



NINTENDO 2DS™

# 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.

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[support.nintendo.com](mailto:support.nintendo.com)



MAA-FTR-S-AUS-CO



Preparations

Using Software

Adjusting System Settings

Troubleshooting

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



Thank you for selecting the Nintendo 2DS™ system.

This Nintendo 2DS system is for use with European/Australian version Nintendo 3DS and Nintendo DSi™ software titles only. Software titles from other regions may not function.

As the Nintendo 2DS 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 2DS 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.

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Thank you for purchasing the Nintendo 2DS™ 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, and the term "Nintendo 3DS system" also refers to the Nintendo 3DS XL system..

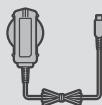
## Set Contents

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

- ☐ **Nintendo 2DS system x 1**  
(FTR-001)



- ☐ **Nintendo 3DS AC adapter x 1**  
(WAP-002(AUS))



- ☐ **Nintendo 2DS stylus x 1**  
(FTR-004)

Note: The stylus is located in the stylus holder on the side of the system (page 22).



- ☐ **SDHC Memory Card x 1**

Note:

- The SDHC Card is inserted in the SD Card slot (page 28). 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 32).



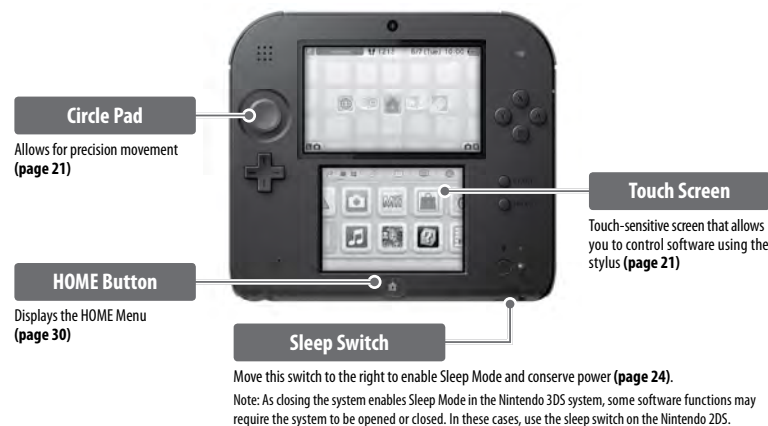
- ☐ **Quick-Start Guide x 1**



- ☐ **Nintendo 2DS Operations Manual x 1**

# NINTENDO 2DS™

Here is what you can do with your Nintendo 2DS system!



This system is part of the Nintendo 3DS family. You can enjoy all Nintendo 3DS online services and use all Nintendo 3DS software. Any reference to "Nintendo 3DS" in software and documentation, excluding features involving 3D visuals, is applicable to the Nintendo 2DS.

Use software from other systems in the Nintendo DS family (page 38).



Nintendo 3DS software



Nintendo DS / Nintendo DSi software

The following software comes pre-installed on the system (page 32).



**The downloadable title Nintendo Letter Box is pre-installed on the SDHC Card.**

Exchange handwritten letters with registered friends (page 43) 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 33).

## SpotPass™

Your Nintendo 2DS system will automatically search for wireless access points and connect to the internet and exchange data at various times, including while in Sleep Mode (page 24).

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



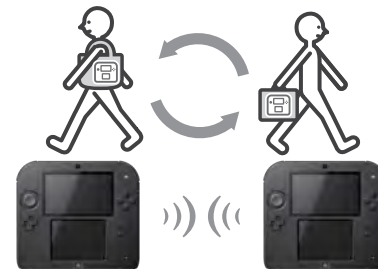
You must configure Internet Settings to be able to connect to wireless access points (page 53).

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 31) or while playing Nintendo DS / Nintendo DSi software.
- Depending on the type of data received, the notification LED may not light up.

## StreetPass™

Your Nintendo 2DS system automatically searches for and exchanges data with other Nintendo 2DS/ Nintendo 3DS™ systems when you carry it around, such as when you're out walking or when you travel by train.



Data will automatically be exchanged if you walk past someone who has the same software title registered with StreetPass while the system is in Sleep Mode, 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 48).



Your StreetPass settings are saved on the Nintendo 2DS.

Note:

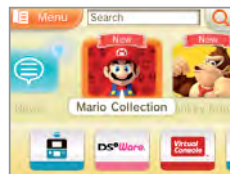
- A maximum of 12 software titles can use StreetPass at any one time.
- Contact Mode settings for Nintendo DS™ / Nintendo DSi software titles are not saved and must be configured while playing compatible titles. Furthermore, it is not possible to exchange StreetPass data for Nintendo 3DS software titles 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 31) 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

• Set Contents	4
• Health and Safety Information (Please read)	10






## Preparations

 Component Names and Functions	20
 Recharging	23
 Turning the power on and off	24
Configuring the System for the First Time	24
Using the Keyboards	26
Power LED	27
Battery Life	27
 Using SD Cards	28
If Your SD Card is Full...	29

## Using Software

 HOME Menu	30
Software Icons	32
Opening Software	33
Electronic Manuals	34
Backing Up Save Data	34
Adjusting Brightness / Wireless Communication	35
Creating Folders on the HOME Menu	36
Taking Photos	37
 Card-Based Software	38
Using Game Cards	39
 Download Software	41
Opening Software	41
 Game Notes	42
 Friend list	43
Friend List	43
Friend Registration	44
Editing Your Friend Card / Viewing Friend Cards	45
Communicating with Friends	46
Friend List Settings	47
 Notifications	48
Receiving Notifications	48
Viewing Notifications	49
 Internet Browser	50
 Download Play	51

## Adjusting System Settings

 System Settings	52
 Internet Settings	53
Required Items for Internet Connection	53
Connecting to the Internet	54
 Parental Controls	58
Options That Can Be Restricted	58
Configuring Parental Controls	59
 Data Management	60
Save Data Backup	61
 Other Settings	62
System Transfer	63
System Update	68
Format System Memory	68

## Troubleshooting

Replacing the Nintendo 3DS Battery Pack	69
Troubleshooting	71
• Technical Specifications	81
• Contact Information	82

## 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.

### ■ 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 71 – 80**.

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



**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 82)**

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

## Health and Safety Information

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



### 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

Altered vision

#### Eye or muscle twitching

Involuntary movements

#### Loss of awareness

Disorientation

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

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.



### WARNING – EYE STRAIN AND MOTION SICKNESS



Playing video games can make your eyes hurt after a sustained period of time. Playing video games can also cause motion sickness in some players. Follow these instructions to avoid eye strain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour, 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, 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 2DS 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 2DS 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 2DS system is only to be recharged under adult supervision.
- The battery is to be removed from the Nintendo 2DS 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 2DS system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 2DS 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 2DS on board aeroplanes, in hospitals and airports

- Operation of the Nintendo 2DS 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 2DS 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 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 2DS system allows you to disable wireless communication for all system features. To enable/disable wireless communication, touch the icon in the upper-left corner of the Touch Screen while on the HOME Menu to open the power-saving options screen.

## WARNING – WIRELESS COMMUNICATION

The Nintendo 2DS system offers various applications allowing your Nintendo 2DS system to communicate using wireless communication. You can disable wireless communication in the power-saving options screen.

**IMPORTANT:** The Nintendo 2DS system may automatically connect to the internet when wireless communication is enabled. If you want to avoid such connection, please disable all wireless communication in the power-saving options screen. 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://3dservices.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://3dservices.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 Battery Pack (CTR-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 Battery Pack (CTR-003) can be used with the following:
    - Nintendo 2DS (FTR-001)
    - Nintendo 3DS (CTR-001(EUR))
    - Wii U Pro Controller (WUP-005)
  - The Nintendo 3DS AC adapter (WAP-002(AUS)) can be used with the following:
    - Nintendo 2DS (FTR-001)
    - 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 2DS 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 2DS system with any liquids.


-  **Do not touch the AC adapter connector 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.
-  **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 2DS system to high temperatures**  
The Nintendo 2DS 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 2DS system.
  - Do not bend or apply unnecessary force to the stylus during use.
  - Do not use damaged or distorted stylus.


-  **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 82). 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 unclear 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. When carrying the system with you, avoid touching the screens with hard or pointed objects. If the LCD screens should break, avoid contact with any leaking fluid.

-  **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.



-  **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 2DS system should be regularly examined for damage to the cord, plug enclosure and other parts.
- The Nintendo 2DS 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 2DS 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 2DS 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 compatible.
- 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 (FTR-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**

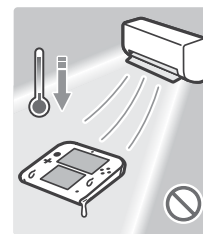
Condensation in the system can lead to malfunction.

### Taking the Nintendo 2DS system from a cold environment to a warm one

To avoid condensation in 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 2DS 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 2DS 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 70).

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 2DS 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 2DS 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 2DS 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 2DS 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 2DS 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 2DS system is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 2DS 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 2DS 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 48)
- **Received StreetPass communication** (flashes green for five seconds) (page 48)
- **Friend has come online** (flashes orange for five seconds) (page 47)
- **Battery power is low** (flashes red) (page 27)



### SD Card Slot (page 28)

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

### Microphone

Used by software with microphone functionality.



### Sleep Switch

Move the sleep switch to the right to enable Sleep Mode.



### 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 communication can be activated/deactivated from the HOME Menu (page 30).

### LCD Screen

### Inner Camera

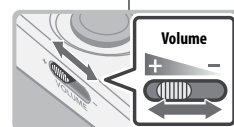
Used by software with camera functionality.

### Circle Pad

Used by software that supports Circle Pad input.

Note: If the Circle Pad is not working properly, please refer to page 73.

### Speaker



### 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 2DS 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".

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

#### START

#### SELECT

### HOME Button (🏠) (page 30)

Displays the HOME Menu.

### Audio Jack

For connection of commercially-available stereo headphones. When connected, no sound will be played through the speaker.

Note:

- Please use accessories that are licensed by Nintendo.
- The Nintendo DS Headset (NTR-019) is not compatible with this system.

### Battery Cover (page 69)

Can be removed to replace the Nintendo 3DS Battery Pack.  
Note: Please refrain from removing unless it is absolutely necessary.

### Wrist Strap Attachment

For attachment of a wrist strap (sold separately).



### Stylus Holder

Used to store the Nintendo 2DS stylus.  
Note: Do not attempt to place anything other than the Nintendo 2DS stylus (FTR-004) into the stylus holder.

### Outer Cameras (page 32)

Used by software with camera functionality. These two cameras allow 3D photographs/videos to be taken.  
Note: 3D images cannot be viewed on Nintendo 2DS.

### L Button

### Game Card Slot (page 39)

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



### AC Adapter Connector (page 23)

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

### Infrared Transceiver

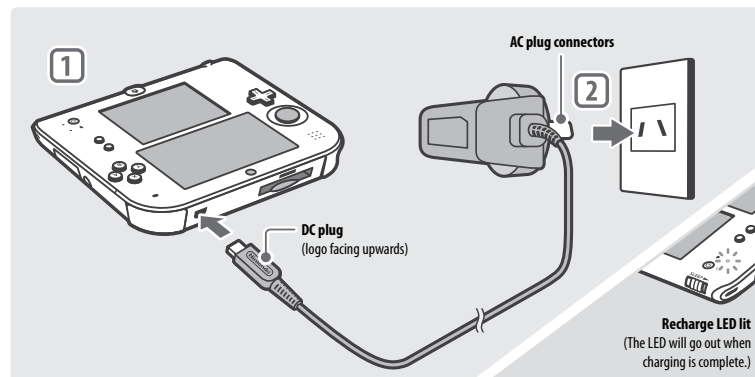
Sends and receives signals for software with infrared functionality.

### R Button



## Recharging

You must charge the battery pack before you use your Nintendo 2DS system for the first time.



### 1 Connect the DC connector plug to the Nintendo 2DS 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 2DS system.

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

### About Charging

- The system takes approximately 3 hours 30 minutes to fully recharge when off. Charging time may vary if the system is being used while charging, or depending on the level of charge remaining in the battery.
- Charge the system in an environment of 5 – 35° C. Attempting to charge the battery while the ambient temperature is outside this range may degrade the battery and prevent it from charging. If the ambient temperature is low, the battery may not charge completely.
- Battery life decreases slightly over time as the battery is continually used and recharged. After 500 recharges, battery life may be reduced to 70% of the battery life at the time of purchase.
- If you feel the usage time has noticeably reduced, replace the battery pack. For replacement battery packs, please contact Nintendo Customer Service (page 82).

### 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.





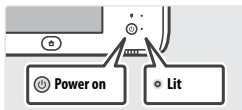
## Turning the power on and off

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:

- If the sleep switch is moved to the right, the power cannot be turned off or on.
- 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](#).



## Sleep Mode and Turning the Power Off

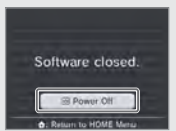
### Sleep Mode

Move the sleep switch to the right while the power is on to pause the game and activate Sleep Mode. While in Sleep Mode, the screens will turn off and button controls will become inactive. 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

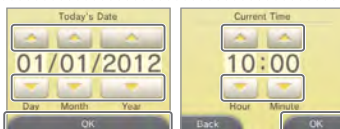
Touch the language you would like to use, then touch OK.

- At the beginning, information about the system will be displayed. Touch OK after reading it to continue.



### 2 Set the date and time

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



### 3 Enter a user name

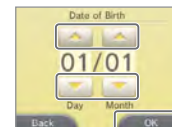
Note:

- 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 2DS, 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 2DS/ Nintendo 3DS systems.



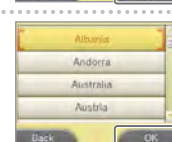
### 4 Enter your date of birth

Touch and to enter your date of birth.



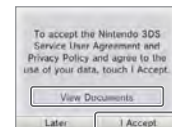
### 5 Select your country of residence, then your region

Touch OK to confirm.



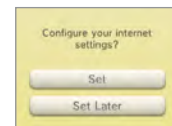
### 6 Accept the Nintendo 3DS Service User Agreement and Privacy Policy

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



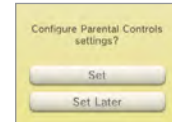
### 7 Configure your internet settings ([page 53](#))

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.



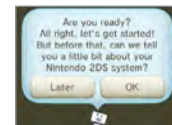
### 8 Set Parental Controls ([page 58](#))

Set up Parental Controls to limit children's access to certain content and functionality. To continue without applying any restrictions, touch SET LATER.



### 9 Read the introduction to the system

Touch OK to start the introduction. Even if you touch LATER you can view the introduction by selecting ABOUT THIS SYSTEM in Other Settings, in the System Settings ([page 62](#)).



Your system is now ready to be used. Press the HOME Button to enter the HOME Menu ([page 30](#)) and begin using your Nintendo 2DS system.

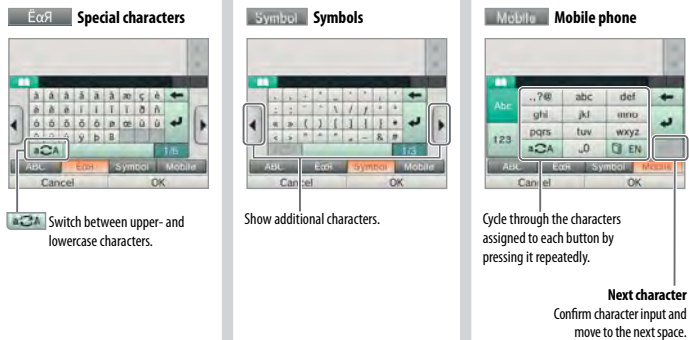
## Using the Keyboards

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

### Standard



### Switch between input modes

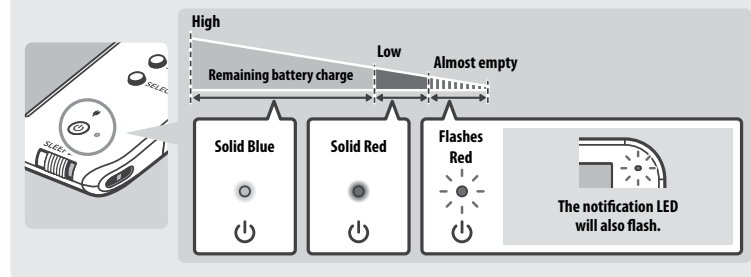


### Numeric Keyboard



## Power LED

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

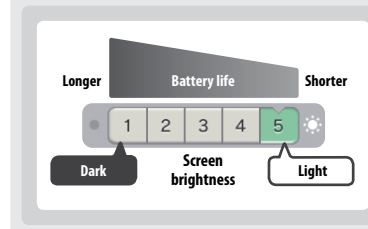


Note: If the power LED is red, save your game quickly and recharge. If the battery charge runs out before you save, you may lose unsaved data. If the LED is blue and slowly brightens and dims, the system is in Sleep Mode (page 24), which will conserve battery power.

## 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 – 5.5 hours**  
Playing Nintendo DS software: **approx. 5 – 9 hours**



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 35).

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, even if the sleep switch is moved to the right. Enabling Sleep Mode while using such software will result in the power LED remaining solidly lit. For example, Nintendo 3DS Sound cannot enter Sleep Mode during playback.



## Using SD Cards

Nintendo 2DS 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 2DS 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.



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



#### 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.



### 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.

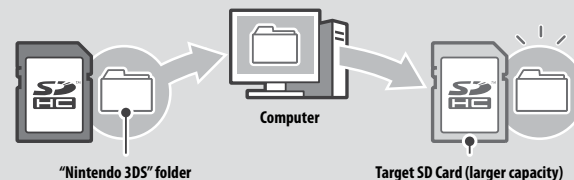
Write-protection switch



### 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 60). 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.



**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.**



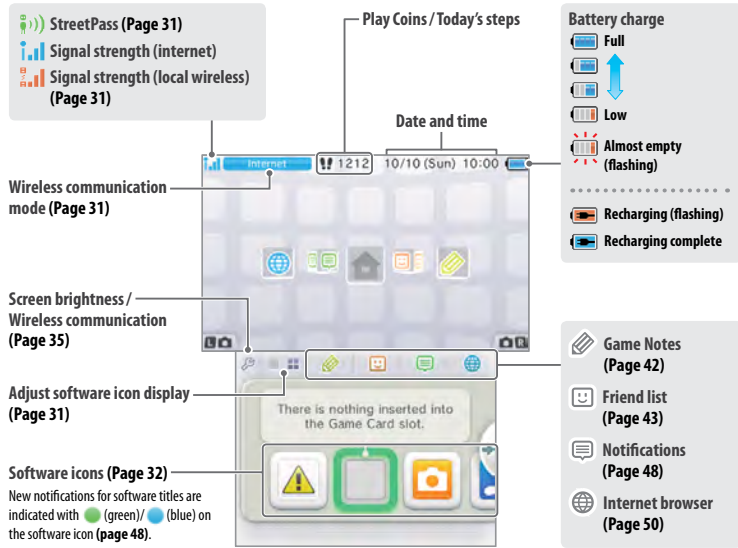


## HOME Menu

The HOME Menu is displayed when you turn on the power. Everything on the Nintendo 2DS 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.



### Note:

- Press the L or R Buttons to activate the cameras and take photos (page 37).
- 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 2DS 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.

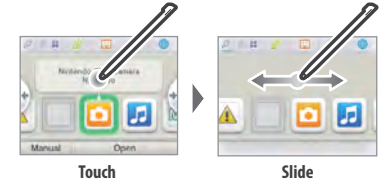
### Note:

- Steps are counted when the system is in Sleep Mode.
- 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.



### Adjusting the Display and Moving Software Icons

#### Adjusting software icon display

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









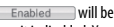
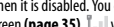


#### Moving software icons

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

	This indicates that an internet connection has been established (page 53).
	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  .
	This indicates that the system is communicating with other Nintendo 2DS/Nintendo 3DS systems in your vicinity. Features such as local friend registration (page 44) and Download Play (page 51) 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.
	 will be displayed when wireless communication is enabled, and  when it is disabled. You can enable/disable wireless communication in the power-saving options screen (page 35).  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



### Built-in application icons

For information on how to use these software titles, please see their respective electronic manuals (page 34).

- |  |   |
|--|---|
| <b>Health and Safety Information</b><br>Read important health and safety information for your system.                          | <b>AR Games: Augmented Reality</b><br>Use the AR Cards together with the outer cameras to create believable augmented reality games.                |
| <b>Nintendo 3DS Camera</b><br>Take 3D photos and videos using this application.<br>• Nintendo 2DS does not support 3D visuals. | <b>Face Raiders</b><br>A shooting game that turns your face, or the faces of your friends, into the enemies!  |
| <b>Nintendo 3DS Sound</b><br>Listen to music and record sounds.  | <b>Activity Log</b><br>Record the number of steps you take while carrying your Nintendo 2DS system and the length of time you spend using software. |
| <b>Mii Maker</b><br>Make yourself and other people into Mii characters!  | <b>Download Play (Page 51)</b><br>Download demos and play multiplayer games!  |
| <b>StreetPass Mii Plaza</b><br>Mii characters you meet through StreetPass (page 7) will appear here.                           | <b>System Settings (Page 52)</b><br>Adjust Nintendo 2DS system settings.  |
| <b>Nintendo eShop</b><br>View information and videos about various software, and download new software (page 6).               |   |

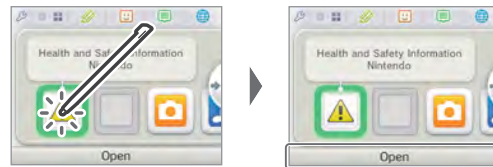
### Others

- 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 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

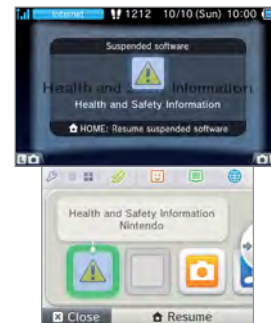
Press the HOME Button during game play to suspend a software title and display the HOME Menu. Touch RESUME or press the HOME Button again to resume play, or touch CLOSE on the HOME Menu to close the software.

### 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.

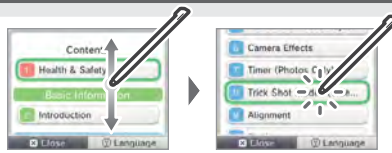


## Viewing manuals

### 1 Choose an item from the contents

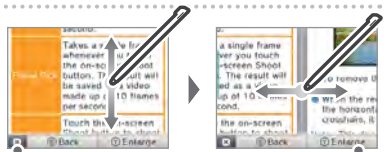
Slide up and down to scroll through the contents of the manual and touch the page you want to view.

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

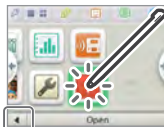
Change the font size

## 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 60).

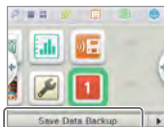
### 1 Touch the software you wish to back up, and touch

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 / Wireless Communication

Touch on the HOME Menu to display the brightness settings.



### Screen brightness

Touch a number to change the brightness level.



### Wireless communication

Activate/deactivate wireless communication.

### 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 wireless communication 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 wireless communication settings.

【○ START + +】



Press and hold START, then press the following:

- + Up: Increase brightness
- + Down: Decrease brightness

【○ START + ×】



Press and hold START, then press the following:

- × Disable wireless communication

Note: If wireless communication is disabled, it cannot be enabled while Nintendo DS/Nintendo DSi software titles are in use.



## 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.



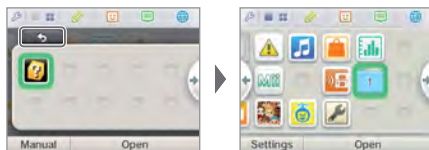
### 2 Move software icons into the new folder

- 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.



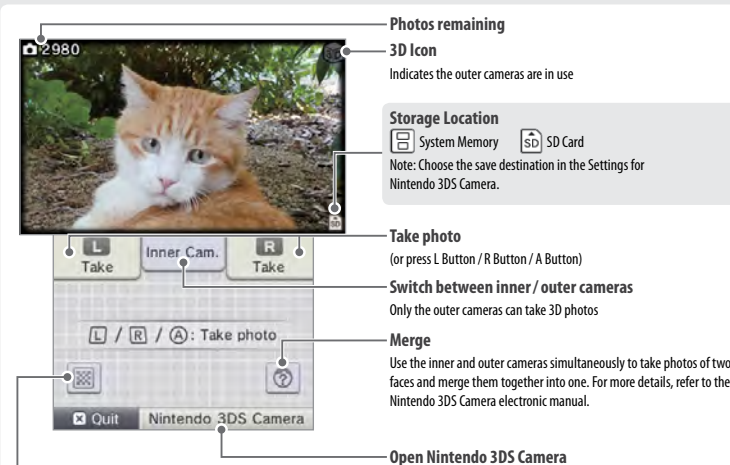
## Icons that cannot be moved into folders

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. The outer cameras can take 3D photos, but 3D visuals cannot be viewed on the Nintendo 2DS.



Note: Photos you've taken can be viewed in Nintendo 3DS Camera (page 32).



## Card-Based Software

How to use Game Cards with your Nintendo 2DS.

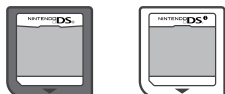
Note: If the system language is set to Dutch, Portuguese or Russian, non-Nintendo 3DS titles will default to English. In some cases, this may be adjustable within the software.

Nintendo 3DS, Nintendo DS, Nintendo DSi and Nintendo DSi enhanced software can be used on Nintendo 2DS systems.

### Nintendo 3DS Game Card



### Nintendo DS / Nintendo DSi Game Card



Note:

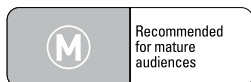
- The Nintendo 2DS system cannot display 3D visuals even if the software contains 3D content.
- SpotPass, StreetPass and the HOME Menu cannot be used while Nintendo DS / Nintendo DSi software is in use.
- Only Nintendo 3DS and Nintendo DSi software titles matching the region of the system will work. Software titles from different regions may not function.
- Nintendo 3DS software titles cannot be used with Nintendo DS, Nintendo DS<sup>®</sup> Lite, Nintendo DSi or Nintendo DSi XL systems.

## Use Classifications to Choose Computer Games and Films



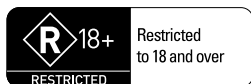
General

Very mild content



Recommended for mature audiences

Moderate content



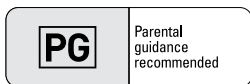
Restricted to 18 and over

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

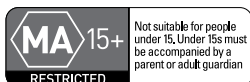


Australian Government  
Attorney-General's Department  
classification.gov.au



Parental guidance recommended

Mild content



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

## 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

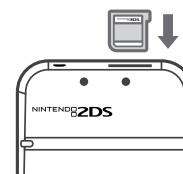
### 1 Insert a Game Card into the Game Card slot

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 2DS/Nintendo 3DS / 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



### 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.

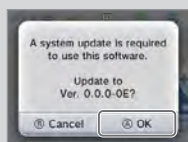
Note: If you press the POWER Button, the software title will close and the POWER Menu will be displayed.





## 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 68](#)).



## Incompatible Nintendo 3DS and Nintendo DS Software and Accessories

The following software titles and accessories are not compatible with Nintendo 2DS.



### 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](http://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.

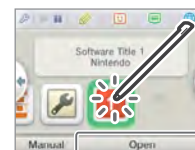
### Precautions for Download Software

- 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 2DS/Nintendo 3DS 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.
- The Nintendo 2DS system cannot display 3D visuals even if the software contains 3D content.

## 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 electronic manual ([page 34](#))
- About software ratings ([page 38](#))
- How to close a software title ([page 39](#))

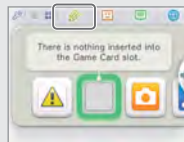


## Game Notes

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 32](#)).
- 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.

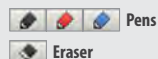
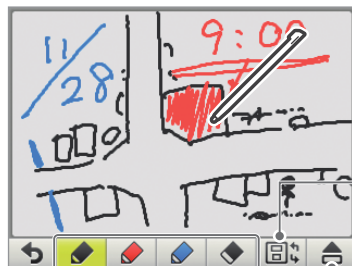
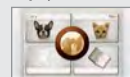
#### Display both screens



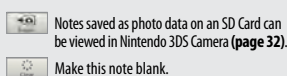
#### Display upper screen



#### Display lower screen



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 32](#)).

Make this note blank.

### 2 Touch when finished

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



## Friend List

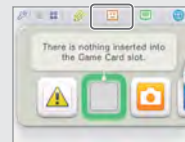
Play and communicate with registered friends via the internet, wherever they may be.

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...

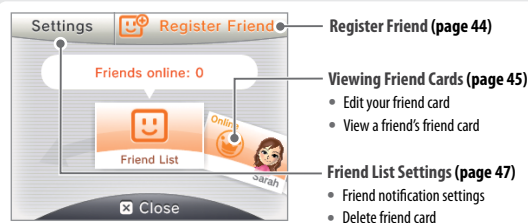
#### Personal Mii

In order to create your own friend card, you first need to create your own Personal Mii using Mii Maker ([page 32](#)).

#### Internet Connection

This is required to see when friends go online ([page 53](#)).

### Friend List



Register Friend ([page 44](#))

Viewing Friend Cards ([page 45](#))

- Edit your friend card
- View a friend's friend card

Friend List Settings ([page 47](#))

- Friend notification settings
- Delete friend card

## Friend Registration

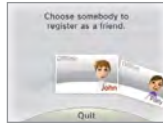
You can register up to 100 friends on your friend list.

### Local

Touch LOCAL to connect to another Nintendo 2DS/Nintendo 3DS 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.

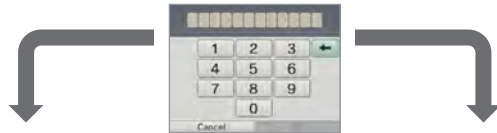


### Internet

Touch INTERNET to register friends by exchanging friend codes. You can check your friend code by looking at your friend card.

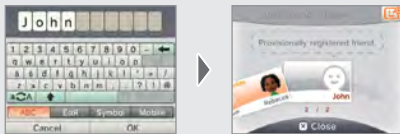


Enter the friend code belonging to the person you want to register.



#### 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

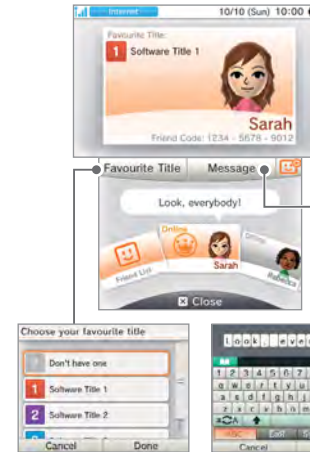
The friend list is a system intended for use by you and people you know. Posting your friend code on online forums or sharing it with people you do not know can result in you receiving unwanted data or status messages containing language that you may find offensive. Do not share your friend code with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

### Editing your friend card

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

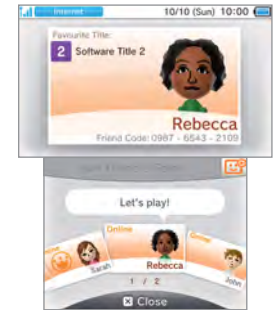


Choose your favourite title (from software titles you've played).

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.

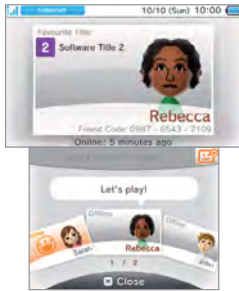
## Communicating with Friends

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:

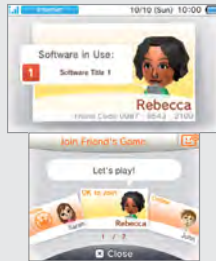
- To see a friend's online status, that friend must have selected YES when asked if they want to show friends their online status. This can be changed at any time in the friend list settings.
- To participate in the game your friend is playing, you must have the same Game Card inserted in your system, 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.

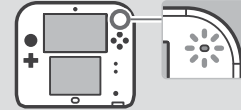
Note: You can only join if you have a compatible software title. For more information, refer to the software instruction manual.



## 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  (orange) will appear over the  icon.



Flashing orange

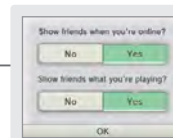
## Friend Card Order

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.



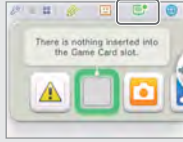


## Notifications

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 <a href="#">page 7</a> for more information on StreetPass).

### Receiving Notifications

Your Nintendo 2DS system can receive notifications when...



- The power is on ([page 24](#)).
- Wireless communication has been enabled ([page 30](#)).
- An internet connection has been configured ([page 53](#)). StreetPass notifications do not require an internet connection.

Note:

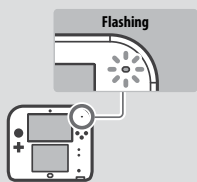
- Software titles may send some notifications while you are not connected to the internet.
- StreetPass notifications do not require an internet connection.
- Notifications cannot be sent from Nintendo DS / Nintendo DSi software titles.



### Receiving Notifications

The notification LED flashes when the Nintendo 2DS 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,  (green) or  (blue) 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 Sleep Mode is deactivated, it will go out.





### 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  (green) for StreetPass or  (blue) 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 60](#)).

Note:

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



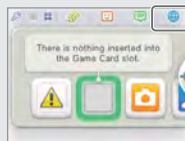
## Internet Browser

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.

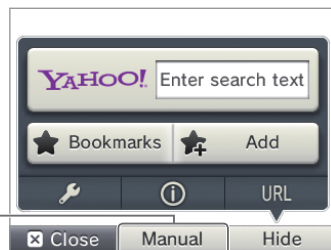
Note:

- An internet connection is required in order to view web pages (page 53).
- 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 2DS system (page 58) to restrict use of the browser in order to prevent children from accessing harmful or inappropriate sites.

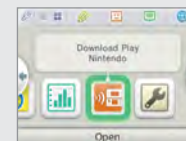


## Download Play

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 2DS, 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 2DS/Nintendo 3DS system.

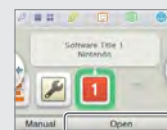


### Download Play-compatible software (host)



#### 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.

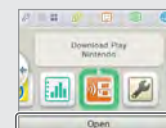
Note: Nintendo DS / Nintendo DSi titles are displayed in an expanded format by default. To load the software at its original resolution, hold down either START or SELECT, then touch OPEN if you are using the host system, or if you are using the client system, to launch the software. Keep START or SELECT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

### No software (client)

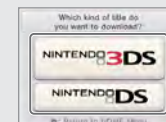


#### Steps for Client Systems

- 1 Open Download Play from the HOME Menu.

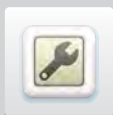


- 2 For Nintendo 3DS software titles, touch . For Nintendo DS / Nintendo DSi software titles, touch .



- 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 53).
	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 they system's MAC address.
PARENTAL CONTROLS	Restrict the use of software, content that can be purchased and downloaded, and system functions (page 58).	
DATA MANAGEMENT	Manage data such as Nintendo 3DS download software, Nintendo DSiWare and StreetPass data. You can also clear your blocked-user settings (page 60).	
OTHER SETTINGS	Manage your profile information, date and time settings, and transfer software data (page 63).	

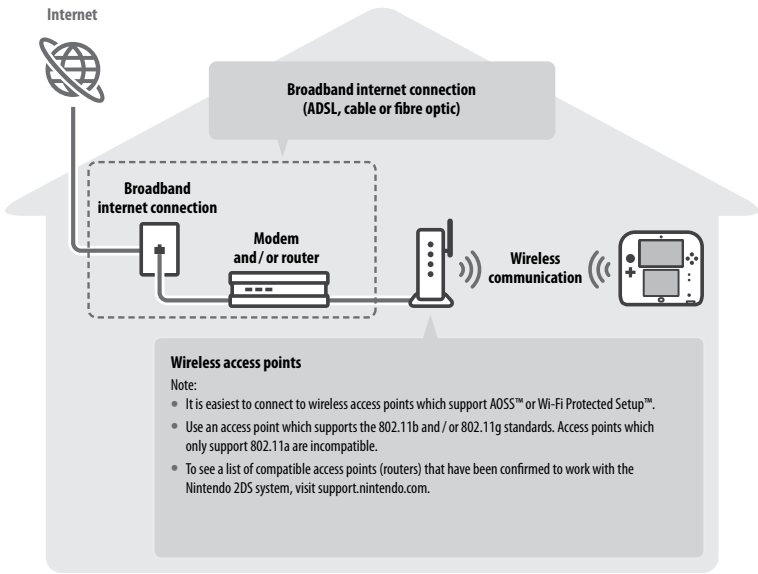


# Internet Settings

Connect your Nintendo 2DS system to the internet to open up even more options.

## Required Items for Internet Connection

A wireless connection is required to connect your Nintendo 2DS system to the internet. A computer is needed to configure the settings on your wireless access point (router).



## Connecting to the Internet

Once you have everything you need to connect to the internet, you can start configuring the settings on your Nintendo 2DS 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 55**.
- For Wi-Fi Protected Setup guidance, see **page 56**.
- For guidance on searching for and configuring access points, see **page 57**.



#### 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 55**.
- For Wi-Fi Protected Setup guidance, see **page 56**.
- For guidance on searching for and configuring access points, see **page 57**.




## 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 57).**

### 1 Touch AOSS

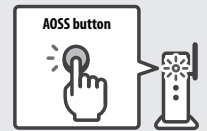
Note: If you are using the tutorial and you have selected , start from step 2.



### 2 Steps for the access point

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

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



### 3 Once the Setup Complete Screen appears, touch OK to begin a connection test


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



## Connecting using Wi-Fi Protected Setup

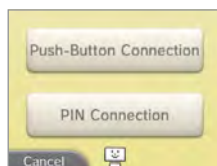
You can set up a connection quickly and easily using Wi-Fi Protected Setup. Refer to the instruction manual of your access point for further information.

### 1 Touch

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



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

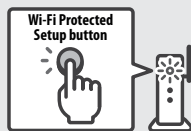


### 3 Steps for the access point

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

#### For Push-Button Connection

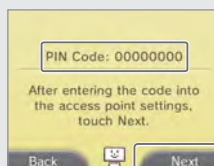
Press and hold the Wi-Fi Protected Setup button on the access point until the LED blinks.



#### For PIN Connection

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

Note: After configuring the access point, touch NEXT on the Touch Screen of your Nintendo 2DS 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 A-SSS or Wi-Fi Protected Setup. You should also consult the instruction manual that came with your access point.

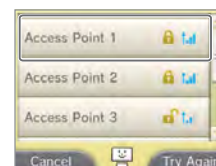
### 1 Touch SEARCH FOR ACCESS POINT

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 2DS 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.



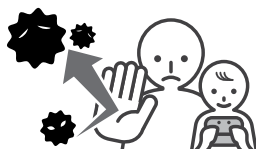
## Parental Controls

Use this option to restrict children from playing games, making purchases or using certain functions of the Nintendo 2DS system.

### Options That Can Be Restricted

The following options can be restricted. Please configure these options as necessary when allowing children to use the Nintendo 2DS 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.



<b>SOFTWARE RATING</b>	Restricts the use of Nintendo 3DS and Nintendo DSi software based on software rating systems ( <b>page 38</b> ). 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.
<b>INTERNET BROWSER</b>	Restricts use of the internet browser and prevents the viewing of web pages.
<b>NINTENDO 3DS SHOPPING SERVICES</b>	Prevents the purchase of goods and services, and the use of credit cards with Nintendo 3DS shopping services.
<b>SHARING IMAGES / AUDIO / VIDEO / LONG TEXT DATA</b>	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.
<b>ONLINE INTERACTION</b>	Restricts communication with other Nintendo 2DS, Nintendo 3DS, Nintendo 3DS XL, Nintendo DSi and Nintendo DSi XL systems over the internet. Note: This setting cannot restrict Nintendo DS software.
<b>StreetPass</b>	Restricts communication with other Nintendo 2DS/Nintendo 3DS systems using StreetPass. Note: This setting cannot restrict Nintendo DS / Nintendo DSi software.
<b>FRIEND REGISTRATION</b>	Restricts the registration of new friends.
<b>DS DOWNLOAD PLAY</b>	Restricts the use of DS Download Play.
<b>VIEWING DISTRIBUTED VIDEOS</b>	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.

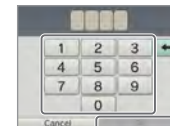
Note: You can only use one configuration per system. Should you need to create restrictions for several children, we suggest setting up Parental Controls for the youngest child.

## Configuring Parental Controls

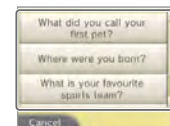
Touch PARENTAL CONTROLS to begin the configuration (**page 52**).

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

- 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.**



- Select a secret question, then touch OK**



- 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.

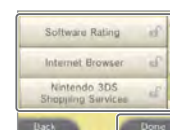


- Touch PARENTAL CONTROLS SETTINGS**



- Touch the option you want to configure and follow the instructions on-screen**

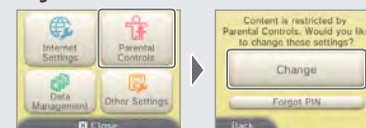
Touch DONE to finish configuring Parental Controls settings.



### 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 77**).





## 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.



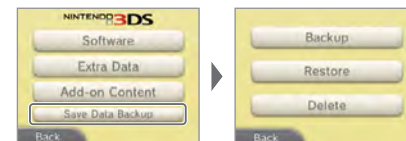
	SOFTWARE	Check or delete Nintendo 3DS download software or Virtual Console™ software. Note: <ul style="list-style-type: none"><li>You can store up to 300 Nintendo 3DS titles on an SD Card.</li><li>When deleting software, you can create a backup of its save data.</li></ul>
	EXTRA DATA	Check or delete extra data (e.g. data received via SpotPass) on your Nintendo 2DS 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 61).
	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.



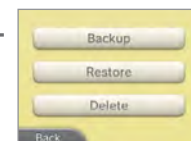
### Points to Note Regarding Save Data Backups

- 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 GameBoy 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.

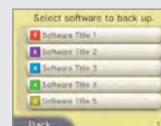
## Managing Backups

Select one of these backup options.



### Backup

- 1 Touch the software you want to make a backup for

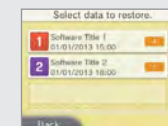


- 2 Touch CREATE  
Touch existing data to overwrite it.



### Restore / Delete

- 1 Touch the backup data you want to restore or delete



- 2 Touch OK

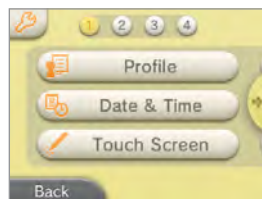




## Other Settings

Change your user information and configure various other settings.

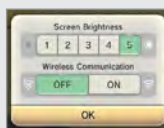
Touch at the sides of the screen to change pages.



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.
ABOUT THIS SYSTEM	View an introduction to this system and how it differs from the Nintendo 3DS.
SOUND	Change the speaker sound output settings. • If you are using the Nintendo 2DS system's monaural speaker, the MONAURAL setting is recommended.
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 in the following ways (page 63): • From a Nintendo DSi or Nintendo DSi XL system. • Between Nintendo 2DS/Nintendo 3DS systems.
LANGUAGE	Change the language of the system.
SYSTEM UPDATE	Update the system software (page 68).
FORMAT SYSTEM MEMORY	Format the system to erase data stored in the System Memory, such as photographs, software and save data (page 68).

### Screen Brightness and Wireless Communication

Touch to configure screen brightness and wireless communication settings (page 35).  
(You can also configure these settings from the HOME Menu by touching .

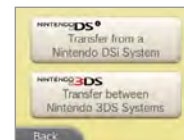


## System Transfer

Transfer data from your Nintendo DSi or Nintendo DSi XL system to your Nintendo 2DS system, or transfer data between Nintendo 2DS/Nintendo 3DS 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 53).
- 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.
- You cannot enable Sleep Mode while the transfer is taking place.



**Source System**  
(Nintendo DSi or Nintendo DSi XL)

**Target System**  
(Nintendo 2DS)

**Transfer**

Transfer from a Nintendo DSi System

Transfer Nintendo DSiWare and photos/recordings from a Nintendo DSi/Nintendo DSi XL system to a Nintendo 2DS system.

**Note: You cannot transfer from a Nintendo 2DS system to a Nintendo DSi or Nintendo DSi XL system. Also, be aware that once a transfer has been performed, it cannot be undone.**

**Source System**  
(Nintendo 2DS or Nintendo 3DS)

**Target System**  
(Nintendo 2DS or Nintendo 3DS)

**Transfer**

Transfer between Nintendo 2DS/Nintendo 3DS Systems

Transfer save data for built-in applications, Nintendo eShop balance/account activity etc. between Nintendo 2DS/Nintendo 3DS systems.

Note:

- All data on the source system is transferred to the target system. You cannot choose individual items to transfer between systems.**
- You can transfer Nintendo 2DS/Nintendo 3DS 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.**

### Download the Transfer Tool

In order to transfer data from a previous system (Nintendo DSi or Nintendo DSi XL) to your Nintendo 2DS 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.



Nintendo DSi / Nintendo DSi XL ➔ Nintendo 2DS Transfer

The following data can be transferred.

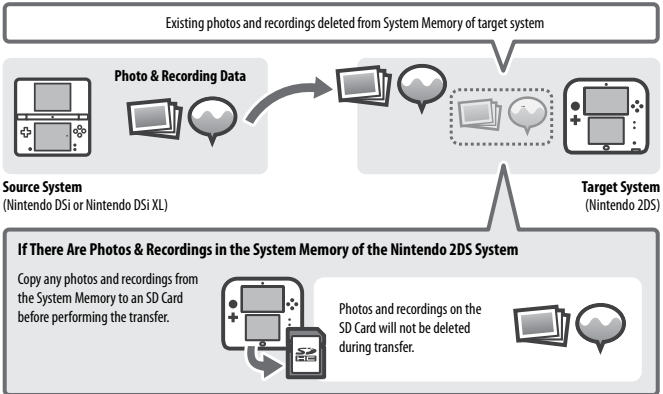
Nintendo Wi-Fi Connection Configuration	Transfers Internet Settings (Nintendo DS Connections) and Nintendo Wi-Fi Connection ID.
Photos & Recordings	Transfers photos and recordings from the Nintendo DSi Camera and Nintendo DSi Sound software pre-installed on the Nintendo DSi or Nintendo DSi XL system.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

Precautions for Transferring Nintendo Wi-Fi Connection Configuration

- The Nintendo Wi-Fi Connection Configuration on the Nintendo 2DS 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

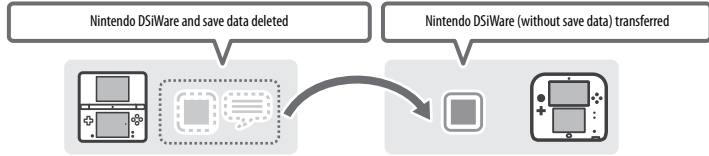
**All the photos and recordings saved to the System Memory of the Nintendo 2DS system will be deleted.** If you do not want any of the photos and recordings on your Nintendo 2DS to be deleted, copy them onto an SD Card before carrying out the transfer.



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

Precautions for Transferring Nintendo DSiWare

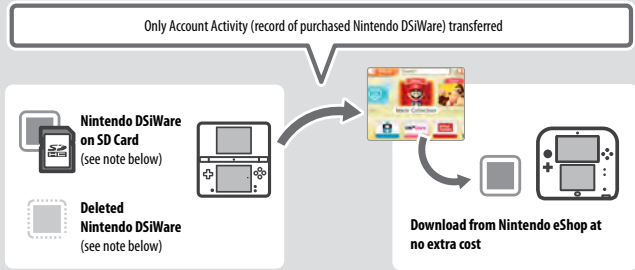
**Only the software itself will be transferred to the target system. Save data is not transferred.** Both the software and the save data will be deleted from the source system. Please be sure that it is OK to have your save data deleted before you start the transfer process.



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 60).

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.



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.

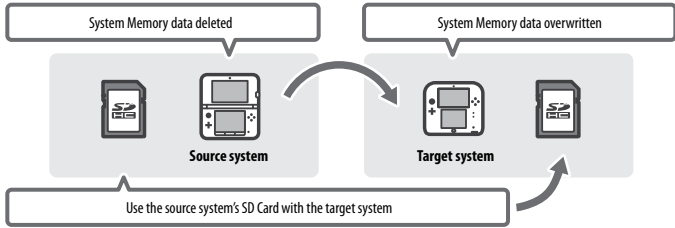
## Nintendo 2DS/Nintendo 3DS ➔ Nintendo 2DS/Nintendo 3DS Transfer

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 2DS/Nintendo 3DS 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.



**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

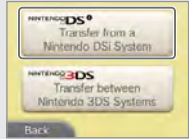
**If the total Nintendo eShop balance of the source and target systems exceeds the maximum allowed funds, the system transfer will not proceed.**

## Transferring

### Nintendo DSi ➔ Nintendo 2DS

#### 1 (On the Nintendo 2DS System) Touch **TRANSFER FROM A NINTENDO DSi SYSTEM**

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



#### 2 (On the Nintendo 2DS System) 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

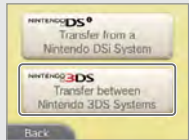
Follow the on-screen instructions to proceed.



### Nintendo 2DS/Nintendo 3DS/Nintendo 3DS XL ➔ Nintendo 2DS/Nintendo 3DS/Nintendo 3DS XL

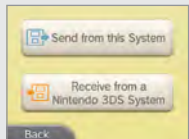
#### 1 (Source/Target Systems) Touch **TRANSFER BETWEEN NINTENDO 3DS SYSTEMS**

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 53). (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 2DS system is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 2DS 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 2DS system may be removed. Failure to accept the update may render games unplayable.

### REGARDING AUTOMATIC SYSTEM UPDATES

From time to time, the Nintendo 2DS 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 2DS 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.

## Replacing the Nintendo 3DS 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.

**Please contact Nintendo Customer Service for further information on where to purchase a replacement (page 82).**

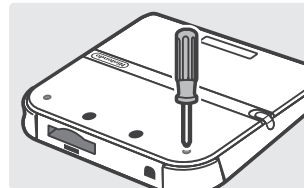
### Replacing the Nintendo 3DS Battery Pack

- 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.

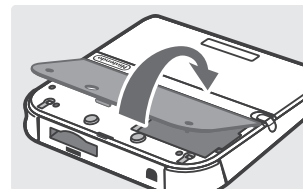
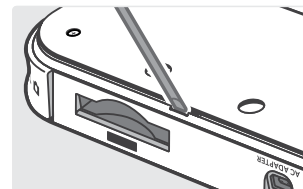
#### 1 Unscrew the battery cover

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 Remove the battery cover



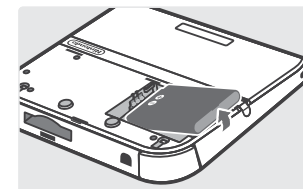
Slide a flathead screwdriver or similar item in between the battery cover and the system, and prise the two carefully apart.

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 2DS system and/or to the battery cover.

#### 3 Remove the battery pack

Remove the battery pack as shown.



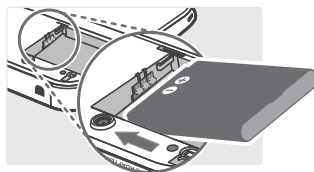


#### 4 Wait at least 10 seconds, then insert a new battery pack

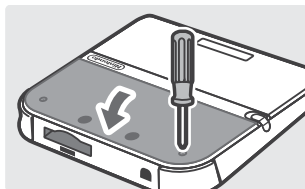
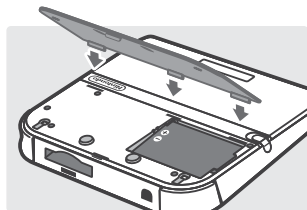
Insert the new battery pack as shown.

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



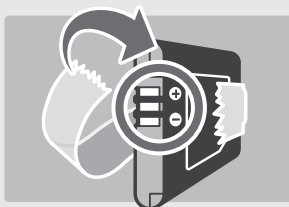
When replacing the battery cover, apply pressure until the clasp in the centre clicks firmly into place.

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 2DS 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

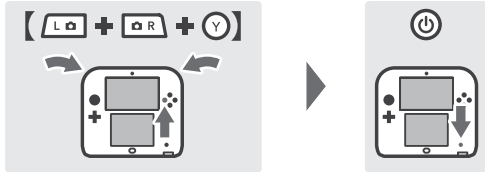
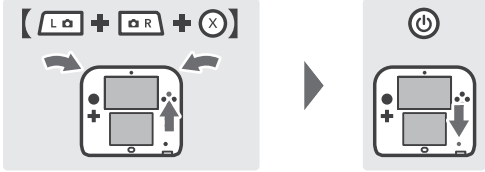
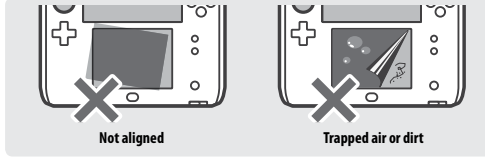
Before contacting Nintendo Customer Service, please use this section of the manual to determine the cause of the problem.



Note: If the problem involves a game or accessory, please also refer to the corresponding manual / documentation.

Problem	Solution
<b>I can't recharge the Nintendo 3DS Battery Pack / The recharge LED is not lit</b>	<ul style="list-style-type: none"> <li>• Are you using a Nintendo 3DS AC adapter? <ul style="list-style-type: none"> <li>■ For the Nintendo 2DS, use the Nintendo 3DS AC adapter (WAP-002(AUS)).</li> </ul> </li> <li>• Is the Nintendo 3DS AC adapter firmly inserted into the system and a electrical outlet? <ul style="list-style-type: none"> <li>■ 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 2DS system and the electrical outlet.</li> </ul> </li> <li>• Is the battery pack being recharged in a location with an ambient temperature between 5 – 35° C? <ul style="list-style-type: none"> <li>■ 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.</li> </ul> </li> <li>• Is the battery pack connected properly? <ul style="list-style-type: none"> <li>■ 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 69).</li> </ul> </li> <li>• Is the recharge LED lit? <ul style="list-style-type: none"> <li>■ 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 82).</li> </ul> </li> </ul>
<b>The Nintendo 2DS system will not turn on</b>	<ul style="list-style-type: none"> <li>• Has the sleep switch been moved to the right? <ul style="list-style-type: none"> <li>■ Slide the sleep switch to the left, then turn the system on.</li> </ul> </li> <li>• Is the battery pack connected properly? <ul style="list-style-type: none"> <li>■ 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 69).</li> </ul> </li> </ul>
<b>The Nintendo 2DS system is hot</b>	<ul style="list-style-type: none"> <li>• Is the battery pack being charged in an area with a high temperature, or being charged for extended periods of time? <ul style="list-style-type: none"> <li>■ 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.</li> </ul> </li> </ul>





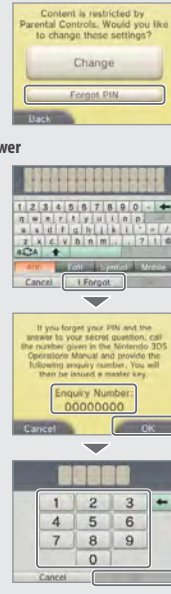
Problem	Solution
I charged the Nintendo 3DS Battery Pack, but I can't play for long periods of time / It takes a long time to charge the battery pack	<ul style="list-style-type: none"> <li>Are you playing a game or recharging the battery pack in a location with an ambient temperature less than 5° C?</li> <li>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.</li> </ul> <p><b>Battery Life</b> 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 where to purchase a replacement (page 82).</p>
The battery pack has expanded	<ul style="list-style-type: none"> <li>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 69).</li> </ul> <p>If the battery pack leaks, do not touch it and contact Nintendo Customer Service (page 82).</p>
There is no video or audio output	<ul style="list-style-type: none"> <li>Is the power LED lit?</li> <li>Press the POWER Button to turn the power on.</li> <li>Has the system been charged?</li> <li>Recharge the system.</li> <li>Has the Game Card been correctly inserted?</li> <li>Insert the Game Card gently but firmly until it clicks into place.</li> <li>Is the system in Sleep Mode?</li> <li>If the system is in this state, exit Sleep Mode by moving the sleep switch to the left (page 24). If this does not solve the problem, refer to the manual of the software title you are using for more information on how to exit Sleep Mode.</li> </ul>
There are black or bright dots on the LCD screens that do not go away / There are dark or light patches on the LCD screens	<ul style="list-style-type: none"> <li>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 upper screen and Touch Screen have different specifications, so their colour displays and levels of brightness may differ.</li> </ul>
The brightness differs between LCD screens	<ul style="list-style-type: none"> <li>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.</li> </ul>
3D images cannot be seen	<ul style="list-style-type: none"> <li>The Nintendo 2DS does not support 3D visuals.</li> </ul>




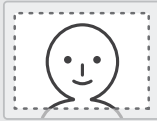


Problem	Solution
The Circle Pad doesn't work properly	<ul style="list-style-type: none"> <li>Does Circle Pad input match what you see on screen?</li> <li>In rare cases, the Circle Pad's input may stop working properly after long periods of use or being used forcefully. If the in-game movements do not match the Circle Pad input, use the CIRCLE PAD option in System Settings to calibrate the input (page 62).</li> </ul> <p>Note: If movements are being input despite the Circle Pad not being used, and you are unable to use the buttons or Touch Screen, turn the system off, then start it again on the Circle Pad Calibration Screen by pressing the POWER Button while pressing and holding L Button + R Button + Y Button.</p> 
The Touch Screen doesn't work properly	<ul style="list-style-type: none"> <li>Does the Touch Screen input match what you see on screen?</li> <li>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 62).</li> </ul> <p>Note: If you are unable to use the Touch Screen to perform this procedure, turn the system off, then start it again on the Touch Screen Calibration Screen by pressing the POWER Button while pressing and holding L Button + R Button + X Button.</p>  <ul style="list-style-type: none"> <li>Have you attached a commercially-available protective sheet to the Touch Screen?</li> <li>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.</li> </ul> 

Problem	Solution
<p><b>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</b></p>	<ul style="list-style-type: none"> <li>• The built-in motion sensor may be producing incorrect input.</li> <li>■ 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.</li> </ul> <div> <p>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.</p> <div>   </div> <p><b>Press and hold Y Button and B Button for 3 seconds</b>      <b>Place the system on a level surface and touch CALIBRATE</b></p> <p>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.</p> </div>
<p><b>The screen goes completely black and the system won't respond / The system freezes up</b></p>	<ul style="list-style-type: none"> <li>■ If the screen stays black when you turn the system on or when you exit Sleep Mode, 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.</li> </ul>
<p><b>No sound from the speaker</b></p>	<ul style="list-style-type: none"> <li>• Is the volume set to the lowest level?</li> <li>■ Try adjusting the volume by using the volume control on the side of the system.</li> <li>• Are headphones connected?</li> <li>■ If headphones are attached to the Nintendo 2DS, no sound will come through the speaker.</li> </ul> <p>Note: The camera's shutter sound will always be played at a fixed volume, regardless of the current setting of the volume control and even if headphones are connected.</p>
<p><b>No audio from headphones</b></p>	<ul style="list-style-type: none"> <li>• Is the volume set to the lowest level?</li> <li>■ Try adjusting the volume by using the volume control on the side of the system.</li> <li>• Is the plug of the headphones firmly inserted?</li> <li>■ Make sure the plug of the headphones is securely plugged into the audio jack.</li> </ul>

Problem	Solution
<p><b>I can't use the microphone / My voice isn't recognised</b></p>	<ul style="list-style-type: none"> <li>• Does this software title or section of it use the microphone?</li> <li>■ The microphone is only usable in software titles or sections of software titles that support it.</li> <li>• Is the microphone working properly?</li> <li>■ Select MIC TEST in System Settings to confirm that the microphone is functioning properly (page 62).</li> <li>• Are voices other than your own, such as those of family and friends, recognised correctly?</li> <li>■ There are individual differences in speech recognition rates. Some voices are more difficult to recognise than others.</li> <li>• Is a headset with microphone attached?</li> <li>■ Try removing the headset with microphone and using the system microphone instead.</li> </ul>
<p><b>The microphone reacts unexpectedly / There is feedback* coming from the speaker</b></p>	<ul style="list-style-type: none"> <li>• Is the system being used in a noisy environment, or in a place where the volume is very high?</li> <li>■ 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.</li> <li>* <b>What is "feedback"?</b> 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 speaker and are then picked up again by the microphone.</li> <li>• Is a headset with microphone attached?</li> <li>■ Headsets with microphones can sometimes cause feedback. Try removing the headset with microphone.</li> </ul>
<p><b>My steps aren't being counted</b></p>	<ul style="list-style-type: none"> <li>• Is the Nintendo 2DS system in Sleep Mode?</li> <li>■ Your steps will only be counted if the power to the system is on and Sleep Mode is enabled.</li> <li>• Is the system in a loosely-hanging bag, or is it hanging from a wrist strap?</li> <li>■ 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.</li> <li>Note: <ul style="list-style-type: none"> <li>• Depending on the conditions, the step count might be higher or lower than the number of actual steps taken.</li> <li>• 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.</li> </ul> </li> <li>• Are you continuing to use the system while a Nintendo DS / Nintendo DSi software title is in use?</li> <li>■ 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.</li> </ul>

Problem	Solution
My SD Card is not responding	<ul style="list-style-type: none"> <li>Has the SD Card been correctly inserted into the system?                             <ul style="list-style-type: none"> <li>Insert the SD Card gently but firmly until it clicks into place in the SD Card slot on the side of the system (page 28).</li> </ul> </li> <li>Is the SD Card broken?                             <ul style="list-style-type: none"> <li>Use a computer or digital camera to confirm that you can correctly see files on the SD Card.</li> </ul> </li> </ul>
I can't view the photos stored on the SD Card	<ul style="list-style-type: none"> <li>Are there photos on the SD Card that can be displayed using Nintendo 3DS Camera?                             <ul style="list-style-type: none"> <li>Nintendo 3DS Camera can only display photos taken on the Nintendo 2DS system. Photos taken on a digital camera or mobile phone cannot be displayed.</li> </ul> </li> </ul>
Even though a Game Card has been inserted, the icon for the software title does not appear and the HOME Menu displays: "There is nothing inserted into the Game Card slot."	<ul style="list-style-type: none"> <li>Is the Game Card inserted properly?                             <ul style="list-style-type: none"> <li>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 39).</li> </ul> </li> <li>Are you using a software title from a different region?                             <ul style="list-style-type: none"> <li>Only Nintendo 3DS and Nintendo DSi software titles matching the region of the system will work. Software titles from different regions may not function.</li> </ul> </li> </ul>
I can't play my game	<ul style="list-style-type: none"> <li>Are Parental Controls set to restrict the use of software based software ratings?                             <ul style="list-style-type: none"> <li>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 58).</li> </ul> </li> </ul>
This message appears while playing Nintendo DS / Nintendo DSi software: "An error has occurred. Press and hold the POWER Button to turn the system off. Please refer to the Operations Manual for details."	<ul style="list-style-type: none"> <li>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 the Nintendo Customer Service for assistance (page 82).</li> </ul>
I can't connect to the internet	<ul style="list-style-type: none"> <li>Does an error code appear?                             <ul style="list-style-type: none"> <li>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.</li> </ul> </li> </ul> <div> <p><b>For error codes that appear when setting up Nintendo DS Connections or when playing Nintendo DS software</b></p> <p>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.</p>  </div> <div> <p><b>For error codes that appear when playing Nintendo DSi software</b></p> <p>The internet connection configured for the Nintendo 2DS system may not be correct. Select CONNECTION TEST from Internet Settings to start the connection test, then follow the instructions given in the error message.</p>  </div>

Problem	Solution
I can't disable Parental Controls	<p><b>Did you enter the correct PIN?</b></p> <ul style="list-style-type: none"> <li>Enter the correct PIN (page 59).</li> </ul> <p><b>Did you enter the correct answer to your secret question?</b></p> <ul style="list-style-type: none"> <li>Enter the correct answer to your secret question (page 59).</li> </ul> <p><b>If you have forgotten your PIN or secret question answer...</b></p> <p><b>If you have forgotten your PIN</b></p> <p>Touch FORGOT PIN on the first screen that appears after touching PARENTAL CONTROLS in System Settings, or touch I FORGOT on the PIN Entry Screen. Enter the answer to your secret question.</p> <p><b>If you have forgotten your secret question answer</b></p> <ol style="list-style-type: none"> <li>Touch I FORGOT on the Secret Answer Entry Screen. An enquiry number will be displayed.</li> <li>Please contact Nintendo Customer Service by phone or email (page 82) with the enquiry number and the date currently set on the Nintendo 2DS system. You will be given a master key.</li> <li>Touch OK on the previous screen, then enter the master key.</li> </ol> 

Problem	Solution
I am having difficulty using wireless communications (communications are interrupted and the game cannot be played smoothly)	<ul style="list-style-type: none"> <li>Is wireless communication enabled? <ul style="list-style-type: none"> <li>To enable wireless communication, touch the icon in the upper-left corner of the Touch Screen while on the HOME Menu to open the power-saving options screen. Touch ON under Wireless Communication.</li> </ul> </li> <li>Is one of the following signal strength icons  or  shown on screen? <ul style="list-style-type: none"> <li>Signal strength appears to be poor. Move closer to the other player(s), and remove obstructions between the systems.</li> </ul> </li> </ul>
Photos taken by the camera have strange colours	<ul style="list-style-type: none"> <li>Have you changed the colour settings in Nintendo 3DS Camera? <ul style="list-style-type: none"> <li>Check the camera mode and/or Manual Settings in Nintendo 3DS Camera (page 32).</li> </ul> </li> <li>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. <ul style="list-style-type: none"> <li>Try to take a picture of something else. If the colours are still strange, contact Nintendo Customer Service (page 82).</li> </ul> </li> </ul>
Nintendo 3DS Camera repeatedly asks for a photo of my face, but does not respond	<p>This occurs when your face cannot be recognised properly. Please take note of the following factors which may affect facial recognition.</p> <div> <p><b>Facial recognition hints</b></p> <p>To improve the chances of your face being recognised, follow the advice below.</p> <div>  <p>Move to a well-lit area</p>  <p>Face the camera straight on</p>  <p>Move hair to fully reveal your face</p>  <p>Remove your glasses</p> </div> </div> <p>Other factors, such as hairstyle, the colour, shape and volume of facial hair, and jewellery, also affect successful facial recognition.</p> <p>Note: Even taking the aforementioned factors into account, individual features and certain environments can make accurate recognition difficult.</p>

Problem	Solution
Nintendo 3DS Sound does not display audio files and folders	<ul style="list-style-type: none"> <li>Has the SD Card been correctly inserted into the system? <ul style="list-style-type: none"> <li>Insert the SD Card gently but firmly until it clicks into place in the SD Card slot on the side of the system.</li> </ul> </li> <li>Does the SD Card contain saved audio files that can be played using Nintendo 3DS Sound? <ul style="list-style-type: none"> <li>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.</li> </ul> </li> <li>Are the audio files saved to the "Private" folder found in the "Nintendo 3DS" folder on the SD Card? <ul style="list-style-type: none"> <li>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.</li> </ul> </li> <li>Are there more than 3,000 audio files saved? <ul style="list-style-type: none"> <li>No more than 3,000 audio files can be displayed.</li> </ul> </li> <li>Are there more than 1,000 folders with saved audio files? <ul style="list-style-type: none"> <li>No more than 1,000 folders can be displayed.</li> </ul> </li> <li>Are there more than 100 audio files saved in a single folder? <ul style="list-style-type: none"> <li>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.</li> </ul> </li> <li>Are audio files saved to a folder that is more than eight levels deep? <ul style="list-style-type: none"> <li>Nintendo 3DS Sound will only check for files up to eight directories deep.</li> </ul> </li> </ul>
I can't play back audio files using Nintendo 3DS Sound	<ul style="list-style-type: none"> <li>Are the audio files in a format that can be played by Nintendo 3DS Sound? <ul style="list-style-type: none"> <li>Nintendo 3DS Sound can play audio files which meet the following requirements: <ul style="list-style-type: none"> <li><b>File format:</b> AAC (.m4a, .mp4 or .3gp), MP3 (.mp3)</li> <li><b>Bit rate:</b> 16 – 320 kbps</li> <li><b>Sampling rate:</b> 32 kHz – 48 kHz</li> </ul> </li> </ul> </li> <li>Are the audio files protected by DRM (Digital Rights Management)? <ul style="list-style-type: none"> <li>DRM-protected audio files cannot be played using Nintendo 3DS Sound.</li> </ul> </li> </ul>
The system doesn't recognise my AR Cards / I lost my AR Cards	<ul style="list-style-type: none"> <li><b>If your AR Card cannot be recognised...</b> <ul style="list-style-type: none"> <li>Check the following and try again. <ul style="list-style-type: none"> <li>AR Cards cannot be recognised if you hold the system too close to them or too far away.</li> <li>Ensure that the whole AR Card is visible on the screen. If part of it is off the screen, it may not be recognised.</li> <li>Ensure you are in a well-lit area.</li> <li>Keep AR Cards out of direct sunlight, as this can interfere with the outer cameras' ability to recognise them properly.</li> <li>If an outer camera is dirty, wipe it with a soft cloth before you begin.</li> <li>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.</li> </ul> </li> </ul> </li> <li><b>If your AR Card still cannot be recognised, or you have lost an AR Card...</b> <ul style="list-style-type: none"> <li>You can download AR Card images from support.nintendo.com. Print out these images in colour and use them as replacements.</li> </ul> </li> </ul>

Problem	Solution
I can't use Download Play	<ul style="list-style-type: none"> <li>Have Parental Controls restricted the use of software based on software ratings, or restricted the use of DS Download Play?</li> <li>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 58).</li> <li>If you are having issues with Nintendo DS / Nintendo DSi software titles, disable the Parental Controls option which restricts DS Download Play (page 58).</li> </ul>

### If you need further help...

If your Nintendo 2DS 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 82).

- 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.

## Technical Specifications

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

Nintendo 2DS System	
Model Number	FTR-001
LCD Screens (Screen Size / Resolution)	<b>Upper Screen:</b> Widescreen LCD (can display 16.7 million colours) 3.53 inches (76.8mm wide x 46.08mm high) 400x240 pixels <b>Lower Screen:</b> Touch-screen LCD (can display 16.7 million colours) 3.02 inches (61.44mm wide x 46.08mm high) 320x240 pixels
AC Adapter / Battery	Nintendo 3DS AC adapter (WAP-002(AUS)) Nintendo 3DS Battery Pack (CTR-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	<b>Lens:</b> Fixed focal length <b>Image sensor:</b> CMOS <b>Effective pixels:</b> About 300,000
Clock Feature	Max. Daily Variation of $\pm 4$ seconds (when used within the "Usable Environment" below)
Speaker	Monaural
Input / Output Terminals	Game Card slot, SD Card slot, 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	<b>Temperature:</b> 5 – 35 degrees Celsius <b>Humidity:</b> 20 – 80 %
Dimensions	127mm high x 144mm wide x 20.3mm thick
Mass	Approx. 260g (including battery pack, stylus and SD Card)
Charge Time	Approx. 3.5 hours
Battery Life	Please see page 27.

Nintendo 3DS AC Adapter	
Model Number	WAP-002(AUS)
Input	AC 230-240V 50Hz
Output	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 Devices	<ul style="list-style-type: none"> <li>Nintendo 2DS (FTR-001)</li> <li>Nintendo 3DS XL (SPR-001(EUR))</li> <li>Nintendo 3DS XL charging cradle (SPR-007)</li> <li>Nintendo 3DS (CTR-001(EUR))</li> <li>Nintendo 3DS charging cradle (CTR-007)</li> <li>Nintendo DSi XL (UTL-001(AUS))</li> <li>Nintendo DSi (TWL-001(AUS))</li> </ul>

Nintendo 3DS Battery Pack	
Model Number	CTR-003
Battery Type	Lithium-Ion
Battery Capacity	5Wh

Nintendo 2DS Stylus	
Model Number	FTR-004
Material	Plastic (ABS / PE)
Length	Approx. 98mm
Mass	Approx. 1.8g

**MANUFACTURER'S WARRANTY**

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

The benefits given by this Warranty are in addition to your other rights and remedies which you may have under the Competition and Consumer Act 2010 (Cth) and/or other applicable laws in relation to the Product.

In Australia, 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 and 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.

Subject to the terms and exclusions below, Nintendo Australia Pty Limited (**"Nintendo"**) warrants to the original consumer purchasing the Product (**"you"**) that, for a period of 12 months from the date of the purchase of the Product by you, the Product will be free from defects in materials, workmanship and manufacturing. If, having inspected the Product, Nintendo determines that the warranty claim is valid, Nintendo will (at its sole discretion) either repair or replace the part causing the defect, or replace the relevant element of the Product without charge.

**1. EXCLUSIONS**

This warranty does not cover:

- (a) software (other than the Nintendo Operating Software) or games (whether included with the Product at the time of purchase or not);
- (b) accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether included with the Product at the time of purchase or not);
- (c) the Product if it was not supplied by Nintendo in either Australia or New Zealand;
- (d) the Product if it has been resold, or used for rental or commercial purposes;
- (e) defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, modification, use with products not supplied, licensed or authorised for use with the Product by Nintendo (including, but not limited to, non-licensed game enhancements, copier devices, adapters, power supplies or non-licensed accessories), computer viruses or connecting to the internet or other forms of electronic communication, use of the Product otherwise than in accordance with the instructions in the respective Nintendo Operations Manual or any other instructions which Nintendo makes available (the **"Nintendo Documentation"**), or any other cause unrelated to defects in materials, workmanship or manufacturing;
- (f) defects in the Product that are caused by the use of faulty, damaged or leaking batteries or battery packs, or any other use of batteries or battery packs not in accordance with the instructions in the respective Nintendo Documentation;
- (g) dirty/contaminated electrical contacts;
- (h) liquid/moisture damage;
- (i) wear and tear;
- (j) gradual decrease over time in the capacity and performance of rechargeable batteries and rechargeable battery packs for the Product (including NTR-003, USG-003, TWL-003, UTL-003, CTR-003, SPR-003, and WUP-012) (which, for the avoidance of doubt, will not be deemed to be a defect in materials, workmanship or manufacturing of the Product);
- (k) the Product if it has been opened, modified or repaired by you or any other person not authorised by Nintendo, or if the Product has its serial number or compliance label altered, defaced or removed;
- (l) loss of any data that has been loaded onto or stored on the Product by any person or company other than Nintendo or its authorised partners; or
- (m) loss of data or software as a result of formatting the memory of the Product (or the SD Card being used with the Product).

**2. HOW TO MAKE A CLAIM**

Before returning the Product for assessment, visit our website [www.nintendo.com.au](http://www.nintendo.com.au) for product support and service information, or contact Nintendo Customer Service using the details below:

**Nintendo Customer Service**  
**Australia: (03) 9730 9822**  
**New Zealand: 0800 743 056**  
**Hours of operation: 9:00am to 5:00pm Monday to Friday (AEST/AEDT).**  
**Call charges vary. Check with your telecommunications provider.**  
**Email: [warrantyadmin@na1.nintendo.com.au](mailto:warrantyadmin@na1.nintendo.com.au)**

When sending the Product to the Nintendo Service Department, please:

- (a) use the original packaging where possible;
- (b) do not use excessively oversized packaging;
- (c) provide a description of the defect; and
- (d) attach a copy of your proof of purchase, ensuring that it indicates the date of purchase of the Product.

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

**3. LOSS OF DATA**

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

**4. REPAIRS NOT COVERED BY THIS WARRANTY OR BY A CONSUMER GUARANTEE**

If, after inspecting the Product, Nintendo determines that the defect is not covered by this warranty or by a consumer guarantee under the Australian Consumer Law, or that there is no defect, you will be liable for the cost of assessing the Product which is inclusive of shipping and/or handling costs. Should you wish Nintendo to remedy any defect not covered by this warranty or by a consumer guarantee, the price of such remedy will be quoted to you before any repair or replacement is carried out.

**5. NINTENDO OPERATING SOFTWARE**

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