** options make use of the local wireless function. During wireless communication mode, the signal-strength icon 📶 is displayed. Stronger signal strength means better data transmissions.
Enabled / Disabled	Enabled will be displayed when wireless communication is enabled, and Disabled when it is disabled. Use the wireless switch to enable / disable wireless communication **(page 20)**. 📶 will be shown when enabled, and 📵 when disabled.

Software Icons

Free software received via SpotPass and software downloaded via Nintendo eShop are added as icons on the **HOME Menu**.
A maximum of 300 items can be stored on an SD Card. The different types of software title icon are explained below.

Card software icons

**Nintendo 3DS
Game Card**

**Nintendo DS / Nintendo DSi
Game Card**

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

Built-in application icons
For information on how to use these software titles, please see their respective electronic manuals **(page 36)**.

Health and Safety Information
Read important health and safety information for your system.

AR Games: Augmented Reality
Use the AR Cards together with the outer cameras to create believable augmented reality games.

Nintendo 3DS Camera
Take 3D photos and videos using this application.

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

Nintendo 3DS Sound
Listen to music and record sounds.

Activity Log
Record the number of steps you take while carrying your Nintendo 3DS XL system and the length of time you spend using software.

Mii Maker
Make yourself and other people into Mii characters!

StreetPass Mii Plaza
Mii characters you meet through StreetPass **(page 7)** will appear here.

Download Play (Page 53)
Download demos and play multiplayer games!

System Settings (Page 54)
Adjust Nintendo 3DS XL system settings.

Nintendo eShop (Page 6)
View information and videos about various software, and download new software.

Others

Gift icon
This icon appears when a new application is added to the **HOME Menu**. Touch a gift icon to unwrap it.
Note: The icon will flash if the application has not yet finished downloading. Place the system into Sleep Mode within range of a compatible internet access point to complete the download.

• Any software or video content that is pre-installed on the SDHC Card will also be displayed on the **HOME Menu (page 5)**.

Opening Software

Touch the software icon, then touch OPEN.

Closing / Suspending software

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

When suspended…
When a software title is suspended, you can adjust screen brightness and also access Game Notes, the friend list, Notifications, the internet browser, camera mode and instruction manuals. Other software titles can be launched, but you must close the suspended title to do this.

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

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

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

Electronic Manuals

If a software title includes an electronic manual, the MANUAL option will be displayed when you select its icon. Touch this to view the manual. Manuals can be viewed while a software title is suspended.
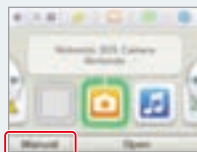
Viewing manuals

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

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

Close manual   Change the font size

Backing Up Save Data

You can create backups of download software save data. Once a backup is made, you can restore it at any time from Data Management in the System Settings **(page 62)**.

1 **Touch the software you wish to back up, and touch** 🔊 **.**
🔊 will not appear if a software title doesn't support save data backups.
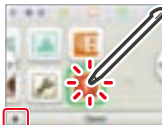
2 **Touch SAVE DATA BACKUP.**
Follow the on-screen instructions.
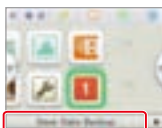
Adjusting Brightness / Power-Saving Mode

Touch 🔆 on the **HOME Menu** to display the brightness settings.

Screen brightness
Touch a number to change the brightness level.

Darker   Brighter

Power-saving mode
Enabling this mode will automatically adjust the brightness of the screen depending on what is being displayed in order to conserve battery power. Disabling it ensures that you can maintain a constant brightness level, but results in shorter continuous play time. This function is set to off by default.

Brightness levels and battery life
Increasing screen brightness will decrease battery life, and vice versa. Please bear this in mind when you adjust your brightness settings **(page 27)**.
Note: Because brighter screen settings require more power, the power LED may change from blue to red. If the battery is nearly empty, the system may turn off suddenly.

Brightness settings and power-saving mode with Nintendo DS / Nintendo DSi software titles
Nintendo DS / Nintendo DSi software titles cannot access the **HOME Menu**. Press the HOME Button to pause the software, then use the following commands to adjust brightness and power-saving mode settings.
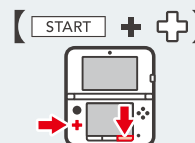
START ➕ ✚ Press and hold START, then press the following:
✚ Up: Increase brightness
✚ Down: Decrease brightness
✚ Left: Disable power-saving mode
✚ Right: Enable power-saving mode

Creating Folders on the HOME Menu

You can create folders on the **HOME Menu** to organise your software icons. You can create up to a maximum of 60 separate folders, and each folder can hold up to 60 software icons.

1 **On the HOME Menu, touch**
(an empty slot)

Touch CREATE FOLDER
(a folder icon) will appear in the empty space.
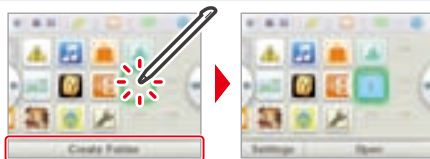
2 **Move software icons into the new folder**
- To move an icon, touch and hold the stylus over the icon until it detaches. Drag it above the folder icon, and the folder will open. Finally, drag the icon to wherever you would like to place it within the folder, and release the stylus.
- If you would like to move an icon back out of a folder, simply drag it in the same way out of the folder area.

3 **Touch**
to close the folder
When you want to open the folder again, simply select it and touch OPEN.

Folder Settings

Select a folder icon and then touch SETTINGS to change the folder's name or delete it entirely.
- When you change a folder's name, the first letter of the folder's name will be displayed on the folder's icon on the **HOME Menu**.

Note: You cannot delete a folder if there is even one software icon inside it.
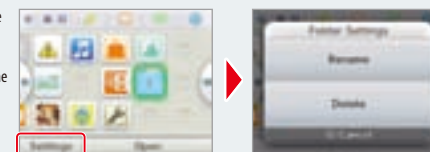
Adjusting software icon display

Touch / to change the layout of the software icons shown on screen.

Icons that cannot be moved into folders

The following software icons cannot be moved into folders. In addition, you cannot place a folder inside another folder.
- The Game Card icon
- The Nintendo eShop icon
- The System Settings icon

Taking Photos

Press the L Button or R Button on the **HOME Menu** to switch to camera mode.

Photos remaining

3D Icon
Indicates the outer cameras are in use

Storage Location
 System Memory   SD Card
Note: Choose the save destination in the Settings for Nintendo 3DS Camera.

Take photo
(or press L Button / R Button / A Button)

Switch between inner / outer cameras
Only the outer cameras can take 3D photos

Merge
Use the inner and outer cameras simultaneously to take photos of two faces and merge them together into one. For more details, refer to the Nintendo 3DS Camera electronic manual.

Open Nintendo 3DS Camera

Read QR Code
If you point the camera at a QR Code for Nintendo eShop or a QR Code with a website URL, you can go directly to the relevant page in Nintendo eShop or the internet browser **(page 52)**.

Note: Photos you've taken can be viewed in Nintendo 3DS Camera **(page 34)**.

Card-Based Software

How to use Game Cards with your Nintendo 3DS XL.

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

Nintendo 3DS, Nintendo DS, Nintendo DSi and Nintendo DSi enhanced software can be used on Nintendo 3DS XL systems.

Nintendo 3DS Game Card	Nintendo DS / Nintendo DSi Game Card

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

Use Classifications to Choose Computer Games and Films

G General

Very mild content

PG Parental guidance recommended

Mild content

M Recommended for mature audiences

Moderate content

MA15+ RESTRICTED — Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian

Strong content
People under 15 must be accompanied by a parent or adult guardian to hire or buy these films or games or to see these films in a cinema. These games cannot be demonstrated in a public place

R18+ RESTRICTED — Restricted to 18 and over

High impact content
People under 18 are not permitted to buy or hire these films or games or to see these films in a cinema. These games cannot be demonstrated in a public place

Australian Government
Attorney-General's Department
classification.gov.au

Check the Classification

Unclassified films or computer games can be advertised prior to being classified. Check the classification when at the cinema or before hiring or buying films or computer games

Using Game Cards

1 **Insert a Game Card into the Game Card slot**

Note:
- If you have trouble inserting the Game Card, remove it and check that it is facing the right direction with the label facing away from the system.

  Forcing the card in when it is facing the wrong direction could lead to damage.
- Only insert or remove Game Cards from the Game Card slot while the **HOME Menu** is displayed or the power is off. (If you have suspended a software title, make sure you have closed it before removing its Game Card.)
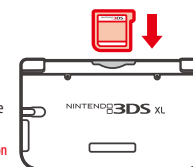
Check which way the Game Card is facing

The Nintendo 3DS / Nintendo 3DS XL / Nintendo DS / Nintendo DSi logos on the card and on the system should face in the same direction.

Push the Game Card in, then remove it

Click ① ②
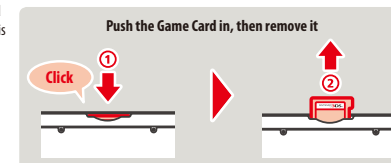
2 **Touch the Game Card icon, then touch OPEN**

Nintendo DS / Nintendo DSi titles are displayed in an expanded format by default. To load the software at its original resolution, hold down either START or SELECT, then touch OPEN to launch the software. Keep START or SELECT held down until the software has started.
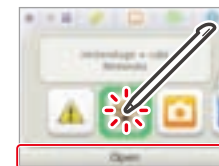
3 **For further information, refer to the instruction manual for the software you are using.**

Closing Software

Press the HOME Button to bring up the **HOME Menu**, then touch CLOSE to end a software title. (Any unsaved data will be lost if you close a software title without saving.)
- Touch RESUME to return to the point where the software title was suspended.
- To close Nintendo DS / Nintendo DSi software titles, first save your data, then press the HOME Button and touch OK.

Note: If you press the POWER Button, the software title will close and the **POWER Menu** will be displayed.
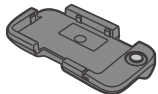
Game Card System Updates

Some Game Cards contain system update data. Such Game Cards will display a message if a system update is required in order to use the Game Card. Follow the instructions to update your system **(page 70)**.
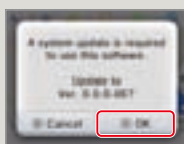
Incompatible Nintendo 3DS and Nintendo DS Software and Accessories

The following software titles and accessories are not compatible with Nintendo 3DS XL.

Nintendo 3DS Charging Cradle (CTR-007)	**Nintendo 3DS Circle Pad Pro** (CTR-009)
Nintendo DS Browser Nintendo DS Memory Expansion Pak (NTR-011) Nintendo DS Lite Memory Expansion Pak (USG-007)	**Nintendo DS Rumble Pak** (NTR-008)

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

Download Software

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

With the exception of Nintendo DSiWare **(page 7)**, downloaded software is saved to an SD Card. The corresponding icons are displayed in the **HOME Menu**.

You can get new software by...

- Receiving free software via SpotPass **(page 6)**.
- Purchasing software via Nintendo eShop **(page 6)**.
- Downloading demo versions.

Precautions for Download Software

- Because some software is transmitted automatically via SpotPass **(page 6)**, it is advised that you keep an SD Card inserted at all times.
- Up to 40 Nintendo DSiWare titles can be stored in the System Memory and up to 300 download software titles can be stored on an SD Card.
- Download software (including its save data) can only be used on the system it was originally downloaded to. Software that you save on an SD Card cannot be used with other Nintendo 3DS / Nintendo 3DS XL systems.
- Demo versions of software may have limitations such as a time limit or number of uses. If you exceed this limit and try to open the software, a message will be displayed. Follow the instructions to delete the software or open Nintendo eShop.
- If the system language is set to Dutch, Portuguese or Russian, Nintendo DSiWare titles will default to English. In some cases, this may be adjustable within the software.
- Only Nintendo 3DS software and Nintendo DSiWare matching the region of the system will work. Software titles from different regions may not function.

Opening Software

1 **Touch the software icon, then touch OPEN**

Nintendo DSiWare titles are displayed in an expanded format by default. To load the software at its original resolution, hold down either START or SELECT when launching the software. Keep START or SELECT held down until the software has started.
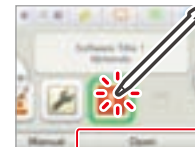
2 **For further instructions, refer to the instruction manual for the software you are using**

- How to view the software manual **(page 36)**
- About software ratings **(page 40)**
- How to close a software title **(page 41)**

Game Notes

Use this application to take notes, even while playing a Nintendo 3DS software title! Just suspend the software and take notes while looking at the software screen.

Touch ✎ on the **HOME Menu** to show a list of all the notes you've created.

- You can save up to 16 pages of notes. Note pages can be saved as photo data and viewed in Nintendo 3DS Camera **(page 34)**.
- To create a note while a Nintendo 3DS software title is running, press the HOME Button to suspend the software title and bring up the **HOME Menu**, then launch Game Notes.
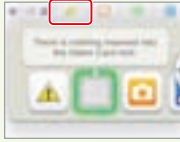
1 Select a note to edit

Switching screens
Touch this icon during a suspended game to change the display on the upper screen.

Display both screens

Display upper screen

Display lower screen
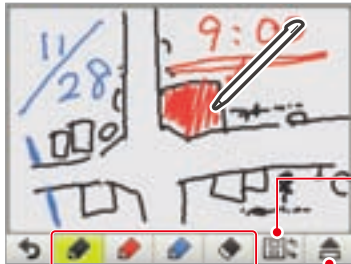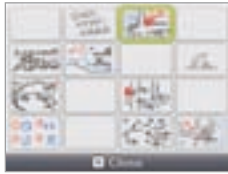
Pens

Eraser

Choose from three coloured pens to write with, and erase things with the eraser.

Notes saved as photo data on an SD Card can be viewed in Nintendo 3DS Camera **(page 34)**.

Make this note blank.

2 Touch ↩ when finished

This saves the note and sends you back to the **Game Notes Screen**.

Friend List

Play and communicate with registered friends via the internet, wherever they may be.

You can receive notifications via the friend list when registered friends go online (connect to the internet). Touch 🙂 on the **HOME Menu** to open your friend list. When you open it for the first time, you'll be asked to create a friend card by following the on-screen prompts.

To view the friend list while a Nintendo 3DS software title is running, press the HOME Button to bring up the **HOME Menu**, then launch the friend list.

Note: The friend list can only be used with Nintendo 3DS software titles. To use wireless play with Nintendo DS / Nintendo DSi software titles, the relevant settings need to be configured within the software.
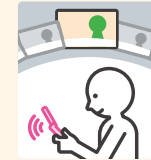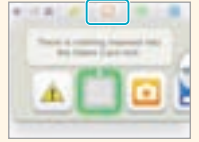
Things you'll need...

Personal Mii	In order to create your own friend card, you first need to create your own Personal Mii using Mii Maker **(page 34)**.
Internet Connection	This is required to see when friends go online **(page 55)**.

Friend List
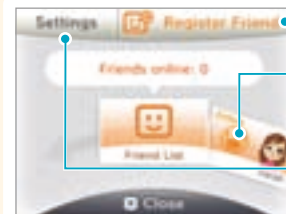
Register Friend (Page 46)

Viewing Friend Cards (Page 47)
- Edit your friend card
- View a friend's friend card

Friend List Settings (Page 49)
- Friend notification settings
- Delete friend card

Friend Registration

You can register up to 100 friends on your friend list.

Local

Touch LOCAL to connect to another Nintendo 3DS / Nintendo 3DS XL user within range and register each other.
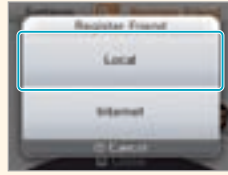
Find the friend card of the person you want to register as a friend and touch it.
Your friend cards will be exchanged and you will be registered on each other's friend lists.

Internet

Touch INTERNET to register friends by exchanging friend codes.
You can check your friend code by looking at your friend card.
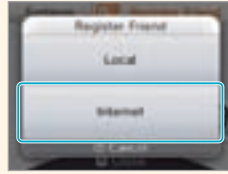
Enter the friend code belonging to the person you want to register.

You are not yet registered on the other system
Your friend will be provisionally registered. Enter the name of the person you want to register. (When the person registers you in return, the status will change and you will become fully registered friends. That person's name and Mii will then be displayed.)
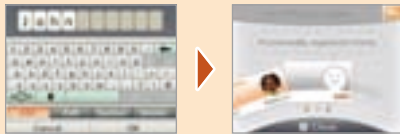
You are already registered on the other system
The data from the other person's friend card will be received automatically and they will be registered as a friend.
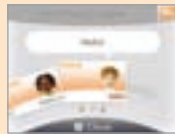
Do not share your friend code with people you do not know

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

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 is indicated by 👑.

Editing your friend card
Select your friend card to edit your message and favourite title.

Choose your favourite title (from software titles you've played).

Enter a status message of up to 16 characters. This will be visible to your friends.

Viewing friend cards
Select the friend card you'd like to view.
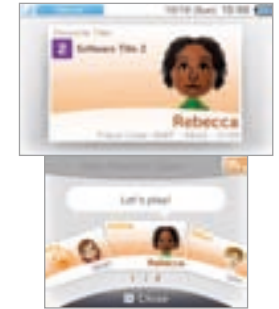
The friend's favourite title or title he / she is currently playing will be displayed on the upper screen.

Note:
- Touch 🙂 in the lower screen to register a new friend.
- Please refrain from including personal information or language that other people may find offensive in your status messages. Certain words are prohibited by the system and cannot be entered.
- If you receive a Mii whose name is shown as ???, this means that the creator is probably a blocked user. For more information, please refer to the Mii Maker electronic manual.

Communicating with Friends

When a friend goes online, the information shown on his / her friend card changes and you can see the title he / she is currently playing, if any.

Online	Offline
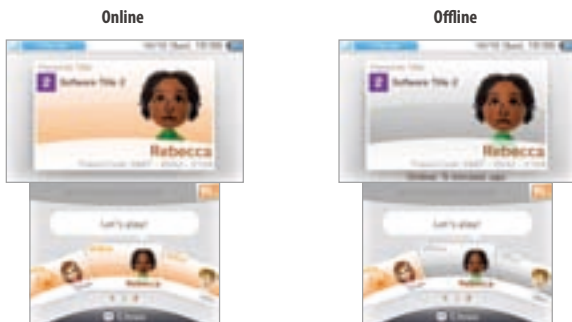
Note:
- To see a friend's online status, that friend must have selected YES when asked if they want to show friends their online status. This can be changed at any time in the friend list settings.
- To participate in the game your friend is playing, you must have the same Game Card inserted in your system, or have the same software saved on your system.
- If you are currently using a software title which cannot connect to the internet, you will not be able to go online.

Joining a Friend's Game

If you can join in a game that one of your friends is playing, the information shown on his / her friend card will change. Touch JOIN FRIEND'S GAME to join the game.

Note: You can only join if you have a compatible software title. For more information, refer to the software instruction manual.
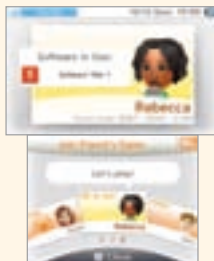
Notification LED

The notification LED on the system will flash orange for five seconds when a friend goes online.

If a friend is playing a game you can join, a ● will appear over the 😊 icon.

Flashing
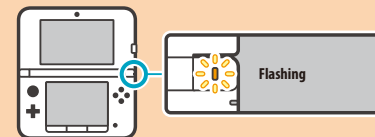
Friend Card Order

When you are online, friend cards will be displayed in the following order:

Your friend card ➡ **Friends whose game you can join** ➡ **Friends playing a game** ➡ **Online friends** ➡ **Offline friends** ➡ **Provisionally registered friends**

Friend List Settings

Set your status notifications and delete friends from your friend list.
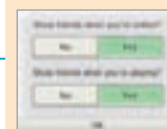
Choose whether to show your online status and the title you're playing.

Delete friend cards from your list.

Note: Friends will not be notified if their friend cards are deleted.

Notifications

You can receive notifications from SpotPass, StreetPass and other sources.

Touch 💬 on the **HOME Menu** to show a list of notifications.

To view notifications while a Nintendo 3DS software title is running, press the HOME Button to bring up the **HOME Menu**, then launch the Notifications application.
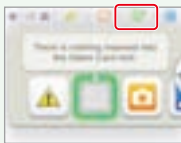
Notification Types

SpotPass	Notifications from Nintendo and software titles.
StreetPass	Notifications received via StreetPass (see **page 7** for more information on StreetPass).

Receiving Notifications

Your Nintendo 3DS XL system can receive notifications when...
- The power is on **(page 24)**.
- Wireless communication has been enabled using the wireless switch **(page 20)**.
- An internet connection has been configured **(page 55)**. StreetPass notifications do not require an internet connection.

Note:
- Software titles may send some notifications while you are not connected to the internet.
- StreetPass notifications do not require an internet connection.
- Notifications cannot be sent from Nintendo DS / Nintendo DSi software titles.

Notification

Receiving Notifications

The notification LED flashes when the Nintendo 3DS XL system receives a notification. It will flash green for StreetPass notifications and blue for SpotPass notifications. In both cases, it will flash for five seconds. Additionally, when a notification is received, 🟢 or 🔵 will be displayed on the notification icon and icons for the respective software titles on the **HOME Menu**.

Note: When receiving notifications while the system is in Sleep Mode, the notification LED will flash for five seconds, then remain lit. When you open the system, it will go out.

Flashing

50
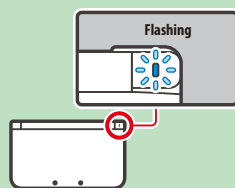
Viewing Notifications

Touch a notification to view it.
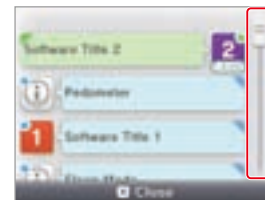
Slide the slider up or down to scroll through the notifications.

- Unread notifications will be indicated by 🟢 for StreetPass or 🔵 for SpotPass notifications.
- A maximum of 12 StreetPass and 100 SpotPass notifications can be stored on the system. If these limitations or the storage size is exceeded (eg. if there are a lot of notifications containing images), older notifications will be erased, starting with the oldest.

Stopping notifications

Stopping notifications from software titles

Touch OPT OUT OF NOTIFICATIONS FOR THIS SOFTWARE inside a notification then follow the on-screen prompts.

Note: Notifications that do not require an internet connection, such as those from software titles, cannot be stopped from the Notifications list. These are delivered during play and the method of stopping these notifications differs between software titles.
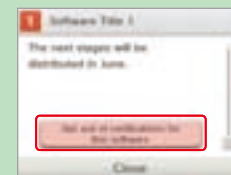
Stopping notifications from StreetPass

Touch DEACTIVATE StreetPass FOR THIS TITLE, then adjust the settings in **StreetPass Management** in the System Settings to deactivate StreetPass. Once StreetPass has been deactivated, you will no longer receive these notifications for this title **(page 62)**.

Note:
- To restart notifications, adjust the settings within the software. Refer to the instruction manual for more detailed information.
- Notifications from Nintendo contain important information for all users and cannot be opted out of.

51

Internet Browser

View web pages on the internet using intuitive stylus controls.

Touch ⊕ on the **HOME Menu** to start the internet browser. When using the browser for the first time, follow the on-screen setup instructions.

Note:
- An internet connection is required in order to view web pages **(page 55)**.
- The browser can be launched while playing Nintendo 3DS software by pressing the HOME Button and selecting it from the **HOME Menu**.
- Depending on the software, it may not be possible to launch the browser during play.
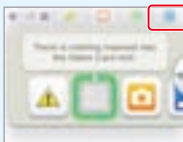
When you start the browser, the menu will be displayed on the lower screen. Touch an option to select it, or access websites.

Menu
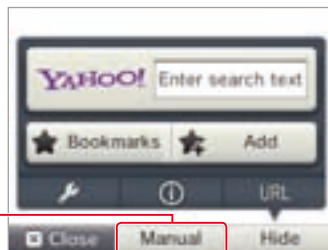
The browser contains an instruction manual with detailed information on how to use it.

Protecting Children from Harmful Sites

You can use the Parental Controls settings of your Nintendo 3DS XL system **(page 60)** to restrict use of the browser in order to prevent children from accessing harmful or inappropriate sites.
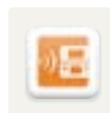
Download Play

With Download Play, you can play certain multiplayer games with other users even if you have only one copy of the game. You can also send and receive demos of certain software titles.

Download Play is compatible with Nintendo 3DS, Nintendo 3DS XL, Nintendo DS, Nintendo DS Lite, Nintendo DSi and Nintendo DSi XL systems.

Note: Download Play content from Nintendo 3DS titles can only be played on a Nintendo 3DS/Nintendo 3DS XL system.
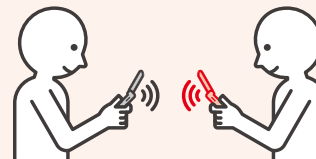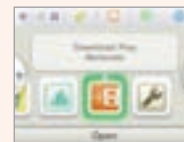
Download Play-compatible software (host)	No software (client)

Steps for the Host System

1 Launch the software title from the **HOME Menu**.
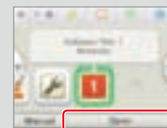
Follow the instructions in the instruction manual of the software you are using.

Note: Nintendo DS / Nintendo DSi titles are displayed in an expanded format by default. To load the software at its original resolution, hold down either START or SELECT, then touch OPEN if you are using the host system, or ⬚ if you are using the client system, to launch the software. Keep START or SELECT held down until the software has started.
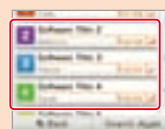
Steps for Client Systems

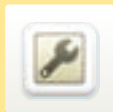**1** Open Download Play from the **HOME Menu**.
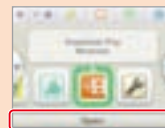
2 For Nintendo 3DS software titles, touch ⬚. For Nintendo DS / Nintendo DSi software titles, touch ⬚.

3 Touch the panel for the software you want to use. Follow the instructions in the instruction manual of the software you are using.
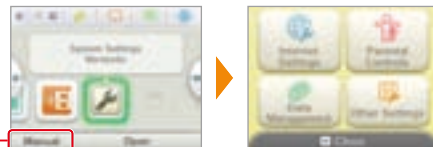
System Settings

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

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

For detailed information, consult the electronic manual.

INTERNET SETTINGS	CONNECTION SETTINGS	Configure your internet connection settings **(page 55)**.
	SpotPass	Change your automatic software download and sending of system information settings.
	NINTENDO DS CONNECTIONS	Configure internet settings for Nintendo DS software.
	OTHER INFORMATION	Review the Nintendo 3DS Service User Agreement and Privacy Policy, or check the system's MAC address.
PARENTAL CONTROLS		Restrict the use of software, content that can be purchased and downloaded, and system functions such as 3D images **(page 60)**.
DATA MANAGEMENT		Manage data such as Nintendo 3DS download software, Nintendo DSiWare and StreetPass data. You can also clear your blocked-user settings **(page 62)**.
OTHER SETTINGS		Manage your profile information, date and time settings, and transfer software data **(page 64)**.

Internet Settings

Connect your Nintendo 3DS XL system to the internet to open up even more options.

Required Items for Internet Connection

A wireless connection is required to connect your Nintendo 3DS XL system to the internet. A computer is needed to configure the settings on your wireless access point (router).

Internet

Broadband internet connection (ADSL, cable or fibre optic)

Broadband internet connection

Modem and / or router

Wireless communication

Wireless access points

Note:
- It is easiest to connect to wireless access points which support AOSS™ or Wi-Fi Protected Setup™.
- Use an access point which supports the 802.11b and / or 802.11g standards. Access points which only support 802.11a are incompatible.
- To see a list of compatible access points (routers) that have been confirmed to work with the Nintendo 3DS XL system, visit support.nintendo.com.
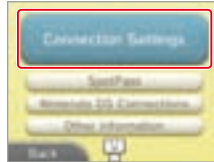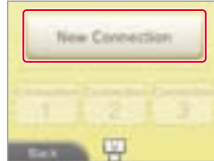
Connecting to the Internet

Once you have everything you need to connect to the internet, you can start configuring the settings on your Nintendo 3DS XL system.

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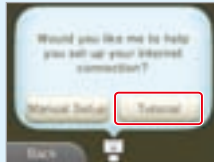
1 **Touch CONNECTION SETTINGS**

2 **Touch NEW CONNECTION**

Find your Ideal Settings with the Tutorial

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

- For AOSS guidance, see **page 57**.
- For Wi-Fi Protected Setup guidance, see **page 58**.
- For guidance on searching for and configuring access points, see **page 59**.

Setting Up a Connection without the Tutorial

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

- For AOSS guidance, see **page 57**.
- For Wi-Fi Protected Setup guidance, see **page 58**.
- For guidance on searching for and configuring access points, see **page 59**.

Connecting using AOSS

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

Note: Using AOSS may cause your access point settings to change. If your computer is connected to the access point without using AOSS, it may no longer be able to connect after using AOSS. Establishing a connection using an access point found through a search will not change any of the access point's settings **(page 59)**.

1 **Touch AOSS**
  Note: If you are using the tutorial and you have selected , start from step **2** .
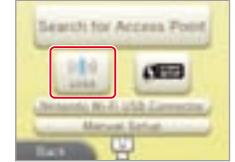
2 **Steps for the access point**

Press and hold the AOSS button on the access point until the AOSS light flashes twice in succession.
  Note: If you have tried and failed several times to set up a connection using AOSS, wait approximately 5 minutes before trying again.

AOSS button
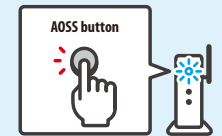
3 **Once the Setup Complete Screen appears, touch OK to begin a connection test**
- If the test is successful, setup is complete.
- Failure to establish a connection can sometimes occur after AOSS setup is complete. If this happens, please wait a short while before trying to reconnect.
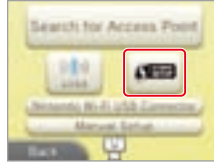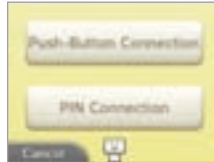
Connecting using Wi-Fi Protected Setup

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

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

2 **Touch the connection method supported by your access point**

3 **Steps for the access point**
Note: It may take around 2 minutes to complete setup.

For Push-Button Connection

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

Wi-Fi Protected Setup button

For PIN Connection

A PIN will be displayed on the Touch Screen. Enter the code into the access point settings, then touch NEXT.
Note: After configuring the access point, touch NEXT on the Touch Screen of your Nintendo 3DS XL system.
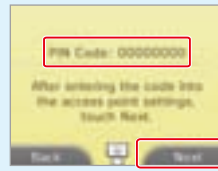
4 **Once the Setup Complete Screen appears, touch OK to begin a connection test**
- If the test is successful, setup is complete.
- Failure to establish a connection can sometimes occur after Wi-Fi Protected Setup is complete. If this happens, please wait a short while before trying to reconnect.

Searching for and Connecting to an Access Point

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

1 **Touch SEARCH FOR ACCESS POINT**
Note: If you are using the tutorial and have selected DON'T KNOW / NONE OF THESE or OTHER, start from step **2** .
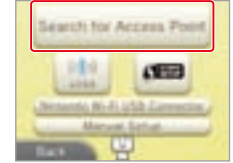
2 **Select an access point**
Note: Touch the name of the access point you want to connect to (its SSID, ESSID or network name). If you do not know this name, please consult the settings of the access point you are using.
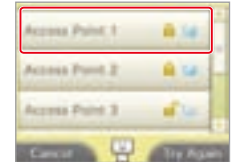
3 **Enter the security key and touch OK**
- This step only applies if the access point is secured. If you do not know the security key, please consult the settings of the access point you are using.
- The characters for the key you entered will be hidden by asterisks (*).

Note: A security key is the password set for your access point and is required to enable your Nintendo 3DS XL system to make an internet connection. It may also be called an encryption key or network password.

4 **Touch OK to save your settings**

5 **Touch OK to perform a connection test**
- If the test is successful, setup is complete.
- If connection fails and an error appears, follow the instructions given in the error message.
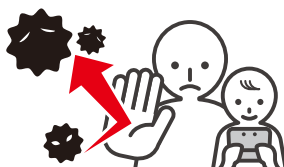
Parental Controls

Use this option to restrict children from playing games, making purchases or using certain functions of the Nintendo 3DS XL system (such as the display of 3D images).

Options that can be restricted

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

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

|	
SOFTWARE RATING	Restricts the use of Nintendo 3DS and Nintendo DSi software based on software rating systems **(page 40)**. **Note:** Nintendo 3DS software received via Download Play is also restricted, but this setting cannot restrict Nintendo DS software or software received via DS Download Play.
INTERNET BROWSER	Restricts use of the internet browser and prevents the viewing of web pages.
NINTENDO 3DS SHOPPING SERVICES	Prevents the purchase of goods and services, and the use of credit cards with Nintendo 3DS shopping services.
DISPLAY OF 3D IMAGES	Restricts the display of 3D images. All images will display in 2D.
SHARING IMAGES / AUDIO / VIDEO / LONG TEXT DATA	Restricts the wireless transfer of data that could be used to carry personal information, such as photos, images, sounds, videos and long messages. **Note:** This setting cannot restrict Nintendo DS software.
ONLINE INTERACTION	Restricts communication with other Nintendo 3DS, Nintendo 3DS XL, Nintendo DSi and Nintendo DSi XL systems over the internet. **Note:** This setting cannot restrict Nintendo DS software.
StreetPass	Restricts communication with other Nintendo 3DS / Nintendo 3DS XL systems using StreetPass. **Note:** This setting cannot restrict Nintendo DS / Nintendo DSi software.
FRIEND REGISTRATION	Restricts the registration of new friends.
DS DOWNLOAD PLAY	Restricts the use of DS Download Play.
VIEWING DISTRIBUTED VIDEOS	Restricts viewing of distributed videos to those suitable for all ages. This setting does not apply to game-related videos found on Nintendo eShop, which can be restricted using the separate Software Rating setting. **Note:** For some distributed video playback software, this setting may also restrict the use of the software itself.

Note: You can only use one configuration per system. Should you need to create restrictions for several children, we suggest setting up Parental Controls for the youngest child.

Configuring Parental Controls

Touch PARENTAL CONTROLS to begin the configuration **(page 54)**.

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

2 **Enter a four-digit PIN, then touch OK**
To ensure the information entered is correct, you will be asked to enter your PIN twice.
Note: Your PIN is required to change Parental Controls settings as well as remove them temporarily. Be careful not to forget it.
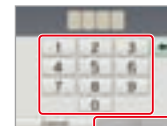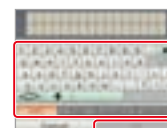
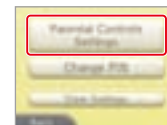**3** **Select a secret question, then touch OK**
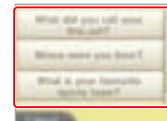
4 **Enter an answer of at least four characters to the secret question, then touch OK**
Note:
• You must answer the secret question if you forget the PIN. Be careful not to forget your answer.
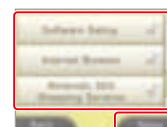• See **page 26** for details on using the keyboard.

5 **Touch PARENTAL CONTROLS SETTINGS**

6 **Touch the option you want to configure and follow the instructions on-screen**
Touch DONE to finish configuring Parental Controls settings.

Touch the option for the setting you want to change
Touch CHANGE in Parental Controls to change restriction settings.
Note: If you have forgotten your PIN or secret question answer, touch I FORGOT on the **Pin Entry Screen (page 79)**.
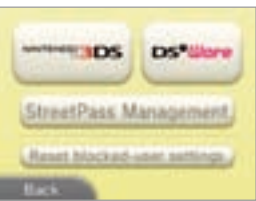
Data Management

Check or organise software, data and settings saved to the System Memory or the SD Card.

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

Nintendo 3DS Data Management	SOFTWARE	Check or delete Nintendo 3DS download software or Virtual Console™ software. **Note:** • You can store up to 300 Nintendo 3DS titles on an SD Card. • When deleting software, you can create a backup of its save data.
	EXTRA DATA	Check or delete extra data (e.g. data received via SpotPass) on your Nintendo 3DS XL system.
	ADD-ON CONTENT	Check or delete add-on content (including software update data) downloaded for compatible Nintendo 3DS software.
	SAVE DATA BACKUP	Create or delete backups of Nintendo 3DS download software or Virtual Console software, and restore save data from your backups. Once a backup has been created, its save data can be restored at any time **(page 63)**.
Nintendo DSiWare Data Management		Check Nintendo DSiWare saved to the System Memory or an SD Card. You can also copy Nintendo DSiWare between the System Memory and an SD Card or delete it. **Note:** You can store up to 40 Nintendo DSiWare titles in the System Memory.
StreetPass MANAGEMENT		View a list of software that supports StreetPass. You can also deactivate StreetPass for any software title.
RESET BLOCKED-USER SETTINGS		Resetting blocked-user settings will remove all previously applied restrictions and allow the receipt of data from all users.

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

Save Data Backup

Create or delete backups of downloadable software save data, and restore data from your backups.
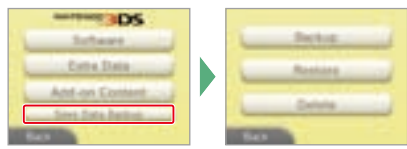
Points to Note Regarding Save Data Backups

• Save data backups for up to 30 titles can be saved to an SD Card.
• You can create more than one backup for the same software.
• Restoring the save data from a backup will overwrite the existing save data in the software.
• Save data can only be restored if the software and backup are stored on the same SD Card.
• Backups cannot be created for the following kinds of software:
  – Card-based software
  – Built-in software
  – Downloadable software that doesn't support backups
  Note: Even if the downloadable software does not support the save data backup feature, you can still create a backup, but only when deleting the downloadable software from the system in Software Management (excluding Game Boy Advance games on Virtual Console). When you redownload the software and touch the gift icon, the save data will be automatically restored once from the backup data.

Managing Backups
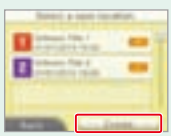
Select one of these backup options.
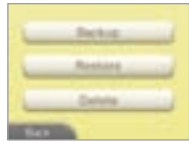
Backup
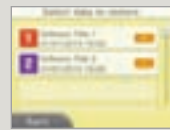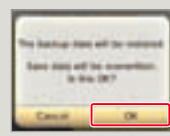**1** Touch the software you want to make a backup for.

2 Touch CREATE.
Touch existing save data to overwrite it.

Restore / Delete
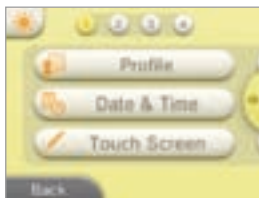**1** Touch the backup data you want to restore or delete.

2 Touch OK.

Other Settings

Change your user information and configure various other settings.

Touch ⬅ / ➡ at the sides of the screen to change pages.

PROFILE	Set your user name, date of birth, region and Nintendo DS profile. **Note:** Your Nintendo DS profile includes a colour and message that are used in some Nintendo DS and Nintendo DSi software. (Characters that are not supported by Nintendo DS or Nintendo DSi software will be displayed as '?'.)
DATE & TIME	Change the date and time.
TOUCH SCREEN	Calibrate the Touch Screen when it is not working properly.
3D CALIBRATION	Calibrate the 3D Screen.
SOUND	Change the speaker sound output settings.
MIC TEST	Check that the microphone is working correctly. If the icon on the lower screen changes colour when you speak or gently blow into the microphone, the microphone is functional.
OUTER CAMERAS	Calibrate the outer cameras.
CIRCLE PAD	Calibrate the Circle Pad when controls do not seem to operate properly or when in-game movement seems to occur even when not using the Circle Pad.
SYSTEM TRANSFER	Transfer data from your Nintendo DSi or Nintendo DSi XL system to your Nintendo 3DS XL system, or between Nintendo 3DS / Nintendo 3DS XL systems **(page 65)**.
LANGUAGE	Change the language of the system.
SYSTEM UPDATE	Update the system software **(page 70)**.
FORMAT SYSTEM MEMORY	Format the system to erase data stored in the System Memory, such as photographs, software and save data **(page 70)**.

Screen Brightness and Power-Saving Mode

Touch 🔆 to configure screen brightness and power-saving mode settings **(page 37)**. (You can also configure these settings from the **HOME Menu** by touching 🔆.)

System Transfer

Transfer data from your Nintendo DSi or Nintendo DSi XL system to your Nintendo 3DS XL system, or transfer data between Nintendo 3DS / Nintendo 3DS XL systems.

Note:
- You will need to be connected to the internet to transfer data. The systems will also connect to each other via Local Play. It is recommended that both systems be placed close together in an area with stable internet access **(page 55)**.
- To prevent the systems from running out of power during the transfer, ensure that the battery on each system is well charged, or plug in the AC adapter before starting the transfer. If the battery charge is too low, you will not be able to transfer data.
- Closing your Nintendo 3DS XL system at this time will not activate Sleep Mode. Additionally, please do not turn the power off while data transfer is taking place.
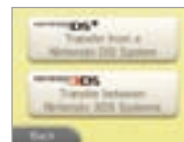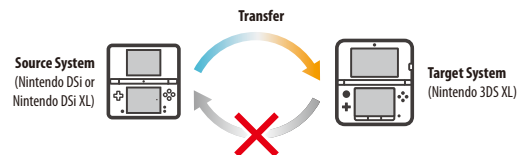
Transfer from a Nintendo DSi System	**Transfer** **Source System** (Nintendo DSi or Nintendo DSi XL) **Target System** (Nintendo 3DS XL) Transfer Nintendo DSiWare and photos / recordings from a Nintendo DSi / Nintendo DSi XL system to a Nintendo 3DS XL system. **Note:** You cannot transfer from a Nintendo 3DS XL system to a Nintendo DSi or Nintendo DSi XL system. Also, be aware that once a transfer has been performed, it cannot be undone. **Download the Transfer Tool** In order to transfer data from a previous system (Nintendo DSi or Nintendo DSi XL) to your Nintendo 3DS XL system, you first need to download the free Nintendo 3DS System Transfer tool from the Nintendo DSi Shop on the previous system. **Note:** For more information on the Nintendo DSi Shop, please refer to your Nintendo DSi or Nintendo DSi XL Operations Manual.
Transfer between Nintendo 3DS Systems	**Transfer** **Source System** (Nintendo 3DS or Nintendo 3DS XL) **Target System** (Nintendo 3DS or Nintendo 3DS XL) Transfer save data for built-in applications, Nintendo eShop balance / account activity etc. between Nintendo 3DS / Nintendo 3DS XL systems. **Note:** • All data on the source system is transferred to the target system. You cannot choose individual items to transfer between Nintendo 3DS / Nintendo 3DS XL systems. • You can transfer Nintendo 3DS / Nintendo 3DS XL system data a maximum of five times. The remaining available transfers will be displayed before the transfer begins. • Even if individual software/settings on the system are changed between transfers (e.g. you download new software from Nintendo eShop), the transfer count will not be reset.

Nintendo DSi / Nintendo DSi XL ➡ Nintendo 3DS XL Transfer
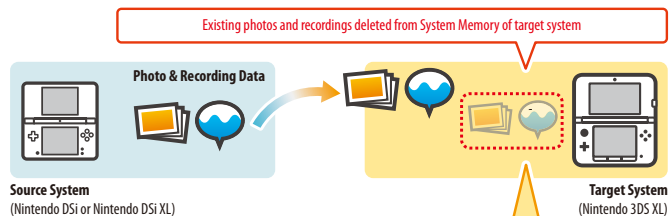
The following data can be transferred.

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

Precautions for Transferring Nintendo Wi-Fi Connection Configuration

- The Nintendo Wi-Fi Connection Configuration on the Nintendo 3DS XL system that you want to transfer the data onto will be overwritten.
- Your Nintendo Wi-Fi Connection ID will be deleted from the source system during transfer. For more information about your Nintendo Wi-Fi Connection ID, please refer to your Nintendo DSi or Nintendo DSi XL Operations Manual.
- Settings for Advanced Setup (connections 4 – 6) will not be transferred.

Precautions for Transferring Photos & Recordings

All the photos and recordings saved to the System Memory of the Nintendo 3DS XL system will be deleted. If you do not want any of the photos and recordings on your Nintendo 3DS XL to be deleted, copy them onto an SD Card before carrying out the transfer.

Existing photos and recordings deleted from System Memory of target system

Photo & Recording Data

Source System
(Nintendo DSi or Nintendo DSi XL)

Target System
(Nintendo 3DS XL)

If There Are Photos & Recordings in the System Memory of the Nintendo 3DS XL System

Copy any photos and recordings from the System Memory to an SD Card before performing the transfer.

Photos and recordings on the SD Card will not be deleted during transfer.
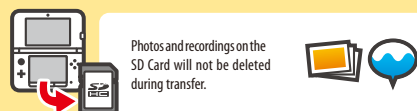
Note: If you want to transfer photos which you have saved to an SD Card being used with the source system, you will first need to copy them to the System Memory of the source system.

Precautions for Transferring Nintendo DSiWare

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

Nintendo DSiWare and save data deleted

Nintendo DSiWare (without save data) transferred

Note: The data will be saved on the System Memory of the target system. If there is not enough space in the target system's System Memory, you will not be able to transfer data. To free up space, go to Data Management in the System Settings to copy any Nintendo DSiWare already saved on the system to the SD Card and delete them from the System Memory **(page 62)**.

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

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

Only Account Activity (record of purchased Nintendo DSiWare) transferred

Nintendo DSiWare on SD Card
(see note below)

Deleted Nintendo DSiWare
(see note below)

Download from Nintendo eShop at no extra cost
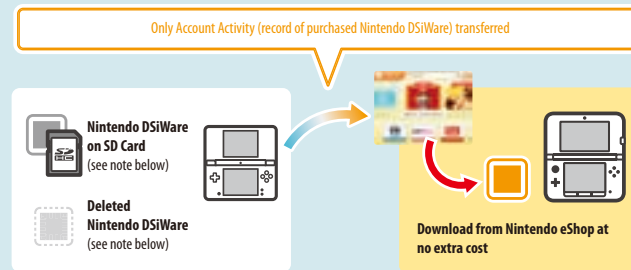
Note: In order to play Nintendo DSiWare titles on the source Nintendo DSi system after they have been transferred, you will need to use Nintendo DSi Points to purchase them again.

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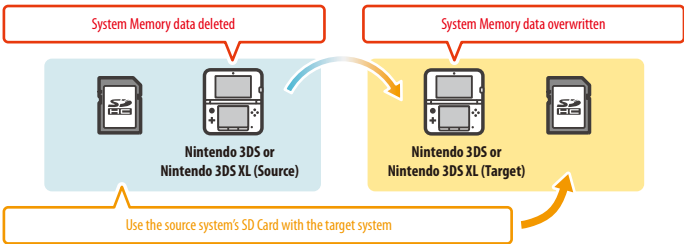- Software that already exists on the target system will not be transferred.

Nintendo 3DS / Nintendo 3DS XL ➡ Nintendo 3DS / Nintendo 3DS XL Transfer

All of the following data is transferred.

Nintendo DS Software Settings	Transfers Internet Settings (Nintendo DS Connections) and Nintendo Wi-Fi Connection ID.
Pre-installed Application Save Data	Transfers data such as the friend list, Nintendo 3DS Camera photos, Nintendo 3DS Sound recordings and Mii Maker Mii characters from the pre-installed applications on the Nintendo 3DS / Nintendo 3DS XL system.
Nintendo DSiWare	Transfers Nintendo DSiWare (and its save data) stored on the System Memory.
SD Card Data Usage Rights	Transfers usage rights for data stored on the SD Card (e.g. download software and its save data, add-on content, etc.). The SD Card can then be used with the target system.
Nintendo eShop Account Activity / Balance	Transfers your Nintendo eShop account activity and balance to the target system. This will be merged with that of the target system.

Precautions for Transferring

After transferring data, all data on the source system will be deleted. The SD Card from the source system will be usable only with the target system.

System Memory data deleted

System Memory data overwritten

Nintendo 3DS or Nintendo 3DS XL (Source)

Nintendo 3DS or Nintendo 3DS XL (Target)

Use the source system's SD Card with the target system

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

Download Software Precautions

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

Nintendo eShop Balance Precautions

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

Transferring

Nintendo DSi ➡ Nintendo 3DS XL

1 **On the Nintendo 3DS XL System**

Touch TRANSFER FROM A NINTENDO DSi SYSTEM

Read the warning message about transferring data, then touch NEXT.
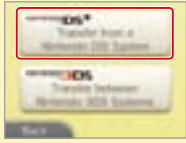
2 **Touch RECEIVE FROM A NINTENDO DSi SYSTEM**

Follow the on-screen instructions to proceed.
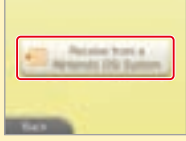
3 **On the Nintendo DSi / Nintendo DSi XL System**

Select the Nintendo 3DS Transfer Tool icon on the Nintendo DSi Menu

Follow the on-screen instructions to proceed.

Nintendo 3DS / Nintendo 3DS XL ➡ Nintendo 3DS / Nintendo 3DS XL

1 **Source / Target Systems**

Touch TRANSFER BETWEEN NINTENDO 3DS SYSTEMS

Read the warning message about transferring data, then touch I AGREE.
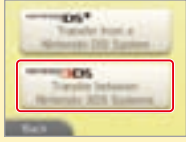
2 **Source System**

Touch SEND FROM THIS SYSTEM

Target System

Touch RECEIVE FROM A NINTENDO 3DS SYSTEM

Follow the on-screen instructions to proceed.
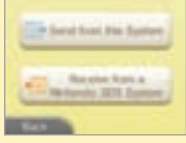
System Update

Update the **HOME Menu** and applications, and add new applications.

You must be connected to the internet to perform system updates. Configure your internet connection settings before using system update (page 55). (When performing a system update from a Game Card, an internet connection is not necessary.)

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

REGARDING SYSTEM UPDATES
IMPORTANT: After the Nintendo 3DS XL system is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS XL system, or use of an unauthorised device in connection with your system, may render the system permanently unplayable. Content deriving from the unauthorised modification of the hardware or software of your Nintendo 3DS XL system may be removed. Failure to accept the update may render games unplayable.

REGARDING AUTOMATIC SYSTEM UPDATES
From time to time, the Nintendo 3DS XL system will carry out automatic updates, such as updates to a list which prevents the use of words that may cause users discomfort, and/or updates to an internal database of wireless access points which allow you to access online services provided by Nintendo.

No prior notice for these or other such minor automatic updates will be displayed on the screen. For other system updates, a notice will be displayed on the screen, and you will need to select I ACCEPT to install such updates.

Format System Memory

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

Note: The system version will remain at the current version even if you format the System Memory.

If you opt to format your system, the following data will be deleted and cannot be recovered:
- Content saved in the System Memory such as friend list, notification and step data
- Application save data
- All photos saved to the System Memory
- Changes made to the System Settings
- Software saved to the system (see first note below) and its save data
- Data saved to the SD Card (see second note below)
  - Downloadable software (see first note below) and its save data
  - Add-on content (see first note below)
  - Extra data
  - Save data backups

Note:
- Software can be redownloaded from Nintendo eShop at no extra cost. Please note that there are certain cases where software may be temporarily or permanently withdrawn from Nintendo eShop. Should this happen, you will no longer be able to redownload that software.
- If an SD Card that contains software or save data is not inserted when the formatting occurs, the data on that SD Card will not be deleted but it will become unusable.
- When you format the System Memory, photos and recordings on the SD Card and your Nintendo eShop Account Activity and balance will not be deleted. When giving your Nintendo 3DS XL system to another person permanently, please ensure you delete your Account Activity in Nintendo eShop and use a computer to delete data on the SD Card.

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Adjusting System Settings

Other Settings

Replacing the Nintendo 3DS XL Battery Pack

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

Contact Nintendo Customer Service for further information on how to purchase a replacement (page 83).

Replacing the Nintendo 3DS XL Battery Pack

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

1 Unscrew the battery cover
Use a screwdriver to loosen the two screws securing the battery cover.
Note: Using the wrong type of screwdriver may damage the head of the screw, leaving you unable to remove the battery cover.
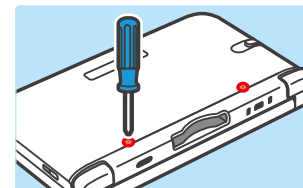
**2 Release the four clasps on the sides**
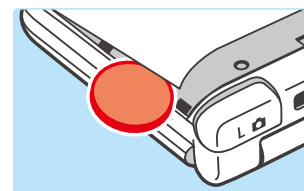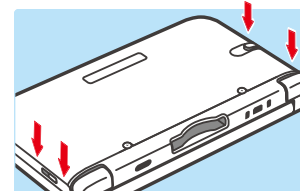
Slide a coin or similar item in between the battery cover and the system, and prise the two carefully apart.
Note:
- Do not insert your fingernails in between the battery cover and the system, as this could result in injury.
- Do not use excessive force, as this could result in damage to your Nintendo 3DS XL system and/or to the battery cover.
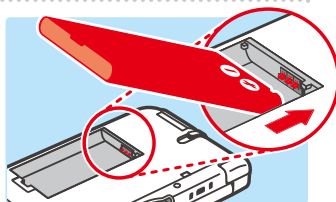
3 Remove the battery cover and battery pack
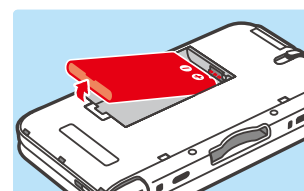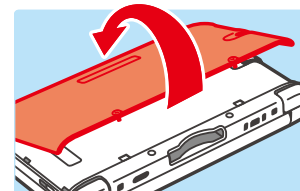
Remove the battery pack as shown.

Replacing the Nintendo 3DS XL Battery Pack

Troubleshooting

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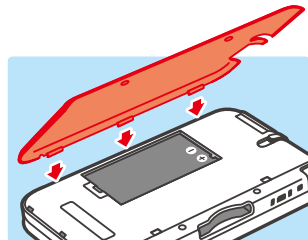**4** **Wait at least 10 seconds, then insert a new battery pack**

Insert the new battery pack as shown.

Note:
- Ensure that the battery is facing in the right direction.
- Inserting the new battery pack immediately after removing the old one can result in the power LED not functioning correctly.

**5** **Replace the battery cover, and tighten the two screws**

- When replacing the battery cover, apply pressure until the four clasps on the sides click firmly into place.
- After removing the battery, the date and time settings will be reset. You should set them again by opening System Settings from the **HOME Menu**, selecting OTHER SETTINGS and then DATE & TIME.

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

Battery Disposal

- Apply some tape over the positive (+) and negative (−) connectors.
- Do not remove the label.
- Do not attempt to disassemble the battery pack.
- Do not damage the battery.
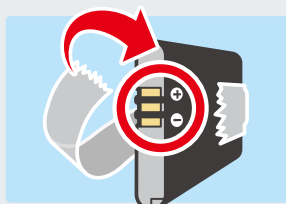
The Nintendo 3DS XL system contains a lithium-ion rechargeable battery pack. Please dispose of this product in accordance with local regulations.
- Discarding batteries in your general household waste can be harmful to the environment. When disposing of the battery pack, follow appropriate local guidelines and regulations.
- For information on battery disposal contact your local solid waste authority.
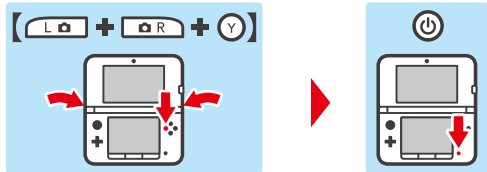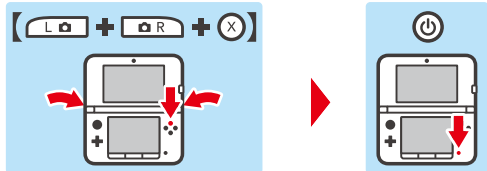
Troubleshooting
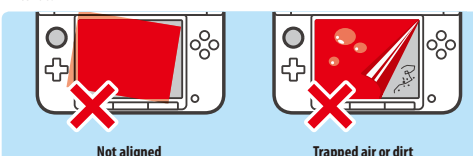
Before contacting Nintendo Customer Service, please use this section of the manual to determine the cause of the problem.

Note: If the problem involves a game or accessory, please also refer to the corresponding manual / documentation.
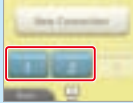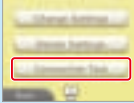
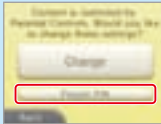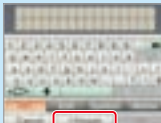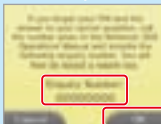| Problem	Solution
I can't recharge the Nintendo 3DS XL Battery Pack / The recharge LED is not lit	• **Are you using a Nintendo 3DS AC adapter?** ➡ Use the Nintendo 3DS AC adapter (WAP-002(AUS)). The Nintendo DSi Power Supply is also compatible. • **Is the Nintendo 3DS AC adapter firmly inserted into the system and a electrical outlet?** ➡ Unplug the AC adapter and wait approximately 30 seconds before plugging it in again. Make sure the AC adapter is securely connected to both the Nintendo 3DS XL system and the electrical outlet. • **Is the battery pack being recharged in a location with an ambient temperature between 5 – 35° C?** ➡ Recharge the battery pack in a location with an ambient temperature between 5 – 35° C. You may not be able to recharge the battery pack in a location outside of this temperature range. • **Is the battery pack connected properly?** ➡ If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery pack may not be connected correctly. Make sure that the battery pack is connected properly **(page 71)**. • **Is the recharge LED lit?** ➡ If the recharge LED is blinking, there is a chance that the battery pack is not connected properly. If you experience this, contact Nintendo Customer Service **(page 83)**.
The Nintendo 3DS XL system will not turn on	• **Is the battery pack connected properly?** ➡ If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery pack may not be connected correctly. Make sure that the battery pack is connected properly **(page 71)**.
The Nintendo 3DS XL system is hot	• **Is the battery pack being charged in an area with a high temperature, or being charged for extended periods of time?** ➡ Doing so can lead to the system temperature rising sharply. Charge the battery pack in a location with an ambient temperature between 5 – 35° C. Touching the system while it is hot may cause burns.
I charged the Nintendo 3DS XL Battery Pack, but I can't play for long periods of time / It takes a long time to charge the battery pack	• **Are you playing a game or recharging the battery pack in a location with an ambient temperature less than 5° C?** ➡ In environments with a temperature less than 5° C, you will not be able to play games for long periods of time, and the battery pack will take longer than usual to recharge. **Battery Life** Repeated charging will decrease battery life, reducing the length of time you can use the system. If usage time is noticeably reduced, replace the battery pack. Contact Nintendo Customer Service for further information on how to purchase a replacement **(page 83)**.

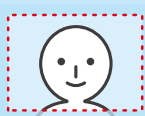| Problem	Solution
The battery pack has expanded	➡ Lithium-ion batteries are subject to degradation over time and can expand through repeated recharging. This is not a malfunction or a potential safety hazard. Please replace the battery pack if its expansion is affecting battery life **(page 71)**. If the battery pack leaks, do not touch it and contact Nintendo Customer Service **(page 83)**.
There is no video or audio output	• **Is the power LED lit?** ➡ Press the POWER Button to turn the power on. • **Has the system been charged?** ➡ Recharge the system. • **Has the Game Card been correctly inserted?** ➡ Insert the Game Card gently but firmly until it clicks into place. • **Is the system in Sleep Mode?** ➡ If the system is in this state, exit Sleep Mode. For more information on how to exit Sleep Mode, refer to the manual of the software title you are using.
There are black or bright dots on the LCD screens that do not go away / There are dark or light patches on the LCD screens	➡ Small numbers of stuck or dead pixels are a characteristic of LCD screens. These are normal and should not be considered as a defect. The 3D Screen and Touch Screen have different specifications, so their colour displays and levels of brightness may differ.
The brightness differs between LCD screens	➡ The technical specifications of the upper and lower screens are different, which means their brightness levels can also be different. This is normal and should not be considered as a defect.
The screen hue changes suddenly / The brightness changes and it becomes difficult to see bright colours	• **Is power-saving mode on?** ➡ Power-saving mode changes the brightness and colour gradient automatically according to the content being displayed, to extend the battery charges for longer periods of time. This can lead to pale colours whitening and other colours changing. To maintain fixed colour and brightness level, turn power-saving mode off **(page 37)**.
3D images cannot be seen or are difficult to see	• **Are you using Nintendo DS / Nintendo DSi software?** ➡ Nintendo DS / Nintendo DSi software titles cannot display 3D content. • **Does the content you are viewing support the 3D feature?** ➡ Some software and types of content do not support the display of 3D images. Try viewing 3D images in a different Nintendo 3DS software title. • **Is the 3D depth slider set to the lowest level?** ➡ Adjust the 3D depth slider to a level that is comfortable for you **(page 29)**. • **Is the 3D Screen properly calibrated?** ➡ Hold the 3D Screen 30 – 40 cm away from your eyes **(page 28)**. (If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, the 3D effects may not work properly or at all. For users with any difference in vision between their left and right eyes, it is advised that you correct your vision before use, for example using spectacles.) • **Is the 3D Screen dirty?** ➡ If there are fingerprints or other marks on the screen, wipe it using a soft, clean cloth.

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Problem	Solution
3D images cannot be seen or are difficult to see	• **Have you attached a commercially available protective sheet to the 3D Screen?** ➡ Certain products can obscure the clarity of 3D images. We recommend that you use a protective sheet that has been licensed by Nintendo. Refer to the instruction information that comes with the product for details on how to apply. • **Are you in direct sunlight or an area with a strong light source?** ➡ Using the system in areas with strong light sources can cause the light to reflect on the screen, rendering it difficult to see. • **Are Parental Controls configured?** ➡ Disable the Parental Controls item which restricts the display of 3D images **(page 60)**. • **Are you looking at the lower screen?** ➡ This screen cannot display 3D content. The 3D effects generated by the Nintendo 3DS XL are created using the binocular disparity of the eyes. Everyone will have a different way of viewing 3D images. If you see a double image or are unable to see 3D images even when viewing them correctly and with the proper settings, please use the 2D display only **(page 29)**.
The Circle Pad doesn't work properly	• **Does Circle Pad input match what you see on screen?** ➡ In rare cases, the Circle Pad's input may stop working properly after long periods of use or being used forcefully. If the in-game movements do not match the Circle Pad input, use the CIRCLE PAD option in System Settings to calibrate the input **(page 64)**. **Note:** If movements are being input despite the Circle Pad not being used, and you are unable to use the buttons or Touch Screen, turn the system off, then start it again on the **Circle Pad Calibration Screen** by pressing the POWER Button while pressing and holding L Button + R Button + Y Button.
The Touch Screen doesn't work properly	• **Does the Touch Screen input match what you see on screen?** ➡ If the in-game movements do not match the Touch Screen input, use the TOUCH SCREEN option in System Settings to calibrate the input **(page 64)**. **Note:** If you are unable to use the Touch Screen to perform this procedure, turn the system off, then start it again on the **Touch Screen Calibration Screen** by pressing the POWER Button while pressing and holding L Button + R Button + X Button.

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Problem	Solution
The Touch Screen doesn't work properly	• **Have you attached a commercially available protective sheet to the Touch Screen?** ➡ If you have applied a commercially available protective sheet to the Touch Screen, refer to its instruction manual and be sure it has been applied correctly before attempting to calibrate the Touch Screen. We recommend that you use a protective sheet that has been licensed by Nintendo. **Not aligned**　　　**Trapped air or dirt**
When playing a game that requires you to move the system, the game responds when the system is not being moved or the game doesn't respond correctly to the movements	• **The built-in motion sensor may be producing incorrect input.** ➡ If the system is subjected to sudden changes in temperature or physical shocks, the sensor can start to produce false responses. In these cases, carry out the following steps to recalibrate the sensor. On the **HOME Menu**, press and hold the Y Button and B Button for 3 seconds to open the **Motion Sensor Calibration Screen**. Place the system on a level surface and touch CALIBRATE or REVERT TO DEFAULT SETTINGS. **Press and hold Y Button and B Button for 3 seconds**　　　**Place the system on a level surface and touch CALIBRATE** **Note:** When CALIBRATE is touched, the system will consider the position it is in to be level. The settings for the motion sensor will be adjusted accordingly.
The screen goes completely black and the system won't respond / The system freezes up	➡ If the screen stays black when you turn the system on or when you exit Sleep Mode (reopen the system after closing it while the power is on), or the screen suddenly goes black during gameplay and the system stops responding, turn the system off by holding the POWER Button down until the Power LED goes out, then press the POWER Button again to turn the system back on.
No sound from the speakers	• **Is the volume set to the lowest level?** ➡ Try adjusting the volume by using the volume control on the side of the system. • **Are headphones connected?** ➡ If headphones are attached to the Nintendo 3DS XL, no sound will come through the speakers. **Note:** The camera's shutter sound will always be played at a fixed volume, regardless of the current setting of the volume control and even if headphones are connected.
No audio from headphones	• **Is the volume set to the lowest level?** ➡ Try adjusting the volume by using the volume control on the side of the system. • **Is the plug of the headphones firmly inserted?** ➡ Make sure the plug of the headphones is securely plugged into the audio jack.

Problem	Solution
I can't use the microphone / My voice isn't recognised	• **Does this software title or section of it use the microphone?** ➡ The microphone is only usable in software titles or sections of software titles that support it. • **Is the microphone working properly?** ➡ Select MIC TEST in System Settings to confirm that the microphone is functioning properly **(page 64)**. • **Are voices other than your own, such as those of family and friends, recognised correctly?** ➡ There are individual differences in speech recognition rates. Some voices are more difficult to recognise than others. • **Is a headset with microphone attached?** ➡ Try removing the headset with microphone and using the system microphone instead.
The microphone reacts unexpectedly / There is feedback* coming from the speakers	• **Is the system being used in a noisy environment, or in a place where the volume is very high?** ➡ The microphone may be reacting to audio output from the speaker or ambient noise. Try to move away from the source of the noise, reduce the speaker volume, use headphones or try to prevent any background noises. *** What is "feedback"?** Feedback is the term used to refer to the high-pitched screeching sound caused by a loop being created when sounds picked up by the microphone are played back through the speakers and are then picked up again by the microphone. • **Is a headset with microphone attached?** ➡ Headsets with microphones can sometimes cause feedback. Try removing the headset with microphone.
My steps aren't being counted	• **Is the Nintendo 3DS XL system open?** ➡ Your steps will only be counted if the power to the system is on and it is closed. • **Is the system in a loosely-hanging bag, or is it hanging from a wrist strap?** ➡ There may be cases where the system cannot correctly count your steps. If it is put in a loosely-hanging bag while walking, step data may not be counted accurately. If you want to put the system in a bag while carrying it around, use a tight-fitting bag such as a belt pouch. **Note:** • Depending on the conditions, the step count might be higher or lower than the number of actual steps taken. • Do not put the system into your back pocket. Subjecting the system and LCD screens to excessive force, for example sitting on them, can damage them and lead to injury or malfunction. • **Are you continuing to use the system while a Nintendo DS / Nintendo DSi software title is in use?** ➡ If Nintendo DS / Nintendo DSi software titles aren't closed for a period of, or exceeding, seven consecutive days, only steps for the initial seven days will be recorded. After saving your game, turn the software off.
My SD Card is not responding	• **Has the SD Card been correctly inserted into the system?** ➡ Insert the SD Card gently but firmly until it clicks into place in the SD Card slot on the side of the system **(page 30)**. • **Is the SD Card broken?** ➡ Use a computer or digital camera to confirm that you can correctly see files on the SD Card.

Troubleshooting

Troubleshooting

Problem	Solution
I can't view the photos stored on the SD Card	• **Are there photos on the SD Card that can be displayed using Nintendo 3DS Camera?** ➡ Nintendo 3DS Camera can only display photos taken on the Nintendo 3DS XL system. Photos taken on a digital camera or mobile phone cannot be displayed.
Even though a Game Card has been inserted, the icon for the soft-ware title does not appear and the HOME Menu displays: "There is nothing inserted into the Game Card slot."	• **Is the Game Card inserted properly?** ➡ Remove the Game Card and properly reinsert it until it clicks into place. If this doesn't work, try reinserting it a few more times **(page 41)**. • **Are you using a software title from a different region?** ➡ Only Nintendo 3DS and Nintendo DSi software titles matching the region of the system will work. Software titles from different regions may not function.
I can't play my game	• **Are Parental Controls set to restrict the use of software based software ratings?** ➡ Enter the PIN and disable Parental Controls temporarily, or disable the Parental Controls option that restricts the use of software based on software ratings **(page 60)**.
This message appears while playing Nintendo DS / Nintendo DSi software: "An error has occurred. Press and hold the POWER Button to turn the system off. Please refer to the Operations Manual for details."	➡ Turn off the power, then turn it back on and try again, carrying out the same procedure as before. If the error message still appears, there may be a fault with your system. Please contact Nintendo Customer Service for assistance **(page 83)**.
I am having difficulty using wireless communications (communications are interrupted and the game cannot be played smoothly)	• **Is one of the following signal strength icons 📶 or 📶 shown on screen?** ➡ Signal strength appears to be poor. Move closer to the other player(s), and remove obstructions between the systems.
I can't connect to the internet	• **Does an error code appear?** ➡ An error message and error code will appear if the internet connection settings are incorrect or if the connection test fails. Follow the instructions given in the on-screen error message. For error codes that appear when setting up Nintendo DS Connections or when playing Nintendo DS or Nintendo DSi software, please read the following. **For error codes that appear when setting up Nintendo DS Connections or when playing Nintendo DS software** Nintendo DS Connections may not have been configured correctly. Check the Nintendo Wi-Fi Connection Instruction Booklet included with Nintendo DS software for details on the error code given. **For error codes that appear when playing Nintendo DSi software** The internet connection configured for the Nintendo 3DS XL system may not be correct. Select CONNECTION TEST from Internet Settings to start the connection test, then follow the instructions given in the error message.

Problem	Solution
I can't disable Parental Controls	• **Did you enter the correct PIN?** ➡ Enter the correct PIN **(page 61)**. • **Did you enter the correct answer to your secret question?** ➡ Enter the correct answer to your secret question **(page 61)**. **If you have forgotten your PIN or secret question answer…** **If you have forgotten your PIN** Touch FORGOT PIN on the first screen that appears after touching PARENTAL CONTROLS in System Settings, or touch I FORGOT on the **PIN Entry Screen**. Enter the answer to your secret question. **If you have forgotten your secret question answer** **1** Touch I FORGOT on the **Secret Answer Entry Screen**. An enquiry number will be displayed. **2** Please contact Nintendo Customer Service **(page 83)** with the enquiry number and the date currently set on the Nintendo 3DS XL system. You will be given a master key. **3** Touch OK on the previous screen, then enter the master key.
My system suddenly enters Sleep Mode	➡ It may have entered Sleep Mode as the result of an external magnetic field. Move your system away from magnetic objects, including other Nintendo 3DS / Nintendo 3DS XL systems. **Note:** Stacking this system on top of other Nintendo DS systems may also result in the system entering Sleep Mode.

Problem	Solution
Photos taken by the camera have strange colours	• **Have you changed the colour settings in Nintendo 3DS Camera?** ➡ Check the camera mode and / or Manual Settings in Nintendo 3DS Camera **(page 34)**. • **Photo results can differ depending on your surroundings, particularly if taking pictures in dimly-lit areas where the screen is filled with similarly-coloured objects.** ➡ Try to take a picture of something else. If the colours are still strange, contact the Nintendo Customer Service **(page 83)**.
Nintendo 3DS Camera repeatedly asks for a photo of my face, but does not respond	➡ This occurs when your face cannot be recognised properly. Please take note of the following factors which may affect facial recognition. **Facial recognition hints** To improve the chances of your face being recognised, follow the advice below. **Move to a well-lit area** **Face the camera straight on** **Move hair to fully reveal your face** **Remove your glasses** Other factors, such as hairstyle, the colour, shape and volume of facial hair, and jewellery, also affect successful facial recognition. **Note:** Even taking the aforementioned factors into account, individual features and certain environments can make accurate recognition difficult.
3D images from the outer cameras aren't in 3D or are difficult to see	• **Are you using the inner camera?** ➡ The inner camera cannot produce 3D images. • **Are the outer cameras dirty?** ➡ If the outer cameras are dirty, wipe them with a soft cloth. • **Are the outer cameras in direct sunlight or in the direct path of other strong light sources?** ➡ This can cause the 3D images to become distorted and difficult to see. • **The outer cameras might not be calibrated properly.** ➡ Subjecting the Nintendo 3DS XL system to excessive physical shock, or exposing it to high temperatures can cause the outer cameras to display unclear 3D images. If you notice such a problem, recalibrate the outer cameras in System Settings **(page 64)**.

Problem	Solution
Nintendo 3DS Sound does not display audio files and folders	• **Has the SD Card been correctly inserted into the system?** ➡ Insert the SD Card gently but firmly until it clicks into place in the SD Card slot on the side of the system. • **Does the SD Card contain saved audio files that can be played using Nintendo 3DS Sound?** ➡ Nintendo 3DS Sound can play AAC files with a file extension of .m4a, .mp4 and .3gp, or MP3 files with a file extension of .mp3. Other audio files, such as copy-protected ones, cannot be played back. • **Are the audio files saved to the "Private" folder found in the "Nintendo 3DS" folder on the SD Card?** ➡ Audio files saved to the "Private" folder found in the "Nintendo 3DS" folder will not be displayed in Nintendo 3DS Sound. Files should be saved to a different folder. • **Are there more than 3,000 audio files saved?** ➡ No more than 3,000 audio files can be displayed. • **Are there more than 1,000 folders with saved audio files?** ➡ No more than 1,000 folders can be displayed. • **Are there more than 100 audio files saved in a single folder?** ➡ No more than 100 files can be displayed for a single folder. If there are folders with the same name on the SD Card, the audio files in those folders will be consolidated and displayed as a single folder. No more than 100 files can be displayed for this single consolidated folder. • **Are audio files saved to a folder that is more than eight levels deep?** ➡ Nintendo 3DS Sound will only check for files up to eight directories deep.
I can't play back audio files using Nintendo 3DS Sound	• **Are the audio files in a format that can be played by Nintendo 3DS Sound?** ➡ Nintendo 3DS Sound can play audio files which meet the following requirements: • **File format:** AAC (.m4a, .mp4 or .3gp), MP3 (.mp3) • **Bit rate:** 16 – 320 kbps • **Sampling rate:** 32 kHz – 48 kHz • **Are the audio files protected by DRM (Digital Rights Management)?** ➡ DRM-protected audio files cannot be played using Nintendo 3DS Sound.
The system doesn't recognise my AR Cards / I lost my AR Cards	➡ **If your AR Card cannot be recognised…** Check the following and try again. • AR Cards cannot be recognised if you hold the system too close to them or too far away. • Ensure that the whole AR Card is visible on the screen. If part of it is off the screen, it may not be recognised. • Ensure you are in a well-lit area. • Keep AR Cards out of direct sunlight, as this can interfere with the outer cameras' ability to recognise them properly. • If an outer camera is dirty, wipe it with a soft cloth before you begin. • If the AR Cards are bent or folded, they cannot be recognised by the system. Ensure that any AR Cards in use are flat on the surface. ➡ **If your AR Card still cannot be recognised, or you have lost an AR Card…** You can download AR Card images from support.nintendo.com. Print out these images in colour and use them as replacements.

Problem	Solution
I can't use Download Play	• **Have Parental Controls restricted the use of software based on software ratings, or restricted the use of DS Download Play?** ➡ If you are having issues with Nintendo 3DS software titles, disable the Parental Controls option which restricts the use of software by software rating **(page 60)**. ➡ If you are having issues with Nintendo DS / Nintendo DSi software titles, disable the Parental Controls option which restricts DS Download Play **(page 60)**.

If you need further help…

If your Nintendo 3DS XL still does not operate correctly after trying these troubleshooting steps, we recommend to call Nintendo Customer Service for assistance and additional troubleshooting and repair options **(page 83)**.

• Please note that if you return the console to the retailer and the retailer offers to exchange your console, you may eventually lose save data and all Nintendo eShop downloads and account balance.

Troubleshooting

12 MONTH WARRANTY FOR NINTENDO 3DS XL

REV-A

This Warranty relates to the NINTENDO 3DS XL system and the original built-in software included with the NINTENDO 3DS XL system at the time of purchase (NINTENDO 3DS Operating Software). In this Warranty, the NINTENDO 3DS XL system and the NINTENDO 3DS Operating Software are together referred to as NINTENDO 3DS XL.

The benefits conferred by this Warranty are in addition to all other statutory rights in respect of this NINTENDO 3DS XL which the consumer may have under the Competition and Consumer Act 2010 (Cth) and/or other applicable laws.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure or for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Nintendo Australia Pty Limited **(Nintendo)** warrants to the original purchaser that this NINTENDO 3DS XL will be free of defects in materials, workmanship and manufacturing, for a period of **twelve months** from the date of original purchase.

1. Subject to the terms and conditions stated below, and upon production of the purchase receipt, Nintendo will at its option repair or replace free of charge this NINTENDO 3DS XL or any component part, which upon examination by Nintendo is found to be defective in materials, workmanship or manufacturing.

2. This Warranty shall not apply if:
   (a) the compliance label has been removed from the NINTENDO 3DS XL or the serial number or other details have been removed or rendered illegible.
   (b) the NINTENDO 3DS XL is connected to any voltage other than shown on the compliance label.
   (c) the defect in the NINTENDO 3DS XL is caused by other products with which it is used.
   (d) the NINTENDO 3DS XL has been subjected to misuse, abuse, accident, want of care or use other than in accordance with the NINTENDO 3DS XL Operations Manual.
   (e) the NINTENDO 3DS XL has been modified and/or tampered with.
   (f) a repair has been made or attempted to the NINTENDO 3DS XL by the purchaser or any other person not authorised by Nintendo.
   (g) the NINTENDO 3DS XL fails for reasons other than defective materials, workmanship or manufacturing.
   (h) the NINTENDO 3DS XL was not purchased in either Australia or New Zealand.

3. This warranty does not cover:
   (a) Broken/Damaged/Marked LCD display or Touch Screen;
   (b) Liquid/Moisture damage; or
   (c) Wear and tear.
   (d) Software (other than the NINTENDO 3DS Operating Software) or games.

4. Nintendo does not accept any liability pursuant to this Warranty for any consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of the NINTENDO 3DS XL.

5. Nintendo's liability under the Warranty is limited to the lesser of the replacement cost or repair cost of the NINTENDO 3DS XL.

6. Nintendo will not be liable for the loss of any saved data or user generated content on your NINTENDO 3DS XL which occurs either because of defective materials, workmanship or manufacturing or as a result of the replacement or repair of the NINTENDO 3DS XL in accordance with this warranty. Nintendo recommends backing up any saved data to an SD Card. Refer to NINTENDO 3DS XL Operations Manual for details.

7. If, after inspecting the NINTENDO 3DS XL, Nintendo determines that the fault is not covered by this warranty or by a consumer guarantee under the Australian Consumer Law, or that there is no fault, the consumer will liable for the cost of assessing the NINTENDO 3DS XL (including, if applicable, return freight) and for the cost of service or repair which Nintendo subsequently carries out.

This Warranty is given by Nintendo and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a NINTENDO 3DS XL for service:
Visit our website **www.nintendo.com.au** for
Product support and Service information
OR
Contact **Nintendo Customer Service** on:
Australia: **(03) 9730 9822**
New Zealand: **0800 743 056**
Hours of operation: 9:00am to 5:00pm Monday to Friday **(Australian EST)**

warrantyadmin@nal.nintendo.com.au

NINTENDO AUSTRALIA HEAD OFFICE
Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia

Technical Specifications

Note: These specifications may be changed without prior notice in order to make improvements.

Nintendo 3DS XL system

Model Number	SPR-001(EUR)
LCD Screens (Screen Size / Resolution)	**Upper Screen:** 3D-enabled widescreen LCD (can display 16.7 million colours) 4.88 inches (106.2mm wide x 63.72mm high) 800x240 pixels (400 pixels per eye when using 3D feature) **Lower Screen:** Touch-screen LCD (can display 16.7 million colours) 4.18 inches (84.96mm wide x 63.72mm high) 320x240 pixels
AC Adapter / Battery	Nintendo 3DS AC adapter (WAP-002(AUS)) Nintendo 3DS XL Battery Pack (SPR-003)
Wireless Frequency	2.4GHz Band (11b: 1 – 13ch / 11g: 1 – 11ch)
Communication Standard	IEEE802.11b/g
Output Power	11b: 5.5dBm / 11g: 5.0dBm maximum
Recommended Communication Distance	Within 30m **Note:** The maximum distance at which communication is possible may be reduced depending on the surroundings.
Camera Feature	**Lens:** Fixed focal length **Image sensor:** CMOS **Effective pixels:** About 300,000
Clock Feature	Max. Daily Variation of ± 4 seconds (when used within the "Usable Environment" below)
Speakers	Stereo (supports pseudo-surround)
Input / Output Terminals	Game Card slot, SD Card slot, cradle connectors, AC adapter connector, audio jack (stereo output)
Sensors	Motion sensor, gyro sensor
Other Features	Infrared communication (recommended communication: within 20cm) **Note:** The maximum distance at which communication is possible may be reduced depending on the surroundings.
Maximum Power Consumption	Approx. 4.1W (when charging)
Usable Environment	**Temperature:** 5 – 35 degrees Celsius **Humidity:** 20 – 80 %
Dimensions	93mm high x 156mm wide x 22mm thick (when closed)
Mass	Approx. 336g (including battery pack, stylus and SD Card)
Charge Time	Approx. 3.5 hours
Battery Life	Please see **page 27**.

Nintendo 3DS XL Battery Pack

Model Number	SPR-003
Battery Type	Lithium Ion
Battery Capacity	6.5Wh

Nintendo 3DS XL Stylus

Model Number	SPR-004
Material	Plastic (ABS / PE)
Length	Approx. 96mm
Mass	Approx. 1.8g

Nintendo 3DS AC Adapter

Model Number	WAP-002(AUS)
Input / Output	AC 230 – 240V 50Hz DC 4.6v 900mA
Dimensions	70.5mm high x 42.2mm wide x 73.5mm thick
Mass	Approx. 80g
Cord Length	Approx. 1.9m
Compatible Systems	Nintendo 3DS XL (SPR-001(EUR)) Nintendo 3DS (CTR-001(EUR)) Nintendo DSi XL (UTL-001(AUS)) Nintendo DSi (TWL-001(AUS))