NINTENDO 3DS™ XL

OPERATIONS MANUAL

FRANÇAIS Pg. 81 ▪ ESPAÑOL Pg. 161

BC

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

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

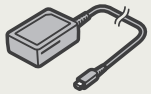
Please carefully read this Operations Manual before setup or use of the Nintendo 3DS XL system. If, after reading all of the instructions, you still have questions, please visit our customer service area at support.nintendo.com or call 1-800-255-3700. Also, built-in instruction manuals are available for many software applications from the HOME Menu (see page 26).

A NOTE ABOUT COMPATIBILITY: The Nintendo 3DS XL system is only compatible with Nintendo 3DS, Nintendo DSi™, and Nintendo DS™ software. Nintendo 3DS Game Cards are only compatible with the Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS systems (hereafter referred to as the Nintendo 3DS family of systems). Some accessories may not be compatible with this system.

Your system includes:

Nintendo 3DS XL system

SDHC Card
(inserted into the system's SD Card slot)



Nintendo 3DS AC adapter

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

AR Cards

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

Product recycling information:
Visit recycle.nintendo.com

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Elements of the Nintendo 3DS XL system and related network services are patented or patent pending, both in the United States and internationally.
Patent: patents.nintendo.com

NINTENDO 3DS™ XL

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

3D Screen
Can display 3D images (see page 18).

3D Depth Slider
Adjusts the depth of 3D images (see page 19).

Circle Pad
Allows precise 360° control for software that includes this feature (see page 11).

Touch Screen
A touch-sensitive display screen controlled by the stylus (see page 11).

HOME Button
Allows you to access the HOME Menu (see page 22).

Play Nintendo 3DS, Nintendo DS, and Nintendo DSi software (page 30).

Nintendo 3DS Game Cards

Nintendo DS & Nintendo DSi Game Cards

The Nintendo 3DS XL system conveniently includes this fun built-in software (see page 24 for more details):

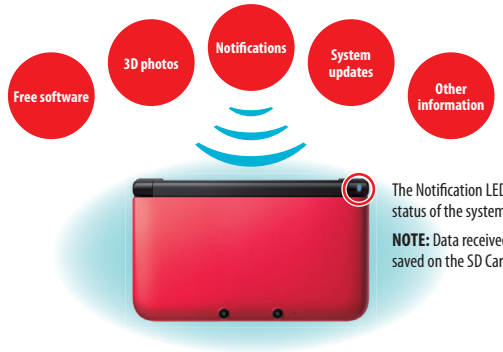
3D video content is included on the SD Card.

You can tap the corresponding icon on the HOME Menu to view this content (see page 22). This video can be deleted from the SD Card from Data Management in System Settings (see page 44).

NOTE: You can re-download this content from Nintendo eShop unless distribution has ended.

SpotPass™

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

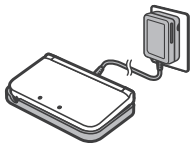


The Notification LED indicates the status of the system (see page 10).

NOTE: Data received via SpotPass is saved on the SD Card.

To connect to a wireless LAN access point, you will need to configure the Internet settings for your system (see page 46).

- SpotPass may not be available depending on the play environment or the software you are using. SpotPass is also not available during local communication (see page 23), or when playing Nintendo DS or Nintendo DSi software.
- The Notification LED may not light for some types of data.
- You will need a Nintendo Network ID to download demo games or other free content from Nintendo eShop (see page 45).

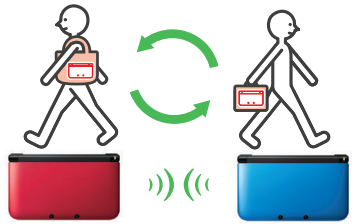


Keeping your system charged using the Nintendo 3DS XL charging cradle (sold separately).

When not in use, you can keep the system in the charging cradle so it stays fully charged. This accessory may be ordered through Nintendo's website at **store.nintendo.com** (USA/Canada only) or by calling Customer Service at 1-800-255-3700.

StreetPass™

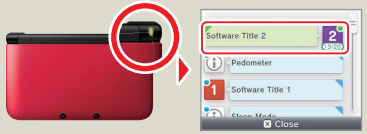
The StreetPass feature allows your system to automatically search for and communicate with other systems in the Nintendo 3DS family and to exchange information with them as you walk by.



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

If StreetPass is successful...

The Notification LED will light green if StreetPass data has been exchanged and a message will appear on your notification list (see page 39 for more information on the Notifications application and receiving messages).



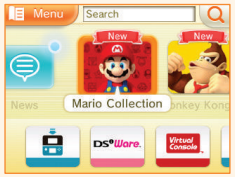
StreetPass settings for Nintendo 3DS software are saved on the system. The data you transmit with StreetPass varies depending on the software using this feature. Each software program has its own StreetPass settings.

- Up to 12 Nintendo 3DS software titles can use StreetPass simultaneously.
- Some Nintendo DS and Nintendo DSi software have a similar feature called tag mode. (The name for this mode may vary depending on the game you are playing.) Tag mode is only active when the system is in Sleep Mode while the software and tag mode feature are in use. When tag mode is in use, the StreetPass feature will not work for Nintendo 3DS software.
- If you turn the power off or disable wireless communication, the system cannot communicate.
- StreetPass may not be available depending on the play environment or the software you are using. StreetPass does not work if you are connected to the Internet or are using local communication (see page 23).

Nintendo eShop

You can connect to Nintendo eShop through the Internet and view information and videos about software, or download software to play on your system.

NOTE: A broadband wireless network connection is required to connect to the Internet. See page 46 for more information on setting up a connection.



Downloadable software

- **Nintendo 3DS Download Software**– Some Nintendo 3DS software is available exclusively through Nintendo eShop. You can also download certain Game Card-based titles rather than purchasing the Game Card.
- **Virtual Console**– You can download games originally released on platforms prior to Nintendo DS, such as Game Boy™ and Game Boy™ Color.
- **Nintendo DSiWare**– You can download Nintendo DSiWare–games originally released for the Nintendo DSi system.

NOTE: If you link the same Nintendo Network ID to both your Wii U and your Nintendo 3DS XL system, you can share your Nintendo eShop balance and account activity between the two devices.

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Health and Safety Information and Usage Guidelines

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

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

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

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

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

Health and Safety Information

⚠WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

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

⚠WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

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

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

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

⚠WARNING - EYESTRAIN AND MOTION SICKNESS

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

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

⚠WARNING - REPETITIVE MOTION INJURIES

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

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - BATTERY LEAKAGE

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

To avoid battery leakage:

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

⚠WARNING - RADIO FREQUENCY INTERFERENCE

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

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

IMPORTANT: The Nintendo 3DS XL system allows you to disable wireless communication. To turn off all wireless communication, push the wireless switch to turn the feature off. See page 10 for more information. Make sure the wireless LED is off.

NOTE: This product does not contain latex.
This product complies with applicable laws barring the use of toxic materials such as lead, mercury, cadmium, hexavalent chromium, PBB, or PBDE in consumer products.

HARDWARE PRECAUTIONS AND MAINTENANCE

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

GAME CARD PRECAUTIONS AND MAINTENANCE

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

IMPORTANT BATTERY GUIDELINES

1. Do not remove the battery pack from the system unless it needs to be replaced.
2. Do not use any battery other than the Nintendo 3DS XL rechargeable battery pack, Model No. SPR-003. A replacement battery may be ordered through Nintendo's website at **store.nintendo.com** (USA/Canada only) or by calling Customer Service at 1-800-255-3700. See page 64 for more information on replacing the battery.
3. When recharging the battery, use ONLY the included AC adapter, Model No. WAP-002(USA).
4. When disposing of the battery, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority. See page 65 for more information on recycling the battery.
5. If liquid comes into contact with the battery, do not reuse it. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your system.

IMPORTANT STYLUS AND SCREEN GUIDELINES

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

CLEANING THE TOUCH SCREEN AND 3D SCREEN

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

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

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

Nintendo 3DS XL Components

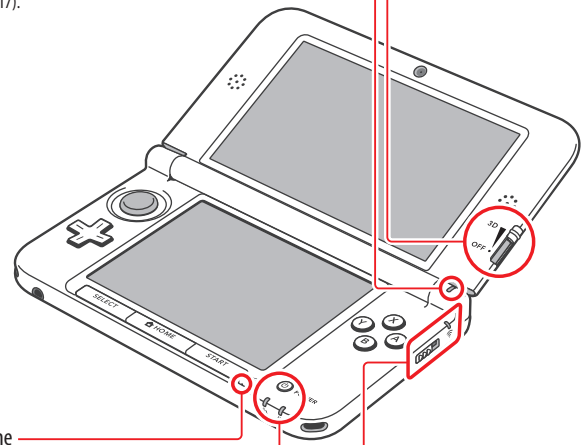
Notification LED

Indicates the status of the system.

- (blue) You have received SpotPass data; blinks for about five seconds (see page 39).
- (green) You have received StreetPass data; blinks for about five seconds (see page 39).
- (orange) A friend has come online; blinks for about five seconds (see page 34).
- (red) Battery power is low; blinks continuously when very low (see page 17).

3D Depth Slider

Adjusts the depth of the 3D image from zero to maximum (see page 18).



Microphone

Used by games and applications that include microphone features.

Power Button (POWER)

See page 14.

Power LED (⏻)

Lights when the power is turned on (see page 17).

Recharge LED

Lights when the battery is being charged (see page 17).

Wireless LED (ᯤ)

Lights when wireless communication is turned on, turns off when communication is turned off, and blinks while data is being sent or received or when the system is in Sleep Mode (dimly).

Wireless switch (WIRELESS)

Push this switch to turn wireless communication on or off.

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

3D Screen (Upper screen)

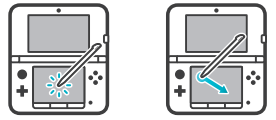
Capable of displaying 3D content for games that include this feature (see page 18).

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

Touch Screen (Lower screen)

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

Using the Touch Screen



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

Inner camera

Used by games or other applications that include camera features.

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

Right speaker

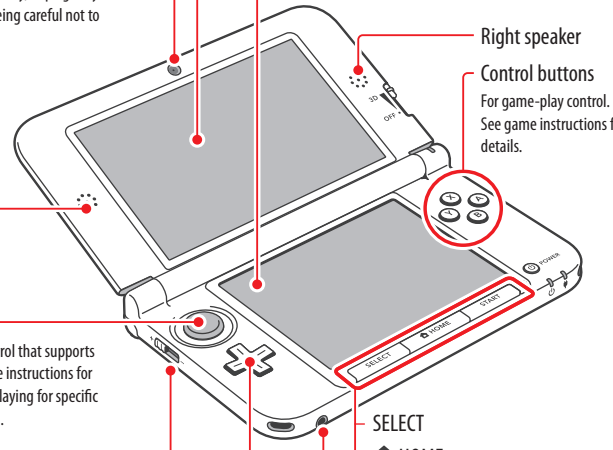
Control buttons

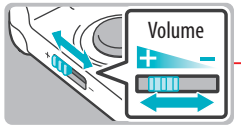
For game-play control. See game instructions for details.

Left speaker

Circle Pad

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





Volume control

Slide to adjust the volume.

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

SELECT

HOME

Displays the HOME Menu during a game.

START

Audio jack

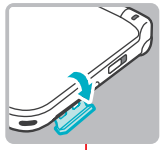
For connection of stereo headphones (sold separately). If headphones are connected, no sound will play through the speakers. (This system is not compatible with the Nintendo DS Headset.)

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

+Control Pad

For game-play control.

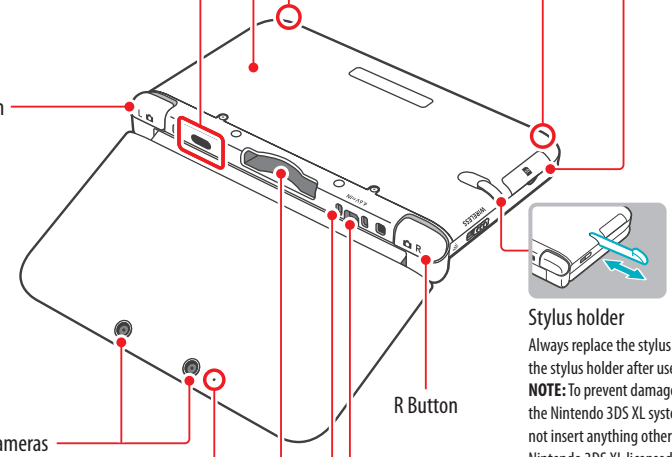
Battery cover
Remove cover to replace the battery.
NOTE: Do not remove the cover unless you need to replace the battery or check battery installation.



SD Card slot
For inserting an SD or SDHC Card (see page 20).

Infrared transceiver
Sends and receives information when using infrared communication.

Wrist strap attachment
For attachment of a licensed wrist strap (sold separately).



L Button

Stylus holder
Always replace the stylus into the stylus holder after use.
NOTE: To prevent damage to the Nintendo 3DS XL system, do not insert anything other than a Nintendo 3DS XL licensed stylus into the stylus holder.

R Button

Outer cameras
Used by games or other applications that include camera features. Two cameras allow you to take 3D photographs.
NOTE: Avoid getting the camera lenses dirty. If they become dirty, wipe gently with a soft cloth, being careful not to damage the lenses.

AC adapter connector
Allows connection of the Nintendo 3DS AC adapter (included), for recharging the battery or operation using household current (see page 13).

Camera LED
Lights up when the outer cameras are in use.

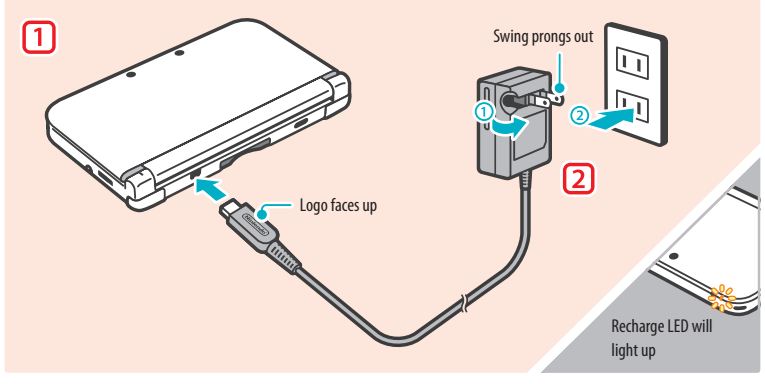
Cradle connectors
Allows connection to the Nintendo 3DS XL charging cradle (sold separately, see page 2).

Game Card slot
For loading Nintendo 3DS Game Cards. Also compatible with Nintendo DS and Nintendo DSi Game Cards.

Charging the Battery Pack

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

IMPORTANT: The Nintendo 3DS AC adapter, Model No. WAP-002(USA), is for use only with the Nintendo 3DS family of systems and the Nintendo DSi and Nintendo DSi XL systems (for more information see page 78). It is not compatible with any other Nintendo system. Do not use the AC adapter with voltage transformers, dimmer switches, or any other equipment. It is only for use in a standard 120-volt AC wall outlet.



1 Insert the DC plug from the AC adapter into the AC adapter connector on the back of the Nintendo 3DS XL. Be sure to insert it straight into the connector.
IMPORTANT: Be sure the DC connector plug is facing in the correct direction before inserting into the connector to avoid damaging either the plug or connector.

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

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

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

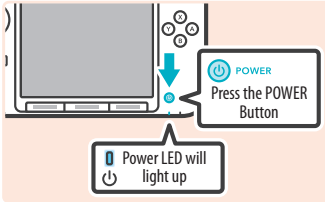
- Battery recharge time is approximately 3 1/2 hours, depending on remaining charge when you start and whether or not you are using your system during recharging.
- Optimal charging temperature is between 40º and 95º Fahrenheit (5-35º Celsius). Temperatures above or below this may decrease the life of the battery and adversely affect the ability of the battery to charge.
- The battery pack can be recharged approximately 500 times, after which battery life may be 70% of a new battery.
- Battery packs become worn with repeated charge/discharge cycles. If usage time gets very short, replace the battery pack (see page 64).

Power On/Off and Basic Configuration

Press the POWER Button to turn the system on. The Power LED will light up and after a few seconds the HOME Menu will appear.

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

For more information on the Power LED and battery life, see page 17.

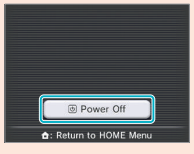


Sleep Mode and turning your system off

Putting the system into Sleep Mode

Closing the system while it is turned on will suspend your game and put the system into Sleep Mode. Sleep Mode will reduce power consumption while still using features such as StreetPass and SpotPass (see page 2 and page 3 for more information on these features).

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



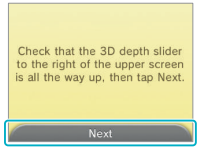
Turning the system off

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

Configuring System Settings for the first time

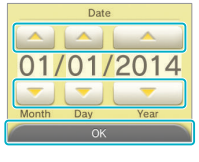
First select a language. Then you will need to configure the basic system settings. Using the stylus on the lower screen, follow the on-screen instructions. **If a child will be using the Nintendo 3DS XL, an adult should assist with these settings.**

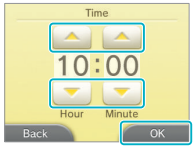
1 Confirm that you are holding the system in the best way to view 3D images by following the on-screen instructions. See page 18 for more information on viewing 3D images.



2 Set the date and time.

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



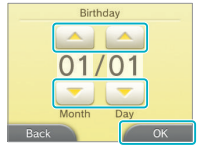


3 Use the keyboard to enter a nickname (or user name). You can enter up to 10 characters.

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

4 Set your birthday.

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



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

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

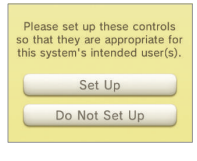
7 Configure the Internet Settings.

If you connect to the Internet, you can use SpotPass and other features to enjoy more ways of playing and interacting. See page 46 for more information on setting up an Internet connection. To configure these settings later, tap **Wait Till Later.**

8 Configure the Parental Controls.

Parental Controls allow you to restrict the use or download of games and some features by children, such as 3D image display, use of the Internet browser, and communications with other users (see page 52).

Please configure Parental Controls before the system is used by children.

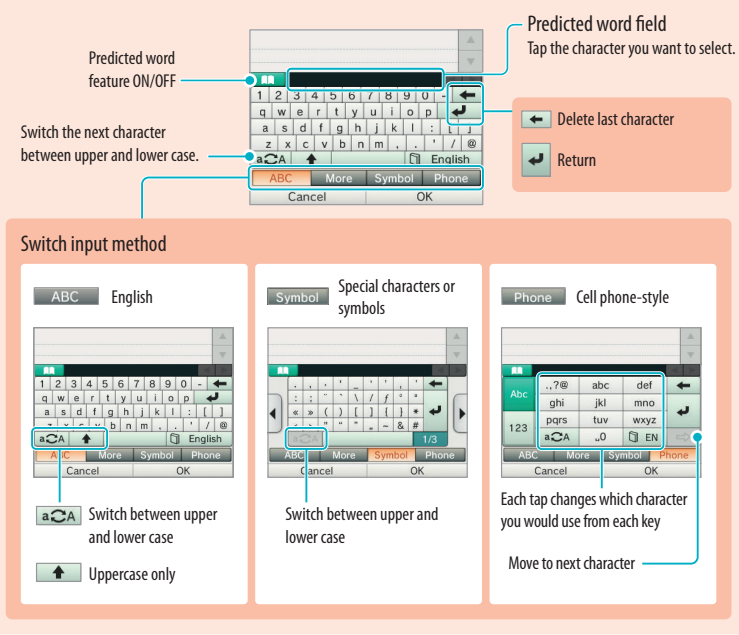


You have now completed the basic system configuration. Press the HOME Button to display the HOME Menu (see page 22) and explore the many features of the Nintendo 3DS XL.

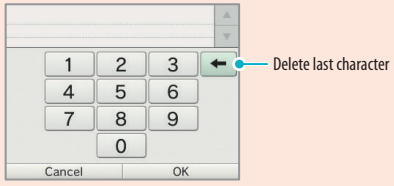
Using the keyboard

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

Alphanumeric keyboard

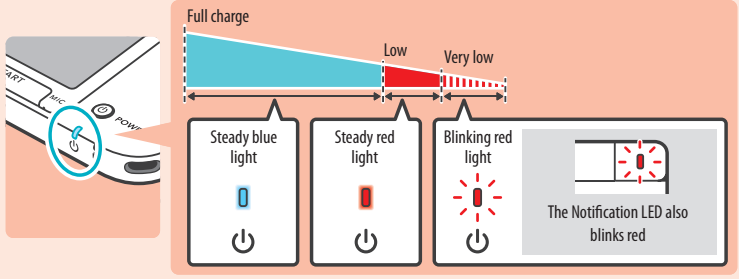


Ten-key keyboard



Power LED status

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



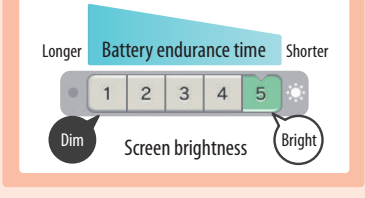
NOTE: If you run out of remaining battery life while playing a game, you must replay the game from your last saved location. If the power LED turns red, save your game and charge the system.

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

Battery endurance

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

Approximate play times:
Nintendo 3DS software • **3.5–6.5 hours** Nintendo DS software • **6–10 hours**



The screen brightness setting affects the battery endurance time. The factory setting is 5 – for more information on adjusting screen brightness, see page 27.

NOTE: Power-saving mode will increase the battery endurance by automatically adjusting the screen brightness and color based on what is being displayed at the time. For more information on power-saving mode, see page 27.

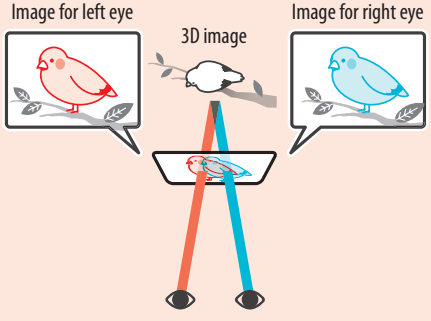
- If you put the system in Sleep Mode when not using it, you can reduce power consumption while still being able to send and receive information from StreetPass and SpotPass via the wireless communication features. If the system is fully charged and put into Sleep Mode, the system's battery endurance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

Viewing and Adjusting the 3D Image

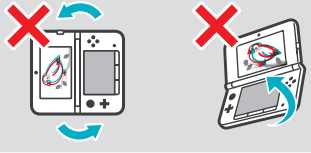
The upper 3D screen allows you to view stereoscopic 3D images. You can adjust the apparent depth of these images with the 3D depth slider.

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

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

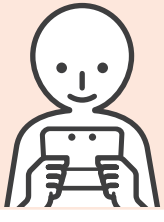


Viewing the 3D screen from a diagonal or tilted position, or viewing it with the system held vertically, will not produce a 3D effect. Viewing it this way could cause you to see double images overlapped or cause the screen to appear black.

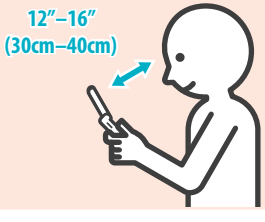


To view the best-quality 3D images

1 View the screen from directly in front.



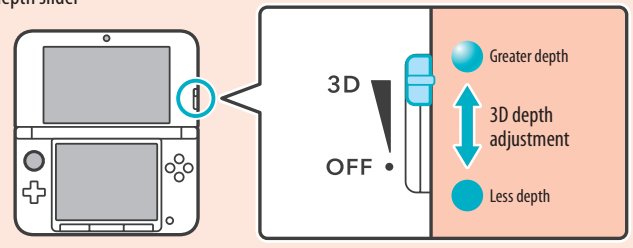
2 Hold the screen 12 to 16 inches (30–40 centimeters) from your eyes.
Adjust the distance for the easiest viewing of 3D images.



Adjusting the depth of the 3D images

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

3D depth slider



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

- Moving the 3D depth slider will have no effect on software that does not include 3D data, or on 2D scenes included in 3D compatible software.
- Some 3D content, such as distributed 3D videos, 3D images, or certain 3D game software, cannot be adjusted with the 3D depth slider. If this content is difficult or uncomfortable to view, try varying the distance between your eyes and the screen, or turn the 3D effect off by moving the 3D depth slider all the way down to the OFF setting.
- Some software switches between 2D and 3D imagery. With this software, moving the 3D slider does not change the intensity of the 3D effect.
- It may be difficult to see the 3D effect in locations with strong direct light, such as sunlight.

A note about viewing 3D images

IMPORTANT: The ability to view 3D images may vary from person to person, depending on physical condition, content of images, and the environment you are viewing them in. A small percentage of people may not be able to see 3D images at all. If you see double images or have difficulty seeing the 3D effect, turn the 3D effect off with the 3D depth slider and refrain from using it. The 3D feature can also be turned off with Parental Controls in System Settings - see page 44 for more information.

Be sure to read the Health and Safety information regarding 3D images at the beginning of this manual (see page 6).

NOTE: You can use Parental Controls to restrict the display of 3D images (see page 52).

Using SD Cards

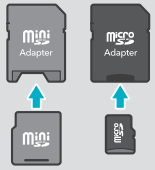
The Nintendo 3DS XL uses SD Cards up to 2GB in size and SDHC Cards of 4GB and larger.

The system comes with an SDHC Card inserted into the SD Card slot. With SD Cards you will be able to save photos you have taken with the system or play music saved to the SD Card. (The data that can be saved to an SD Card varies depending on the software.) Software that you have downloaded, other than DSiWare (see page 3), is saved to the SD Card. **NOTE:** Downloaded software that has been saved on several cards cannot be re-saved onto a single card.

Using miniSD Cards or microSD Cards (sold separately)

These require an SD Card adapter (sold separately).

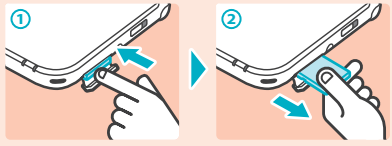
IMPORTANT: Inserting or removing a miniSD Card or microSD Card while the card adapter is still inserted in the system could cause the system to be damaged or malfunction, or cause loss of data. Always insert and remove the entire card adapter.



Removing an SD Card

Make sure the power is off.

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

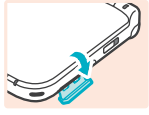


Open the SD Card slot cover and press on the end of the card until it clicks and partially ejects from the slot. Grasp the SD Card and remove from the card slot.

Inserting an SD Card

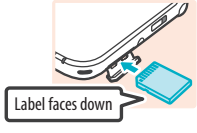
1. Open the SD Card slot cover.

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



2. Insert the SD Card.

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



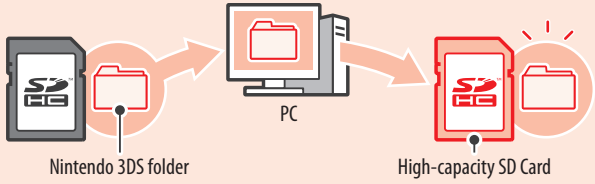
SD Card write-protection switch

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

About SD Card capacity

If you begin to run out of room on an SD Card, first try deleting undesired photos, sound files, or software using the Data Management feature in System Settings (see page 54). If you still need more room, you can purchase a higher-capacity SD Card and move all of the files onto the new SD Card.

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



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

Copying files

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

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

Precautions about copying files

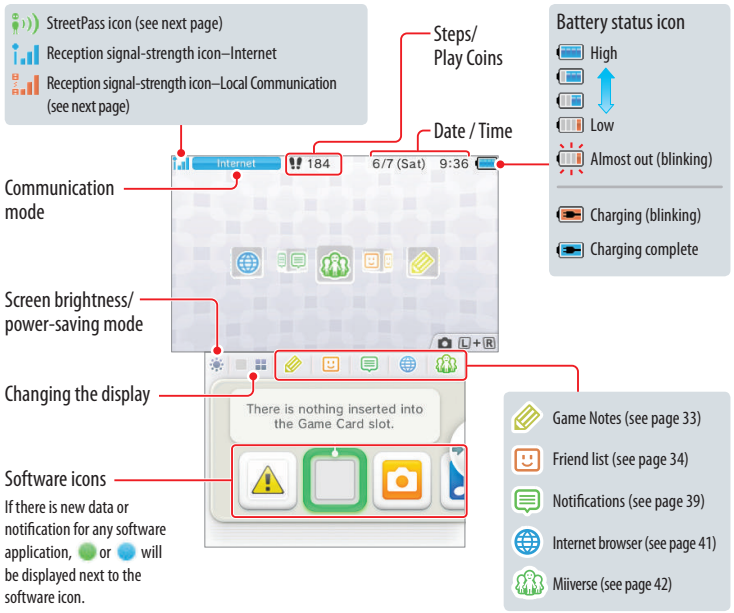
You cannot recombine downloadable software whose folders have been saved to multiple SD Cards. **If you copy data to a new card and then overwrite that data by re-copying it, that data will become unusable.**

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

HOME Menu

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

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



- If you press L and R simultaneously when the HOME Menu is displayed, you can enter camera mode and take photos.
- The display on the upper screen changes depending on the selected software, and will react to sounds that the microphone picks up.

Steps and Play Coins

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

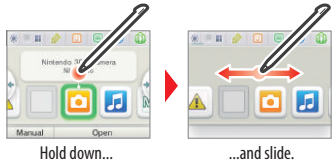
- Steps are counted when the system is on but closed.
- A maximum of seven days' worth of steps can be recorded while Nintendo DS or Nintendo DSi software titles are left running or suspended. Exit the software once during that time to save your steps and start counting again.

Scrolling, changing the display, and moving icons

Scrolling

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

You can also scroll by tapping or .



Changing the display

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

Moving software icons

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

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

Communication modes

Internet	Connected to the Internet (see page 46).
StreetPass	Searching for a StreetPass partner. If you configure StreetPass settings for your system or for software that supports this feature (see page 39), the system can automatically search for other nearby systems in the Nintendo 3DS family and communicate with them to exchange information. A StreetPass icon ( ) is displayed when this mode is active.
Local	Communicating with other systems in the Nintendo 3DS family. Registering nearby people as friends in the friend list (see page 34) and Download Play (see page 43) requires a local wireless connection for communication. During local wireless communication, the signal strength icon ( ) will be displayed. A stronger signal makes wireless communication easier.
Enabled / Disabled	Use the wireless switch to enable wireless communication (see page 10). When wireless communication is enabled but the system is not communicating, and Enabled will be displayed. When wireless communication is disabled, and Disabled will be displayed.

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

Software icons

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

Game Card icons

Nintendo 3DS Game Card

Nintendo DS or Nintendo DSi Game Card

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

Built-in software icons (Some software titles include built-in manuals, see page 26 for more information.)

Health and Safety Information
Review important health and safety information concerning the use of the system.

AR Games
Play augmented-reality games using the AR Cards (included) and the Nintendo 3DS Camera application.

Nintendo 3DS Camera
Take 3D photos and record 3D videos with the built-in cameras and software.

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

Nintendo 3DS Sound
Listen to music or record sounds.

Activity Log
Check the play times of your software or the steps you have walked while carrying your system with you.

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

Nintendo Zone viewer
Access free and exclusive content at Nintendo Zone locations.

StreetPass Mii Plaza
A place where Mii characters can gather via StreetPass and other types of communication.

Download Play
With a single copy of Download Play-compatible software, you can play multiplayer games with other system users (see page 43).

Nintendo eShop
View information and videos about software, or download software to play on your system (see page 2).

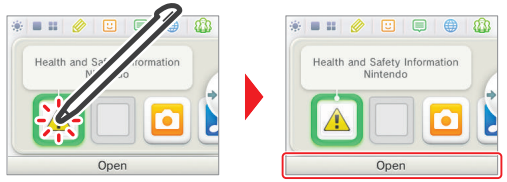
System Settings
Configure your system's Internet settings, Parental Controls, and other settings (see page 44).

Other icons

These icons will display when you have new downloadable software added to the HOME Menu.
NOTE: The icon will blink if the download was incomplete. To finish the download you can put the system into Sleep Mode in a location where it can connect to the Internet. If the download fails you can try re-downloading the software from Nintendo eShop.

Starting a software application

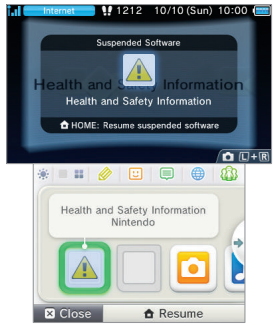
To start a software application, tap the icon on the HOME Menu, then tap **Open**.



Suspending or exiting software

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

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



While software is suspended...

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

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

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

Save your game before exiting the software.

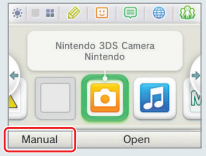
When you exit the software, any unsaved data will be lost. Remember to save your game before exiting the software.

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

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

Instruction manuals for software applications

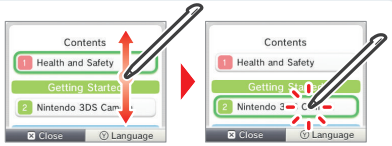
From the HOME Menu, if you tap the icon for a software application that includes a built-in instruction manual, a button labeled **Manual** will be displayed at the bottom of the HOME Menu. Tap the button to view the instruction manual for the highlighted software.



Viewing a manual

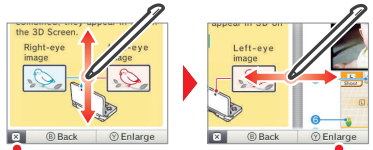
1 View the table of contents.

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



2 View the manual pages.

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



Close the manual

Increase or decrease the text size

Backing up save data

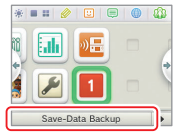
You can create a backup of save data for downloadable software that support this feature. After you have created a backup, you can restore the save data from Data Management in System Settings (see page 54).

1 Tap the software you would like to create a backup for and tap ◂.

NOTE: ◂ is not displayed for software that does not include this feature.

2 Tap **Save-Data Backup**.

Follow the on-screen instructions to complete the backup.



Screen brightness and power-saving mode

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

Screen brightness

Tap a number to select the screen brightness.

Power-saving mode

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

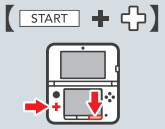
The effect of screen brightness on battery life

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

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

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

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



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

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

Creating custom folders

You can create your own custom folders and store up to 60 software icons in each folder. A maximum of 60 custom folders can be added to the HOME Menu.

1 Tap an empty location ( ) on the HOME Menu and then tap **Create Folder**.

A new folder icon ( ) will appear.

2 Move software icons into the new folder.

To move a software icon, tap and hold it for a moment. Drag the icon over the new folder icon to open the folder. Place the icon on to the desired location and lift the stylus from the screen to finish.

NOTE: You can open a folder and move the icon back to the HOME Menu or into another folder using the same steps.

3 Tap to close the folder.

You can open the folder by tapping it twice with the stylus, or by tapping it once and then tapping **Open** at the bottom of the screen.

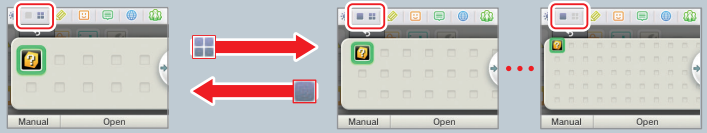
Folder Settings

Tap a folder and then tap **Settings** to change the folder name or delete a folder.

Rename	Tap **Rename** to create a new name for a folder. The first letter of the folder name will appear in the folder icon on the HOME Menu.
Delete	Tap **Delete** to permanently delete the folder from the HOME Menu. **You must first remove any software icons from the folder before you can delete it.**

Changing the display of folders

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



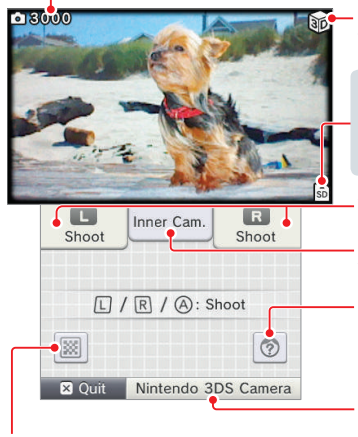
Custom folder limitations

You cannot store one folder within another folder, nor can you store the following kinds of software icons in folders:

- Game Card software icons
- the Nintendo eShop icon
- the System Settings icon

Taking photos with the Nintendo 3DS Camera

From the HOME Menu, simultaneously press L and R to switch to camera mode and take photos.



Pictures remaining

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

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

Take photo: L, R, or A

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

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

Start the Nintendo 3DS Camera application

Reading QR Code images

If you focus the cameras on a QR Code image for Nintendo eShop or for a web site address, the system will decode the image and display the page in Nintendo eShop or open the website on the Internet browser.

Using Game Cards

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

Nintendo 3DS Game Card

Nintendo DS Game Card

Nintendo DSi Game Card

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

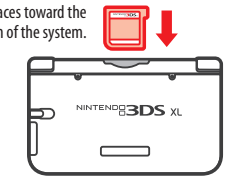
NOTE: For video game software rating information, see page 74.

Starting a game

1 Insert a Game Card into the Game Card slot.

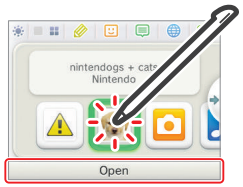
If the card seems difficult to insert, remove it and confirm that it is facing in the right direction. The label should face toward the bottom of the system.

Label faces toward the bottom of the system.



IMPORTANT: To avoid damage to your system or Game Card, always make sure it is oriented correctly before inserting it into the Game Card slot, as shown in the illustration.

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



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

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

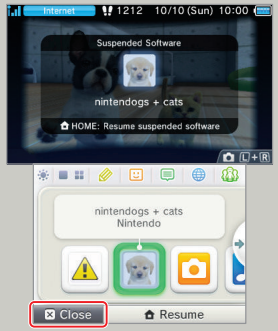
Exiting or suspending a game

Press HOME to suspend a game and display the HOME Menu. Save the game, then tap **Close** on the HOME Menu to exit the game.

IMPORTANT: If you exit the game without saving, any unsaved data will be lost.

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

NOTE: If you press the POWER Button, the system will exit the game and display the Power menu (see page 14).



Removing a Game Card

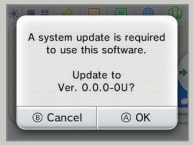
Only insert or remove Game Cards while the system is turned off or while the HOME Menu is displayed. (If software is suspended, exit it first before removing the Game Card.)

Push the Game Card in, then remove it after it ejects from the Game Card slot.

System updates included on Game Cards

Some Game Cards may include system update data and will require a system update be performed to play the game. If this occurs, an update guide will be displayed when you start the software.

Follow the on-screen instructions to update your system. See page 63 for more information on system updates.



Using Downloaded Software

Downloaded software, other than DSiWare (see page 3), is saved on SD Cards. The icons for downloadable software that has been saved are displayed on the HOME Menu.

NOTE: Software downloaded from Nintendo eShop is licensed to you, not sold. For more information, see the Nintendo 3DS Service User Agreement by going to Other Information in System Settings (see page 51).

Where can I find downloadable software?

- You can download Nintendo 3DS software from Nintendo eShop.
  NOTE: Wireless broadband Internet access is required for online features. See page 46 for more information on setting up an Internet connection.
- Free software may be distributed via SpotPass.

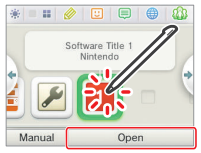
Downloading and saving software

- Because software can also be distributed via SpotPass, make sure you always have an SD Card in the SD Card slot.
- You can save up to 40 DSiWare titles in the System Memory and up to 300 other downloaded software titles on an SD Card. (This number will depend on the data size of the software title and the capacity of the SD Card you are using.)
- Downloadable software can only be used on the system where it was downloaded and is not transferable. You cannot use the software on another system by inserting the SD Card into another system.
- You will need a Nintendo Network ID to download demo games or other free content from Nintendo eShop (see page 45).
- Some demo software may have restrictions on the number of times it can be started or the amount of time it can be played. A message is displayed when you start software that has exceeded either of these restrictions. If you follow the on-screen instructions, you can delete the software or return to Nintendo eShop.

Starting downloaded software

1 Tap the icon on the HOME Menu.

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



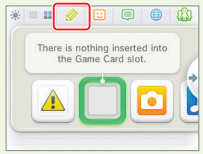
2 Operate the software as you normally would for Game Card software.

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

Game Notes

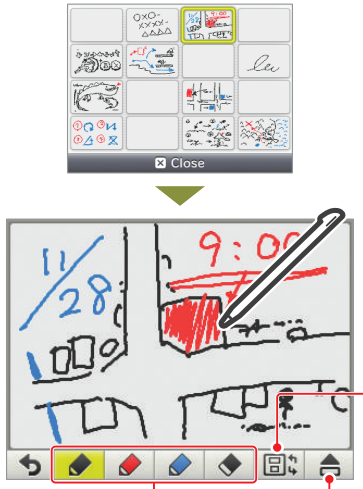
This software allows you to write and draw notes, even during a Nintendo 3DS software title. You can suspend a game and make a note while viewing the game screen.

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



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

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



Switch the upper screen

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

Display both screens

Display upper screen

Display lower screen

Pen

Eraser

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

Save the note to an SD Card

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

Delete an active note

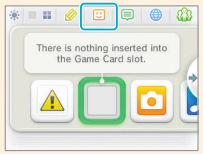
2 When you are done with the note, tap .

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

Friend List

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

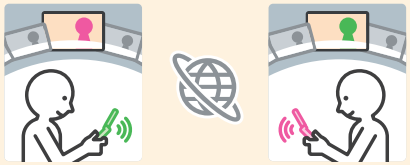
Tap in the top bar of the HOME Menu to open your friend list.



The first time you open the friend list, follow the on-screen instructions to create your own friend card. From the friend list, you can see if your registered friends are online (whether they are connected to the Internet).

- The list of friends associated with an ID is different from the Friend List associated with your Nintendo 3DS XL system. Additions and modifications to the list of friends associated with an ID can only be made on a linked Wii U system, and this list of friends can only be used by software that permits sign-in with a Nintendo Network ID.
- Even while playing Nintendo 3DS software, you can suspend the game and view your friend list. Just press the HOME Button to display the HOME Menu and start the friend list.

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



What you will need to do to use the friend list

Create your Personal Mii™	To create your own friend card, you will need to create your Personal Mii in Mii Maker. See page 24.
Configure your Internet settings	To know when your friends are online, you must connect to the Internet. See page 46.

The friend list screen

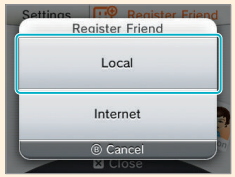
- Register friends
- Display friend cards
  - Edit your own friend card
  - View friend cards of your friends
- Friend list settings
  - Friend notification settings
  - Delete a friend card

Registering friends

To register a friend locally

Tap **Local** to connect directly to another person nearby using a system in the Nintendo 3DS family and register each other as friends.

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



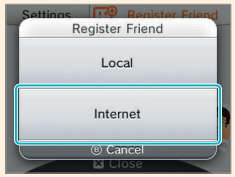
From among the displayed friend cards, tap the card of a person you want to register as a friend.

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

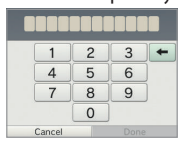
To register a friend over the Internet

Tap **Internet** to connect to another person over the Internet using a system in the Nintendo 3DS family and register each others' friend codes no matter how far apart you are.

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

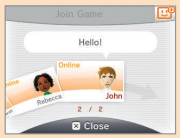


Enter the friend code of the person you want to register.



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

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



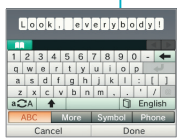
Editing your friend card / Viewing friend cards

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

Editing your friend card

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

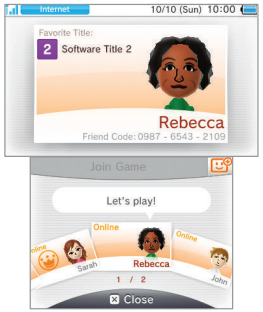
Choose your favorite software from among the titles you have played.



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

Viewing friend cards

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



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

- You can tap on the lower screen to begin registering a friend.
- If the Mii character of one of your friends is replaced by one with the name "Mii," the creator of your friend's Mii might have been added to the blocked-user list. For more information, see the built-in manual for Mii Maker available on the HOME Menu after selecting the Mii Maker icon.

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

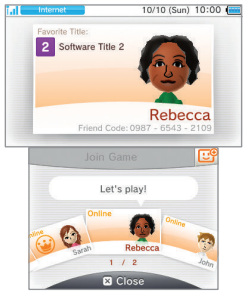
Communicating with friends

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

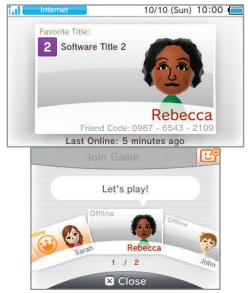
NOTE: For this to happen, they must adjust their settings to allow their online status to be visible.

Depending on what software they are playing, you may be able to join their game.

Online



Offline

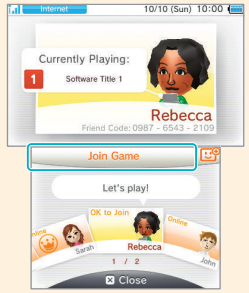


- To join a game your friend is playing, you must have a Game Card for the same software or an SD Card containing that software inserted into your system.
- Players will not come online unless the software they are playing has the ability to connect to the Internet during play.

If you want to join a game a friend is playing

The appearance of their friend card changes if you are able to join the game they are playing. Tap **Join Game** to join the game.

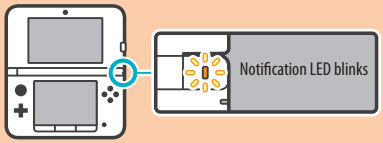
You can only join in if the software supports this feature. For details, see the manual for the software you are playing.



Notification LED

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

If you can join a game a friend is playing, will be displayed over the Friend List icon ( ) on the HOME Menu.



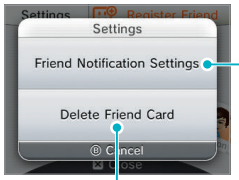
Display order of friend cards when you are online

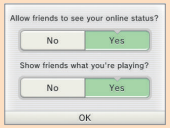
When you are online, friend cards are displayed in the following order:

Your own friend card ► Friends whose games you can join ► Friends currently playing a game ► Online friends ► Offline friends ► Temporary friends

Friend-list settings

Configure your friend notification settings or delete friend cards.





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

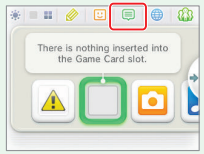
Delete friend cards from the friend list.

Friends are not notified if their friend cards are deleted.

Notifications

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

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



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

Types of notifications

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

To receive notifications

Follow these steps to allow your system to receive notifications:

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

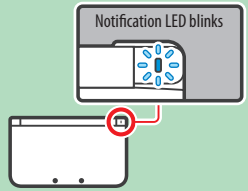
NOTE: Notifications sent to you by software may be sent directly without requiring an Internet connection.

When you receive a notification...

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

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

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



To view notifications

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

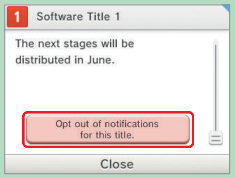
Tap and slide the scroll bar up or down to view your notification list.

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

To stop notification delivery

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

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



Stopping StreetPass notifications

Tap **Opt out of notifications for this title** and also deactivate StreetPass from **StreetPass Management** in the System Settings (see page 54). If you deactivate StreetPass, these notifications will no longer reach you.

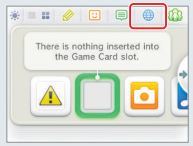
To resume delivery of notifications, reactivate StreetPass from within the software. For details, see the manual for the game you are playing.

You cannot opt out of certain important information from Nintendo. (SpotPass notifications from Nintendo may contain important consumer information.)

Internet Browser

View Internet web pages using simple controls with the stylus.

Tap in the top bar of the HOME Menu to start the Internet browser. The first time you open the Internet browser, you will need to follow the on-screen setup instructions.

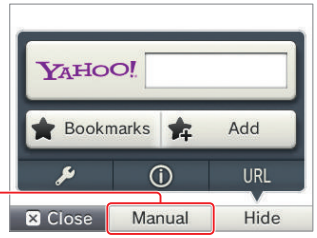


NOTE: A broadband wireless network connection is required to connect to the Internet. See page 46 for more information on setting up a connection.

- Even while playing Nintendo 3DS software, you can suspend the game and use the Internet browser. Press HOME to display the HOME Menu and start the Internet browser.
- Depending on the software you are using, sometimes the Internet browser may not be available.

When you start the Internet browser, the main menu will be displayed on the lower screen, as shown below. Tap the item you wish to select, such as the search field or Bookmarks, and access a web page.

Main menu



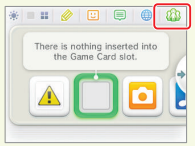
Tap **Manual** for more detailed information on using the Internet browser.

NOTE: The browser cannot play or display any content that requires plug-ins, such as video or audio files.

IMPORTANT: To block access to the Internet with the Nintendo 3DS XL, use of the Internet browser can be restricted with Parental Controls. See page 52 for more information on using this feature.

Miiverse

Miiverse™ is an online gaming community that uses Mii™ characters to connect people from all over the world. Using Miiverse, you can share your game play experiences and other interests with fellow players.



NOTE: A broadband wireless network connection is required to use Miiverse. See page 46 for more information on setting up a connection.

Tap on the HOME Menu to launch Miiverse.

- You will need a Nintendo Network ID to write or post comments on Miiverse (see page 45).
- On Nintendo 3DS game titles, you will be able to suspend play to check the Miiverse community, or post comments on Miiverse. You can press the HOME button to suspend play and start Miiverse from the HOME Menu. **NOTE:** Some games may not give access to Miiverse during play.

Miiverse communities that are specific to individual software titles let you exchange information about your favorite games and check out what others are saying about games you are interested in.

You can read other people's posts, write about the games you are playing, post comments, and show support by giving others' post a "Yeah!".

Please see the electronic instruction manual for detailed information about how to use Miiverse.

To open the electronic instruction manual, select your Mii character from the menu bar displayed at the bottom of the lower screen in Miiverse, then tap **Settings/Other**, and then tap **Manual**.
NOTE: If you have not yet linked a Nintendo Network ID to your system, please tap **Manual** at the bottom of the Miiverse screen.

Precautions regarding the use of Miiverse

In Miiverse, your comments and profile may be seen by many people. Please do not post personal information (such as last name, birth date, age, school, e-mail, or home address) that may allow strangers to identify individuals, or use language that may be offensive to others.

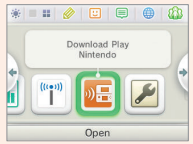
For details, please see the Miiverse Code of Conduct (https://miiverse.nintendo.net/guide/).

IMPORTANT: The use of Miiverse can be restricted with Parental Controls. See page 52 for more information on using this feature.

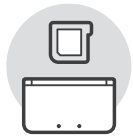
Download Play

With only a single copy of a Download Play-compatible software title, you can play multiplayer games with other players using Nintendo 3DS XL systems (or any of the Nintendo DS family of systems).

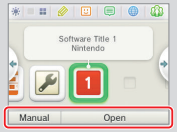
NOTE: Nintendo 3DS Download Play software is only compatible with the Nintendo 3DS family of systems.



Operations on sending system (Host)



1. Start a Download Play-compatible title from the HOME Menu.

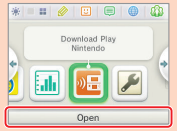


2. Review the manual for the game title you are playing. Steps may vary depending on the type of software you are using.

NOTE: Nintendo DS/Nintendo DSi titles are stretched to fit the Nintendo 3DS XL screen. To display the game at the original screen size ratio, hold down START or SELECT while tapping **Start** on the Host system and on the Client system. (Hold down START or SELECT until the game starts up.)

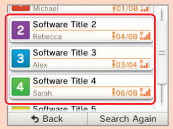
Operations on receiving system (Client)

1. Start Download Play from the HOME Menu.



2. Tap to receive Nintendo 3DS software, or tap to receive Nintendo DS or Nintendo DSi software.

3. A list of available titles to download will appear in the lower screen. Tap the title you want to receive.
Review the manual for the game title you are playing. Steps may vary depending on the type of software you are using.



System Settings

From System Settings, you can configure various settings for the Nintendo 3DS XL system, such as Internet Settings and Parental Controls. You can access System Settings from the HOME Menu.

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

Nintendo Network ID Settings	Link or delete a Nintendo Network ID or change the current ID's settings (page 45).	
Internet Settings	Connection settings	Configure Internet connection settings (page 46).
	SpotPass	Configure settings for Automatic Software Downloads or Sending of System Information.
	Nintendo DS Connections	Configure your Internet connection settings for Nintendo DS software titles (page 51).
	Other information	View the Nintendo 3DS Service User Agreement or Mac address of your system (page 51).
Parental Controls	Restrict a user's ability to download games and use certain features, such as the display of 3D images, use of the Internet browser, and communications with other users (page 52).	
Data Management	Manage downloaded software, StreetPass data, and blocked-user settings (page 54).	
Other Settings	Configure your user information, calibrate system components, and perform other system functions (page 56).	

Nintendo Network ID Settings

Link a Nintendo Network ID or change existing settings.

Linking a Nintendo Network ID to your system allows you to partake in various activities, such as posting to Miiverse. If you link your ID to a Wii U™ console as well, you will be able to share your Nintendo eShop account between the two devices.

- You will need a Nintendo Network ID to download demo games or other free content from Nintendo eShop.
- A Nintendo Network ID is not the same thing as a Club Nintendo Account.
- To register a Nintendo Network ID you will need a broadband Internet connection (see page 46) and an e-mail address.
- The consent of a parent or guardian is required before children under the age of 13 are able to create a Nintendo Network ID. To provide this consent, you must follow the on-screen instructions for the "Parent/Guardian Confirmation" process.

Precautions regarding the Nintendo Network ID

- Once an ID is linked to your system, you will need to sign in with that ID in order to use Nintendo eShop. Any account activity and/or balance on your system at the time of the link will be merged with any account activity and/or balance already associated with your Nintendo Network ID.
- An ID can only be linked to one system in the Nintendo 3DS family at a time. If you want to transfer an ID from one such system to another, you will need to move it via a system transfer(see page 57).
  - You cannot merge Nintendo Network IDs with one another. For that reason, you cannot consolidate software purchases made using various IDs onto a single ID.
  - You cannot perform a system transfer to a system linked to a Nintendo Network ID. If you want to perform a system transfer to such a system, you must first format the System Memory of that system (see page 63).
- The list of friends associated with an ID is different from the Friend List associated with your Nintendo 3DS XL system. Additions and modifications to the list of friends associated with an ID can only be made on a linked Wii U system, and this list of friends can only be used by software that permits sign-in with a Nintendo Network ID.

Linking a Nintendo Network ID

To link a new or existing Nintendo Network ID, select **Nintendo Network ID Settings** in System Settings (see page 44).

1 Tap either **Link an Existing ID** or **Create a New ID**

- If you create a new ID on this device, you will not be able to combine your Nintendo eShop account activity and balance with that of any ID you are already using on a Wii U. If you want to link the ID you are currently using on a Wii U to this device, be sure to tap **Link an Existing ID**.
- Once you have successfully linked an ID, you will be asked to sign in with that ID when you make use of services that require one. If you forget your password, tap **I Forgot** at the sign-in screen and follow the instructions that are displayed.

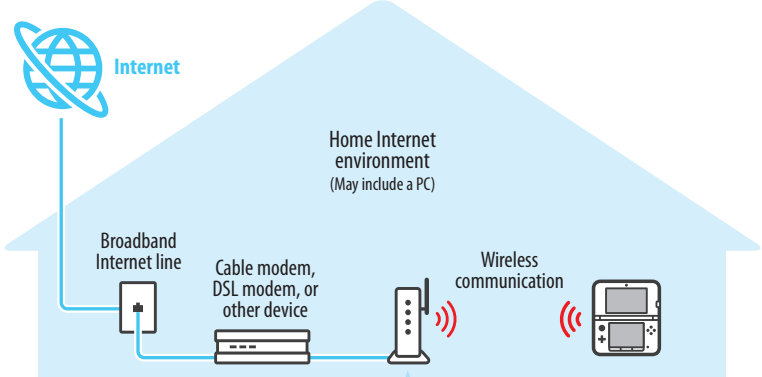
2 Follow the on-screen instruction to complete the process.

Internet Settings

From Internet Settings, you can configure your Nintendo 3DS XL system to connect to the Internet. Once you have connected to the Internet and accepted the Nintendo 3DS Service User Agreement, you can use features such as Nintendo eShop, SpotPass, Internet Browser, and wireless game play over the Internet.

Internet connection requirements

To connect your Nintendo 3DS XL system to the Internet, you will need an Internet connection that supports wireless communication. If you haven't already set up a wireless network, you may also need a computer to configure a wireless access point such as a wireless router (sold separately).



Wireless access point such as a wireless router (sold separately)

- The Nintendo 3DS XL is compatible with 802.11g and 802.11b. You should use a wireless router that is compatible with these wireless standards.
- For information on finding a router, or on accessing and locating security settings on the router you have, visit support.nintendo.com/nintendo3DSrouter.
- Setup is easy if your router supports Wi-Fi Protected Setup or AOSS. Check the documentation that came with your router to see if it includes one of these features.

If you have no Internet connection...

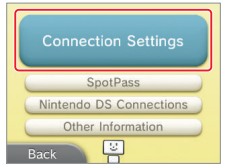
Within a Nintendo Zone location, you can connect to the Internet without any special settings or equipment. For more information on where to find Nintendo Zone locations, visit **www.nintendo.com/3ds/hotspot-locator**.

nintendo zone

Configure your Internet settings

After configuring the devices necessary for connecting to the Internet, tap **Internet Settings** in the System Settings menu.

1 Tap **Connection Settings.**

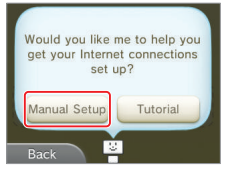


2 Tap **New Connection.**

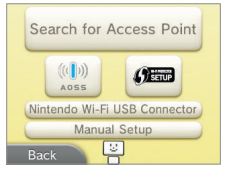
NOTE: If you have already created connection settings that were unable to connect to the Internet, delete these first before configuring a new one.

3 Tap **Manual Setup.**

NOTE: See the information at the bottom of this page for information on the **Tutorial** option.



4 Tap the setup method that matches your environment:



- **Quickest setup method:** If you know your access point name, tap **Search for Access Point** (see page 48).
- If you know that your access point supports the Wi-Fi Protected Setup method for configuration, tap SETUP (see page 49).
- If you know that your access point is compatible with the proprietary AOSS standard (found on most routers sold under the Buffalo™ brand), tap AOSS (see page 50).
- Configure with **Nintendo Wi-Fi USB Connector**
  NOTE: This product is no longer available. If you already own this product and would like more information about using it for your wireless connection, visit support.nintendo.com.
- Configure with **Manual Setup**. For more information refer to the electronic version of the instruction manual for System Settings. You can access this by tapping **Manual** when you have System Settings highlighted on the HOME Menu.

Choose Tutorial for a guided setup

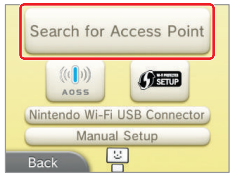
In step 3 above, tap **Tutorial** for help determining the best setup method. Follow the on-screen directions to select the best Internet connection method. **NOTE:** If you need additional guidance during setup, tap the helper icon at the bottom of the screen.

Setup using Search for Access Point

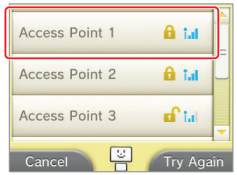
If you know the name of your wireless network (also known as an access point), and aren't using Wi-Fi Protected Setup or AOSS to configure your system, follow these steps:

If you are using the guided setup Tutorial and selected **No/I don't know**, proceed to step 2.

1 Tap **Search for Access Point.**



2 Tap the name of your wireless network to select it.



3 Enter a password, code, or key if required.

A screen will be displayed if your access point has security settings configured. You must enter the security password for the access point for your system to be able to connect to it. This may also be called an encryption key or network password on your wireless network setup.

For information on accessing and locating the security settings on your router, refer to the user manual for your router.

4 Tap **OK** to save the settings.

5 Tap **OK** to run a connection test.

If the connection test succeeds, setup is complete.

NOTE: If the connection test fails and an error code is displayed, follow the instructions displayed in the error message, or visit support.nintendo.com and use the Error Code Lookup tool for information on resolving the error.

About security settings

The table below lists different types of encryption methods for access points and the level of security they may provide.

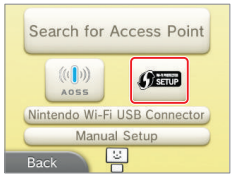
Security encryption methods	WEP	WPA™-PSK(TKIP)	WPA2™-PSK(TKIP)	WPA-PSK(AES)	WPA2-PSK(AES)
Level of security	Decreased security				Increased security

Setup using Wi-Fi Protected Setup

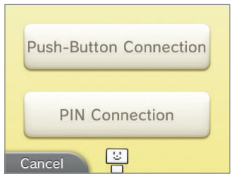
Setup is easy if you use a wireless router that includes the Wi-Fi Protected Setup feature. Read the instruction manual for your router for additional information on using this feature.

If you are using the guided setup Tutorial, proceed to step 2.

1 Tap to begin configuration.



2 Tap the connection method that matches your router.

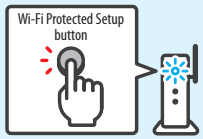


3 On your Wi-Fi Protected Setup compatible router, you will have either one of the following options:

NOTE: It may take up to two minutes to complete the connection.

Push-Button Connection

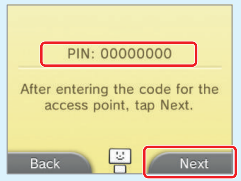
Hold down the Wi-Fi Protected Setup button on the access point until the corresponding light flashes.



OR

PIN Connection

Use the number displayed on the Nintendo 3DS XL screen to configure your router, then tap **Next**.



4 When a Settings Complete screen appears on your system, tap **OK** to run a connection test. If the connection test succeeds, setup is complete.

NOTE: The connection test may fail if you try to connect immediately after finishing setup. Wait one or two minutes before trying the connection test.

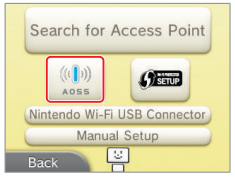
Setup using AOSS™

Setup is easy if you use a wireless router that includes the AOSS feature. This is found on many routers sold under the Buffalo™ brand name. Read the instruction manual for your router for additional information about using AOSS.

NOTE: If you use AOSS, your access point settings may sometimes change. **Computers and other devices connected without using AOSS sometimes lose the ability to connect to the Internet and may need to be reconfigured.** (If you configure your settings by using **Search for an Access Point**, your access point settings will not change.)

If you are using the guided setup Tutorial, proceed to step 2.

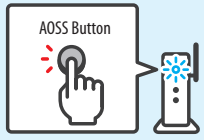
1 Tap to begin AOSS configuration.



2 On your AOSS-compatible router, press the AOSS button.

Hold down the AOSS button until the corresponding LED blinks twice.

If the connection fails repeatedly, wait about five minutes and try again.



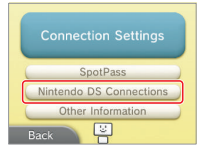
3 When a Settings Complete screen appears on your system, tap **OK** to run a connection test. If the connection test succeeds, setup is complete.

NOTE: The connection test may fail if you try to connect immediately after finishing setup. Wait one or two minutes before trying the connection test.

Nintendo DS Connections

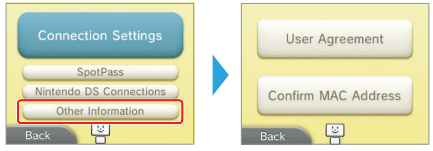
If you are using Nintendo DS software that supports game play over the Internet, tap this option.

NOTE: Nintendo DS software only supports WEP security. To connect to the Internet and play Nintendo DS software, please configure your Nintendo DS Settings and then make sure your access point is set up to use WEP security.



Other Information

Tap this option to agree to or review the Nintendo 3DS Service User Agreement, or to confirm the MAC address for the Nintendo 3DS XL system. (The MAC address is a unique number assigned to all devices that connect to the Internet.)



System Configuration
Internet Settings

Parental Controls

IMPORTANT: If a child will be the primary user, a parent or guardian should configure the settings.

Parental Controls can limit the download and use of certain content on the Nintendo 3DS XL system, and can also limit the use of certain features such as the display of 3D images, use of the Internet browser, and communications with other users.
NOTE: When Parental Controls are enabled, some System Settings, such as certain Nintendo Network ID settings, Internet Settings, Region Settings, Outer Cameras, System Transfer, and Format System Memory cannot be accessed. You will need to enter the PIN to access these features.

Content or features that can be limited

Software Rating	You can restrict the use of Nintendo 3DS software, including Nintendo 3DS software downloaded through the Download Play application and Nintendo DSi software based on ratings set by the Entertainment Software Rating Board (ESRB). **See page 74 for more information on software rating information.** You cannot restrict the use of Nintendo DS software or software downloaded with DS Download Play.
Internet Browser	You can restrict the use of the Internet browser.
Nintendo 3DS Shopping Services	You can restrict the use of credit cards, prepaid cards, and online purchasing of content and services through Nintendo eShop.
Display of 3D Images	You can restrict the display of 3D images. This will make all images display in 2D. The restriction of the display of 3D images is recommended for users 6 years or younger.
Miiverse	You can restrict posting or restrict viewing and posting in Miiverse.
Sharing Images / Audio / Video / Long Text Messages	You can restrict the sending and receiving of photos, images, audio, video, long text messages, and other data that may include personal information. **NOTE:** This restriction does not work with Miiverse (see **Miiverse** above) or Nintendo DS software.
Online Interaction	You can restrict the exchange of data between users who are not your friends and the ability to participate in software that can be played via the Internet. **NOTE:** This restriction does not work with Miiverse (see **Miiverse** above) or Nintendo DS software.
StreetPass	You can restrict communications with other users via StreetPass. **NOTE:** This restriction does not work with Nintendo DS or Nintendo DSi software.
Friend Registration	You can restrict the registration of friends.
DS Download Play	You can restrict the use of DS Download Play.
Viewing Distributed Videos	You can restrict the viewing of distributed videos and movie trailers to those suitable for all ages. This setting applies only to videos and trailers found on Nintendo Video. Use of some software to play distributed video may also be restricted.
Child Online Privacy Protection	This system restricts certain online features in order to protect the privacy of children online. To allow use of these features by a child under the age of 13, you must follow the on-screen instructions for the "Parent/Guardian Confirmation" process. **NOTE:** Even if you restrict access to these features in the System Settings, you can still choose to enable these features within specific software on a feature-by-feature basis.

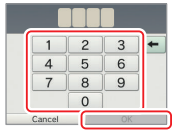
Configuring Parental Controls

NOTE: A single Nintendo 3DS XL system can only have one Parental Controls configuration. It is recommended that if you want to restrict the use of content for multiple users, configure the system with settings to match the restrictions for the youngest user and share the PIN only with those allowed to view restricted content. Please visit www.nintendo.com for more details.

1 From System Settings, tap **Parental Controls** to begin the setup procedure and then follow the on-screen instructions. Information and directions for the Parental Controls feature will be displayed on the screens. Carefully read and follow the instructions.

2 Enter a four-digit PIN.

Enter the PIN a second time to confirm your choice.
NOTE: You will need to enter this PIN each time you would like to suspend or change Parental Controls settings.



3 Select a secret question and enter an answer.

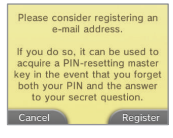
Your answer must be four or more characters. Use the keyboard (see page 16) to enter characters and follow the on-screen instructions. If you forget your PIN, you can answer the secret question to retrieve it.

You can also choose **Create your own secret question** if you would like to create your own. (Both your question and answer must be four or more characters.)

4 Register your e-mail address.

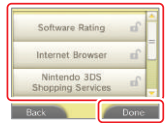
By registering your e-mail address, you will be able to receive a master key for resetting your PIN or the answer to your secret question.

NOTE: Consider who has access to this email address if you need to protect this information from children.



5 Tap **Set Restrictions** and select a category to set and follow the on-screen instructions.

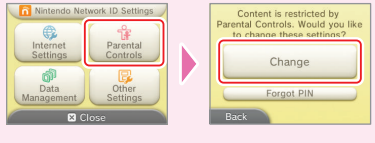
When you are finished with your selections, tap **Done**.



To change settings...

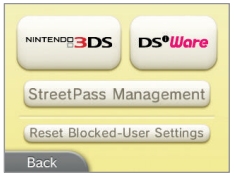
From Parental Controls, tap **Change** and follow the on-screen instructions.

If you forget your PIN or answer to your secret question, see page 72 for more information.



Data Management

You can check, erase, or move downloaded software, manage activation of StreetPass software, or manage blocked-user settings. To do so, tap **Data Management** in System Settings and then tap the item you want to manage.



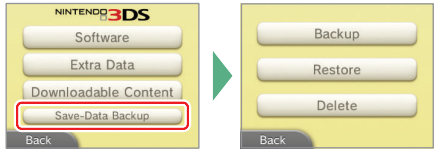
Nintendo 3DS Data Management	Software management	Check or erase Nintendo 3DS Download Software and Virtual Console software. A backup of save data can be made when you erase software. (You can save a maximum of 300 downloaded software titles on an SD Card.)
	Extra data management	Check or erase extra data for Nintendo 3DS software, including data received via SpotPass.
	Downloadable content management	Downloadable content is stored here after being downloaded by software that supports it. Check list of downloadable content and choose individual items to delete.
	Save data backup management	Create or delete save data backups for Nintendo 3DS Download Software and Virtual Console software or restore save data from a backup (see page 55).
DSiWare Data Management		You can check DSiWare software saved on System Memory or an SD Card. You can also erase DSiWare software or copy it between System Memory and an SD Card. (You can save a maximum of 40 DSiWare software titles in System Memory.)
StreetPass Management		You can check the list of software that has the StreetPass feature activated. You can also turn off StreetPass for each application.
Reset Blocked-User Settings		Clear the blocked-user settings. (All data that you have restricted yourself from receiving will no longer be restricted.)

- You can save over 300 items of extra data or downloadable content on an SD Card, however only a maximum of 300 can be displayed on the Data Management screen.
- If you delete software or other content downloaded from Nintendo eShop, you can re-download it again free of charge unless it is no longer available because distribution has ended.

IMPORTANT: You cannot start DSiWare software from an SD Card. To play a DSiWare application, please copy it to System Memory first. **If the same application already exists in the copy location, it will be overwritten.** Take care not to overwrite important save data.

Save data backup management

Create and delete backups of save data for downloadable software or restore data from a backup you have created.



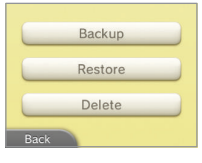
Save data backup information

- You can create a maximum of 30 backup files on each SD Card.
- You can create multiple backup files with the same software.
- When you restore save data from a backup, the save data is overwritten by the backup data.
- You can only restore a backup file and software if they are both saved on the same SD Card.
- You cannot create save data backups for:
  - –Game Card software
  - –built-in software applications
  - –downloadable software that does not support the backup feature.

NOTE: For downloadable software that doesn't support backups, you can only create backups of your save data when that software is deleted from the system in Data Management under System Settings (excluding GameBoy™ Advance software downloaded from the Virtual Console on Nintendo eShop). If you redownload and open the software (tap the gift icon), save data will automatically restore a single time.

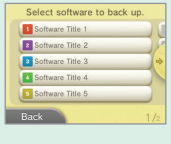
Managing backup data

From Save-Data Backup you can select from options to **Backup**, **Restore**, or **Delete**.



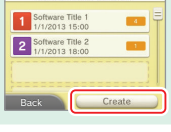
Create backup

1 Tap **Save Data Backup**.



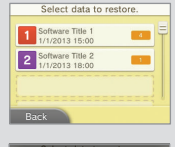
2 Tap **Create**.

NOTE: You can select an existing backup and overwrite it.



Restore or delete

1 Tap the backup data to restore or delete.



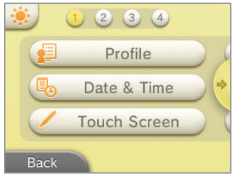
2 Tap **OK** to finish.

Other Settings

Tap **Other Settings** in System Settings to change your user information, calibrate various system components, or perform other system functions.

You can tap ◀ or ▶ to switch between pages of options available in Other Settings.

NOTE: The information that you enter for your Profile (see description below) is not associated with your Nintendo Network ID information. Any change you make to this information will not affect your Nintendo Network ID information.



Profile	Enter your User Name (to protect your privacy, do not use your real name), Birthday, Region Settings, and Nintendo DS Profile. Your Nintendo DS Profile sets your Message and Color, which are used by some Nintendo DS/Nintendo DSi software. (Characters or symbols not supported by Nintendo DS/Nintendo DSi software are displayed as "?".)
Date & Time	Enter a date and time.
Touch Screen	Calibrate the Touch Screen (if it does not seem to be operating correctly).
3D Screen Check	Check the 3D Screen viewing guidelines.
Sound	Change the sound settings.
Mic Test	Confirm that the microphone is working properly. If the color of the microphone image changes during the test, it is working correctly.
Outer Cameras	Calibrate the outer cameras.
Circle Pad	Calibrate the Circle Pad (if it does not seem to be operating correctly).
System Transfer	Transfer data from your Nintendo DSi or Nintendo DSi XL system to your Nintendo 3DS XL system, or between systems in the Nintendo 3DS family (page 57).
Language	Select a language that the system will display text in.
System Update	Connect to the Internet and check for updates to the system or built-in software (page 63).
Format System Memory	Erase all added software, save data, pictures, and system settings (page 63).

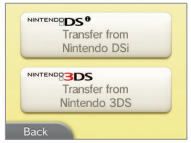
Setting screen brightness and power saving mode

Tap ☀ on the Other Settings screen to access the settings for screen brightness and the power-saving mode.

NOTE: You can also tap ☀ on the HOME Menu to access the same settings.

System Transfer

Transfer data from a Nintendo DSi or Nintendo DSi XL system you already own to your Nintendo 3DS XL system, or transfer data between any two systems in the Nintendo 3DS family.



IMPORTANT: To make sure that neither system turns off during the system transfer, we recommend that you either perform the transfer while the systems are charging or make sure the batteries are charged sufficiently before beginning. If the remaining battery life is low, you will not be able to perform a system transfer.

- System Transfer uses both an Internet connection and local wireless communication between the two systems. Make sure both systems are placed in a location that provides a good environment for wireless communication.
- Both systems must have wireless communications enabled before performing a transfer.
- During the transfer, the system cannot be put into Sleep Mode by closing the system. Do not turn the power off during a transfer.

Transferring from a Nintendo DSi/Nintendo DSi XL system to a Nintendo 3DS XL system

Transfer Nintendo DSiWare, photos, audio and other data to a Nintendo 3DS XL system.

NOTE: You cannot transfer data from a Nintendo 3DS XL system to Nintendo DSi/Nintendo DSi XL systems. Once you have made the transfer, the data cannot be returned to the original system.

You can transfer the following data:

Nintendo Wi-Fi Connection Settings	You can transfer Internet Settings and Nintendo Wi-Fi Connection ID.
Photos and audio	You can transfer photos, audio, and other data that you saved in your Nintendo DSi or Nintendo DSi XL system's built-in software, Nintendo DSi Camera and Nintendo DSi Sound.
DSiWare	You can transfer most DSiWare (broadband Internet connection required).

Before using this feature, download the free Nintendo 3DS Transfer Tool from Nintendo DSi Shop to your Nintendo DSi or Nintendo DSi XL system.

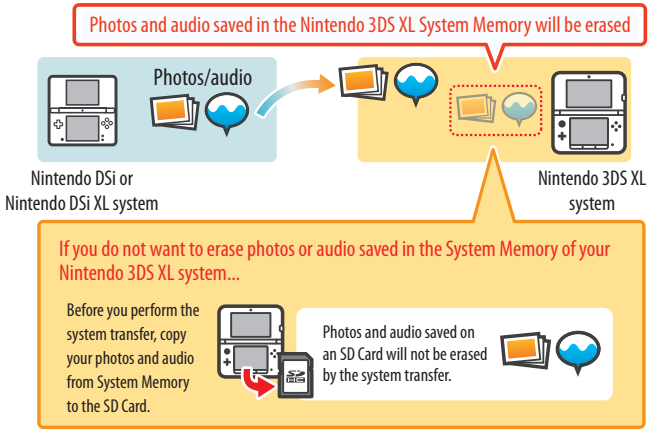
- A broadband wireless network connection to the Internet is required.
- For details about the Nintendo DSi Shop, see the operations manual for your Nintendo DSi or Nintendo DSi XL system.

Precautions when transferring Nintendo Wi-Fi Connection Settings

- This will overwrite the Nintendo Wi-Fi Connection Settings under Nintendo DS Connections on your Nintendo 3DS XL system.
- The Nintendo Wi-Fi Connection ID will be deleted from your Nintendo DSi or Nintendo DSi XL system. For details about the Nintendo Wi-Fi Connection ID, see the Operations Manual for your Nintendo DSi or Nintendo DSi XL system.
- Your higher-level Internet Settings (under Advanced Setup) will not be transferred.

Precautions when using System Transfer

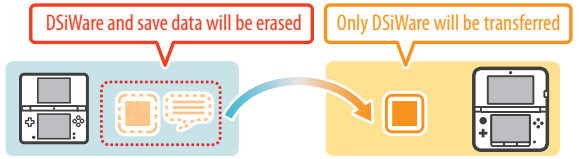
IMPORTANT: All photos and audio data saved in System Memory on your Nintendo 3DS XL system will be deleted. If you don't want this data to be deleted, copy the photos and audio data to the SD Card before performing the transfer.



NOTE: If you want to transfer photos saved on the SD Card of your Nintendo DSi or Nintendo DSi XL, you must first copy them from the SD Card to System Memory.

Precautions when transferring Nintendo DSiWare

Only Nintendo DSiWare software programs will be transferred to your Nintendo 3DS XL system. The DSiWare save data will not be transferred. When you transfer DSiWare from your Nintendo DSi or Nintendo DSi XL system, both software and save data will be erased from the original system. Do not transfer Nintendo DSiWare unless you are willing to lose the save data associated with that DSiWare.



NOTE: DSiWare will be saved in the System Memory of your Nintendo 3DS XL system. It cannot be transferred if there is insufficient space in the System Memory of your system. If necessary, go to Data Management under System Settings and copy previously saved DSiWare to the SD Card (see page 54), and then delete them from System Memory.

If DSiWare has been deleted or copied to an SD Card...

If you purchased a license for DSiWare and then deleted that DSiWare or copied it to an SD Card, you can still transfer it even though it is no longer saved on the system. In this case, system transfer does not save the software itself on the Nintendo 3DS XL system, but it does allow you to re-download the software from Nintendo eShop and play it on that system.

* Once transferred, DSiWare can no longer be played on the original Nintendo DSi or Nintendo DSi XL system. If you want to play transferred DSiWare again on that system, you must use Nintendo DSi Points and purchase the DSiWare licenses again.

- You cannot transfer free DSiWare or DSiWare for which licenses are not sold on the Nintendo eShop. For more information on non-transferable DSiWare, please visit support.nintendo.com.
- You cannot transfer Nintendo DSi Points™ or software that came included with your Nintendo DSi or Nintendo DSi XL system.
- You cannot transfer software if the same software already exists on your Nintendo 3DS XL system.

Transferring between two systems in the Nintendo 3DS family

When you use System Transfer between two systems in the Nintendo 3DS family, various data is transferred including your save data for built-in applications, Nintendo eShop balance, and the account activity record of downloaded applications.

NOTE: Data is transferred as a single package. You cannot select specific items of data or software to transfer.

You can transfer the following data during a single system transfer:

Nintendo DS settings	The Internet Settings and Nintendo Wi-Fi Connection ID used by Nintendo DS software are transferred.
Built-in software save data	Nintendo 3DS Camera photos and Nintendo 3DS Sound audio files that are saved in System Memory are transferred, along with Mii data from Mii Maker and other save data for built-in software.
DSiWare	DSiWare that is saved in System Memory and its save data.
Rights to use data saved on the SD Card	The rights to use data saved on the SD Card (including downloadable content, downloadable software and associated save data, and other data) are transferred. If you take the SD Card from the original system and insert it in the system you transferred to, you can use this data.
Nintendo eShop balance	Your Nintendo eShop balance and account activity is transferred. The account activity and eShop balance from both systems will be combined. **NOTE:** Some account activity information cannot be tranferred, but can be checked on-screen before performing the system transfer.
Nintendo Network ID	Your Nintendo Network ID and associated information is transferred. **NOTE:** Once a system transfer has been performed, any current or previous ID's that were linked to the originating system can only be re-linked to the destination system.

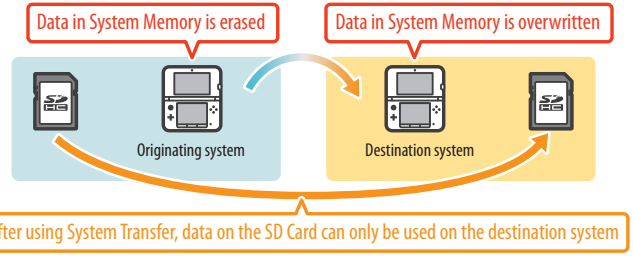
If a Nintendo Network ID is already registered on the system you are transferring to...

You cannot perform a System Transfer until you first format the System Memory of the destination system (see page 63). This will erase the Nintendo Network ID from the system and allow you to perform the System Transfer.

- Multiple Nintendo Network ID numbers cannot be combined, and software associated with different ID's cannot be combined under one ID.
- The Nintendo Network ID on the originating system will be erased and can only be re-registered on the destination system.

Precautions when using System Transfer

IMPORTANT: All data is erased from the originating system you are transferring from after System Transfer is complete. Any data on the SD Card that was used on the originating system can only be used on the destination system. After completing the System Transfer, you must use the SD Card from the oringinating system in the destination system to be able to use your save data with its related software.



All the data, other than the DSiWare, stored in the System Memory of the destination system (including built-in software save data and other data) is overwritten and replaced by the data from the originating system.

If photos or audio are saved in the System Memory of the destination system, copy them to the SD Card before you use System Transfer if you want to save them.

Precautions for Downloadable Software

After you perform a system transfer, you will no longer be able to use any downloaded software or associated save data that is saved on the SD Card of the destination system. (You can re-download this software from the Nintendo eShop.) However, you can continue to use DSiWare and its associated save data if you copy it and its save data to the System Memory of the destination system before you perform the transfer.

If the same downloadable software has been purchased on both systems, the "Account Activity" record of the same software on the destination system will be erased, and the save data will no longer be usable. The software from the originating system and its save data will be used on the destination system.

Precautions for Nintendo eShop Balance

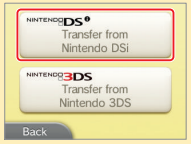
IMPORTANT: If the combined account balance of the originating and destination systems exceeds the maximum allowed amount, you will be unable to perform a system transfer. (This amount varies by region.)

Performing a transfer

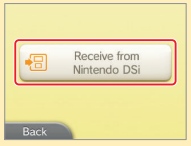
Transferring from a Nintendo DSi/Nintendo DSi XL system to a Nintendo 3DS XL system

On the Nintendo 3DS XL system:

1. Tap **Transfer from Nintendo DSi**.
   Read the warnings about transferring data and then tap **Next**.



2. Tap **Receive from Nintendo DSi**.
   Follow the on-screen instructions to complete the transfer process.



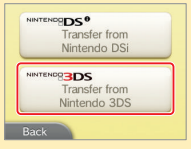
On the Nintendo DSi or Nintendo DSi XL system:

3. Start the Nintendo 3DS Transfer Tool from the Nintendo DSi Menu.
   Follow the on-screen instructions to complete the transfer process.

Transferring between systems in the Nintendo 3DS family

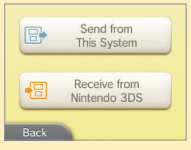
On both systems:

1. Tap **Transfer from Nintendo 3DS**.
   Read the warnings about transferring data and then tap **Accept**.



On the originating system:

2. Tap **Send from This System**.
   Follow the on-screen instructions to complete the transfer process.



On the destination system:

2. Tap **Receive from Nintendo 3DS**.
   Follow the on-screen instructions to complete the transfer process.

System Update

IMPORTANT: The Nintendo 3DS XL system specifications and the Nintendo 3DS Service are constantly evolving and we may update or change the Nintendo 3DS XL system or the Nintendo 3DS Service in whole or in part, without notice to you. Such updates may be required for you to play new Nintendo 3DS games, enjoy new features, or continue to access the Nintendo 3DS Service. After the Nintendo 3DS menu is updated, any existing or future unauthorized technical modification of the hardware or software of your Nintendo 3DS XL system, or the use of an unauthorized device in connection with your system, will render the system permanently unplayable. Content deriving from the unauthorized modification of the hardware or software of your Nintendo 3DS XL system will be removed. Failure to accept the update may render games and new features unplayable.

The Nintendo 3DS XL system automatically updates a list to help limit the use of inappropriate words and a list of access points that can be used for network services offered by Nintendo. No prior notice for these or other 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 "Accept" to receive such updates.

NOTE: A broadband wireless network connection is required to connect to the Internet and perform a system update unless you are performing a system update from a Game Card. See page 46 for more information on setting up a connection.

Format System Memory

IMPORTANT: You should delete your Nintendo eShop account first (unless you have registered a Nintendo Network ID on your system), then format your System Memory, prior to selling, recycling, or otherwise transferring your system to any third party.

Format System Memory will erase any data saved in System Memory and return the system to its factory-default state. The system will keep any updates you have made with the System Update feature.

IMPORTANT: The following data cannot be restored if it is erased:

- All save data in System Memory including your friend list, Notifications, and step count information
- System Settings data
- Built-in software save data
- All photos in System Memory
- Software added to the system[1] and its save data
- Nintendo Network ID registration[3]

Also the following data on your SD Card:[2]

- Downloadable software[1] and its save data
- Downloadable content[1]
- Extra data
- Backups of save data

NOTE: The photos, audio, and other such data on your SD Card are not erased even if you format system memory. If you plan to transfer your system to another person, use a computer or other device to erase the data on the SD Card.

[1] If you have not deleted your Nintendo eShop account, you can re-download these from Nintendo eShop free of charge unless they are no longer available because distribution has ended. (If this software was on a system linked to a Nintendo Network ID, the same Network ID must be linked to the new system.)

[2] If the system contains an SD Card on which software or save data is saved, and you remove that card before formatting System Memory, the data on the SD Card will not be deleted but you will no longer be able to use it.

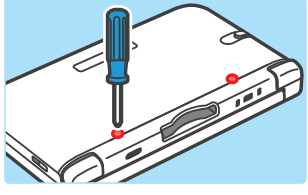
[3] Your Nintendo Network ID is un-linked (not erased) when you format the System Memory. You can re-link your ID by choosing **Link an Existing ID** from the Nintendo Network ID Settings option in System Settings (see page 45).

Replacing the Battery Pack

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

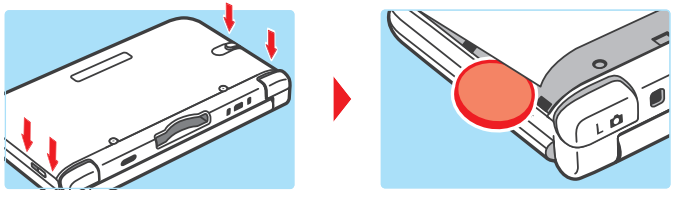
- **Do not use any battery other than the Nintendo 3DS XL rechargeable battery pack, Model No. SPR-003. A replacement battery may be ordered through Nintendo's website at store.nintendo.com (USA/Canada only) or by calling Customer Service at 1-800-255-3700.**
- **A parent or guardian should replace the battery pack if a child is using the system.**
- **Turn the power off and make sure the AC adapter is unplugged from the Nintendo 3DS XL system.**

1 Loosen the two Phillips-head (+) screws on the battery cover with a screwdriver.
IMPORTANT: To avoid damage to the screw or threads, use a screwdriver that is appropriate for the screw (#00).

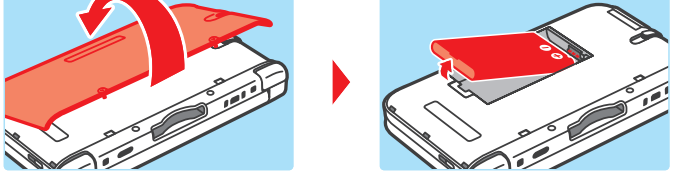


2 Gently pry on the small slots on each side near the L and R Buttons. Once the cover begins to separate from the system, continue prying the cover open, moving towards the front of the system.

IMPORTANT: To avoid damage to your system, do not use excessive force when opening the cover.

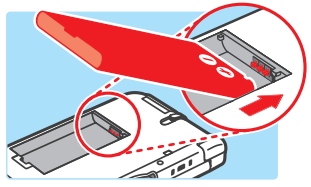


3 Remove the battery cover and old battery pack as shown below.



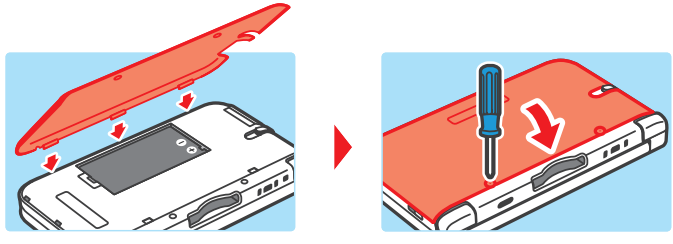
4 Wait at least 10 seconds after removing the old battery pack before inserting the new battery pack to make sure the Power LED resets correctly.

Check to make sure it is oriented correctly, as shown in the illustration.



5 Replace the battery cover, starting with the front edge, and tighten the two screws being careful not to overtighten.

IMPORTANT: Always be sure to replace the battery cover and tighten the screws before resuming use.



NOTE: After replacing the battery, make sure to go to System Settings and reset the time and date.

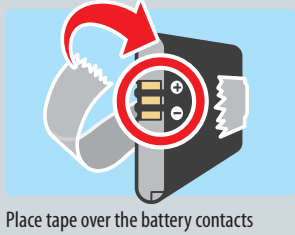
PLEASE RECYCLE YOUR USED BATTERIES

When disposing of a rechargeable battery, take care to follow appropriate local guidelines and regulations.

- Do not disassemble, attempt to repair, or deform the battery pack.
- Do not dispose of rechargeable batteries in a fire.

To find a collection site near you, contact your local solid waste authority or, in the United States, visit: http://www.epa.gov/osw/conserve/materials/battery.htm

For more information or for assistance from Nintendo, visit: **recycle.nintendo.com**



Place tape over the battery contacts before recycling.

Troubleshooting

Before seeking assistance, please review the following problems and solutions. You can also visit **support.nintendo.com** for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

NOTE: Please also review any instruction manuals for the games or accessories you may be using.

The system won't charge or the recharge LED doesn't light up or stay lit.

- Make sure you are using the correct AC adapter, Model No. WAP-002(USA).
- Check the battery placement to make sure it is installed correctly (see page 64).
- Disconnect the system from the AC adapter and unplug the adapter from the wall outlet. Wait approximately 30 seconds and then reconnect the components. (Review the battery-charging procedure on page 13.)
- Make sure you are charging the battery pack within an ambient temperature range of 41˚F – 95˚F (5˚C – 35˚C). The battery pack may not charge properly outside of this range.
- If the recharge LED is blinking or won't stay lit, visit support.nintendo.com for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

It takes a long time to charge the battery pack or a battery charge doesn't last very long.

- Make sure you aren't exposing the system to or charging the system in temperatures below the ambient temperature range of 41˚F – 95˚F (5˚C – 35˚C). Cold temperatures can increase the recharge time and decrease the usage time of a charged battery.
- Over time and after repeated charging, the performance of the battery will decrease. If you have had the system for a long time, or if the battery pack appears slightly swollen, try replacing the battery pack.

The system seems too warm.

- Make sure you are neither exposing the system to nor charging the system in temperatures above the ambient temperature range of 41˚F – 95˚F (5˚C – 35˚C). Do not expose the system to direct sunlight in an enclosed space.

The system won't turn on or there is no picture or sound.

- Make sure the battery pack is charged (see page 13).
- Check to see if the power LED lights up when you press the POWER Button.
- If you are using a Game Card, make sure it is fully inserted into the Game Card slot until it clicks into place.
- The battery pack may be installed incorrectly. Check the installation of the battery pack (see page 64).
- Wake the system if it is in Sleep Mode. For details on how to wake the system from Sleep Mode, read the instructions for the software you are using.

A Game Card won't play.

- Make sure the game content is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 44).

The Game Card's software icon does not appear on the HOME Menu, or the message "There is nothing inserted into Game Card slot" is displayed on the HOME Menu, even though a Game Card is inserted in the Game Card slot.

- Make sure the Game Card is completely inserted into the Game Card slot until it clicks into place.
- Check the Game Card connectors and Game Card slot for dirt, dust, or other foreign material.
- Make sure the Game Card is for your region (see the Game Card package for this information).

An error message appeared when playing Nintendo DS or Nintendo DSi software:

"An error has occurred. Press and hold the POWER Button to turn the system off. Please refer to the Operations Manual for details"

- Turn off your system, then on again. Try repeating the same action that caused the error message to occur. If the same error occurs again, please visit **support.nintendo.com** for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

I can't see the 3D effect in images taken with the outer cameras.

- Make sure the image was taken with the outer cameras, not the inner camera.
- Make sure the lenses for the outer cameras are clean and free of dirt or dust. Clean with a soft, dry cloth if necessary.
- Make sure there isn't a strong light such as direct sunlight shining on the camera lenses.

IMPORTANT: If your system has been subjected to a physical shock or high temperatures, this could change the alignment of the outer cameras and affect the 3D image quality. If you think your system may be affected by this, see page 56 for more information on realigning the cameras.

When I take pictures with the Nintendo 3DS XL, the colors don't seem correct.

- Check the camera mode settings for the cameras (see page 24).
- This may be caused by recording conditions, for example, a dark environment with subject matter of mostly one color that takes up most of the view. Try adjusting the settings for the cameras, and taking additional photos to see if the problem is corrected.

The screen brightness or image colors change, or bright colors appear pale.

- If power-saving mode is on, these may be adjusted automatically to save battery power. For normal appearance, turn the power-saving mode off (see page 26).

Some pixels on either the upper or lower screen are always dark or lit.

- Due to the characteristics of liquid crystal displays, a small number of pixels may not illuminate, or may always stay lit. This is normal and not considered a defect unless the number of pixels that don't function normally increase over time.

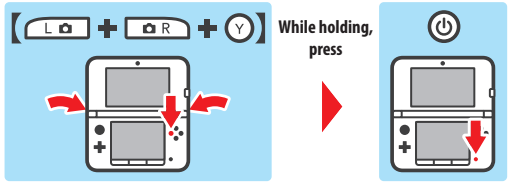
The brightness or color between the upper and lower screens seems different.

- The specifications of the upper and lower screens are different so the appearance of images may be different. This is normal and is not considered a defect.

The system registers control input when you aren't operating the controls, or the controls don't seem to operate correctly.

- If you use excessive force to operate the Circle Pad, or you use the Circle Pad continuously for a long period of time, in very rare cases the Circle Pad may start registering incorrect input and need to be calibrated. Use the calibration procedure in System Settings to recalibrate the Circle Pad (see page 56).

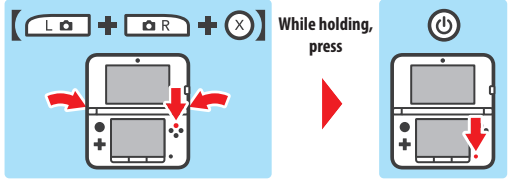
  NOTE: You can also go directly to the Circle Pad calibration procedure by following this procedure. First turn the power off. Then hold down the L Button, R Button, and Y Button and turn the system on as shown below.



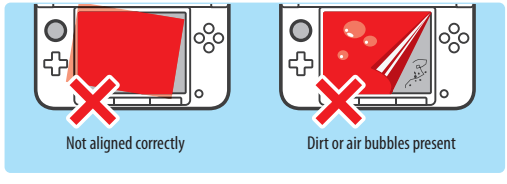
The Touch Screen doesn't seem to operate or respond correctly to stylus input.

- The Touch Screen may need to be recalibrated. Use the calibration procedure in System Settings to recalibrate the Touch Screen (see page 56).

  NOTE: You can also go directly to the Touch Screen calibration procedure by following this procedure. First turn the power off. Then hold down the L Button, R Button, and X Button and turn the system on as shown below.



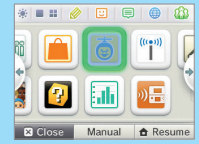
- If you have attached a screen protector (sold separately) incorrectly to the Touch Screen, try removing it and using the Touch Screen again. If it operates correctly, either try reattaching the screen protector, carefully following the instructions included with it, or avoid using one. (Please use screen protectors officially licensed by Nintendo.)



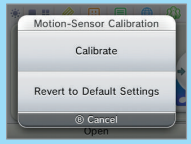
The screen image does not match my movement, or moves when I'm not moving the system (for software that requires the system to be moved during game play).

The system's built-in motion sensor may need to be recalibrated. This can be caused by sudden drastic temperature changes or by a strong impact to the system.

To recalibrate the motion sensor, follow these steps:



While the HOME Menu is displayed, press and hold Y and B for three seconds.



When the Motion Sensor Calibration screen appears, lay the system on a flat horizontal surface such as a tabletop and tap either **Calibrate** or **Revert to Default Settings**.

NOTE: If you use the **Calibrate** option, the system will calibrate the motion sensor based on the system being located on a flat horizontal surface, rather than returning to the factory default settings.

There is no sound from the speakers.

- Check to make sure there are no headphones plugged into the system, as the speakers do not operate when headphones are plugged into the audio jack.
- Try adjusting the volume control to make sure the volume is not turned off.

There is no sound from the headphones.

- Try adjusting the volume control to make sure the volume is not turned off.
- Make sure the headphones are fully inserted all the way into the audio jack.

The microphone doesn't seem to work or recognize sounds (including headset microphones).

- Make sure the software you are using includes microphone features.
- Confirm that the microphone is operating correctly by performing a microphone test in System Settings (see page 56).
- Some voices may be difficult for the system to recognize. Try having a different person speak the same word or phrase to verify if this is the problem.
- If you are using a headset microphone, try removing it and using the built-in system microphone.

The microphone seems to respond on its own, or there is feedback from the speakers (including headset microphones).

- The microphone may be responding either to ambient noise in the environment or to noise coming from the speakers. Try to remove the source of the noise or move to another location. You can also try lowering the speaker volume, as shown below, or use headphones.

  NOTE: If the speakers are emitting odd or high-pitched noises, this may be caused by feedback from the microphone. Lowering the volume should solve this problem.
- If you are using a headset microphone, try removing it and using the built-in system microphone.

3D images can't be seen or are difficult to see.

- Make sure you are not using Nintendo DS or Nintendo DSi software, which do not support 3D image display.
- Make sure that this feature is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 44).
- Be aware that 3D images can only be displayed on the upper screen.
- Make sure the 3D depth slider is not set all the way to the bottom of its range (in the off position).
- Make sure you are holding the system in the proper position to best view 3D images (see page 18).
- If your left and right eyes have different visual abilities, this can make 3D images difficult to see. If you use corrective eye wear, they may help you to see 3D images.
- Avoid conditions where direct sunlight or other strong light is reflecting off the screen.

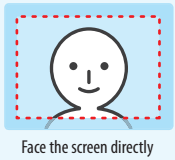
NOTE: The ability to view 3D images varies from individual to individual. In rare cases, some individuals may be unable to see 3D images or may only be able to see double images. If this is the case, the 3D screen should be set to display 2D images only by sliding the 3D depth slider all the way to the bottom of its range.

WARNING: The 3D feature is only for children 7 and older.

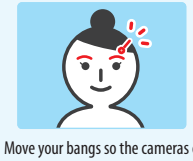
The cameras don't recognize my face.

In certain software titles, the cameras are used to recognize facial features. Observe the following guidelines to improve the recognition process.

Take photos in a well-lit area



Face the screen directly



Move your bangs so the cameras can recognize your eyebrows

Remove your glasses if you use them

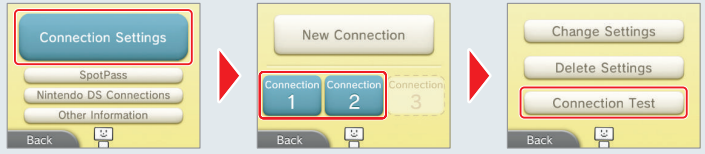
- The surrounding environment, the color of your hair and beard, or facial and hair decorations can interfere with facial recognition.
- In rare cases, differences in facial features may make the facial recognition process fail.

I can't connect to the Internet.

If your Internet settings or Internet connection fails to work you should see an error code and/or error message. Follow the instructions displayed in the error message, or visit **support.nintendo.com** and use the Error Code Lookup tool for information on resolving the error.

If you are playing Nintendo DSi software

It is possible that the Nintendo 3DS XL Internet settings are not configured correctly. Please perform a connection test (see below) and follow any instructions displayed in an error message.



Wireless communication doesn't work or works inconsistently.

- Check the signal strength icon. If it appears as or , move closer to your communications partner or to your wireless access point.
- External causes, such as cell phones, computers, microwaves, or even physical barriers, can interfere with wireless communications. Check for these conditions and either remove them or move to a different location.
- Stickers or covers may interfere with wireless communication. If you have added these items to your system, try removing them and checking wireless communication again.

The system doesn't recognize AR cards

If an AR Card cannot be recognized, please check the following:

- Make sure to aim the outer cameras at the AR Card from an appropriate distance and at an appropriate angle. If you are too close, the AR Card may not be recognized.
- Make sure the entire AR Card is visible on the screen. If part of the card is hidden, it may not be recognized.
- Make sure the AR Cards are well lit when using them, however avoid bright light that may create reflections on the card surface.
- Make sure the outer cameras are clean and free of any dust or other foreign material.
- Make sure the AR cards are place on a flat surface when using them. If an AR Card is bent or folded, it may not be recognized.

  NOTE: If you lose an AR Card, or if it becomes unreadable, you can download AR Card images from support.nintendo.com/ARcards and then print the images in color and use them as replacement cards.

The system suddenly enters Sleep Mode.

Check for and remove the following possible external causes:

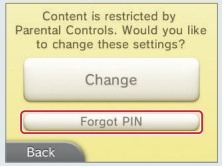
- A strong external magnetic force, such as from an audio speaker, can cause the system to go into Sleep Mode.
- The Nintendo 3DS XL system may go into Sleep Mode if it is stacked up with other systems in the Nintendo DS product line.

I can't disable the Parental Control settings.

- Make sure you have entered the correct PIN to access Parental Control settings.
- Make sure you have entered the correct answer for your secret question.

If you have forgotten your PIN or answer to your secret question...

1. Select Parental Controls from System Settings and then tap **Forgot PIN**. (You can also tap **I Forgot** on the PIN entry screen.) Enter the answer to your secret question, and then tap **OK** to return to the Parental Controls options.



2. If you have forgotten the answer to your secret question, tap **I Forgot** on the answer entry screen.

3. If you have registered an e-mail address, tap **OK** to have a master key sent to that address.
   - this step requires a wireless broadband internet connection.
   - make sure your e-mail application does not reject e-mail from the @nintendo.net domain.

4. If you have not registered an e-mail address, an Inquiry Number will be displayed.

   Visit support.nintendo.com/pin and enter this Inquiry Number to get a master key that will allow you to access Parental Controls again.

5. Tap **OK**.

6. Enter the master key number and then tap **OK**.

   You will return to Parental Controls.

The SD Card functions don't seem to work.

- Check to make sure the SD Card is installed correctly (see page 20).
- Try checking the operation of the SD Card on a PC that has an SD Card reader.

I can't view photos saved to an SD Card.

- The Nintendo 3DS XL system can only view photos taken by the Nintendo 3DS Camera software. Photos taken by digital cameras or cell phones cannot be viewed.

Music files saved on an SD Card won't play in Nintendo 3DS Sound.

- Check to make sure the files are in a format compatible with Nintendo 3DS Sound. The files must be in the following format:

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

  NOTE: The Nintendo 3DS XL cannot play copy-protected music files.

Music files saved on an SD Card won't display in Nintendo 3DS Sound.

- Make sure the SD Card is correctly inserted into the SD Card slot (see page 20).
- Make sure the files are in a format compatible with Nintendo 3DS Sound (see the troubleshooting step above for compatible file formats).
- Make sure the files are not saved in the "Private" folder inside the "Nintendo 3DS" folder on the SD Card (this folder is visible when viewing the SD Card contents on a PC). The contents of this folder are not visible in Nintendo 3DS Sound.
- The SD Card must not have more than 3,000 music files on it.
- The SD Card must not have more than 1,000 file folders on it.
- An individual folder must not have more than 100 music files in it.
  NOTE: If you have more than one folder with the same name, the music files in each folder will be combined and displayed as one folder.
- An individual folder must not have more than seven subfolders (eight levels including the main folder).

The Download Play feature doesn't work.

- Make sure this feature is not restricted by Parental Controls, either with Software Ratings restrictions or with Download Play restrictions. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls in System Settings for more information (page 44).

The system is not counting step numbers accurately.

- If your system is open, it cannot count steps. Steps are only counted when both the power is on and the system is closed.
- If you carry your system in a bag that is not closely connected to your body, or you dangle it by a strap or case as you walk, it cannot accurately count your steps. The step numbers will be counted more accurately if you carry your system in a bag connected to your waist (such as a hip pouch).
- If you play a Nintendo DS or Nintendo DSi software title for long periods of time without exiting, the system can only save up to seven days of information. Intermittently save your progress and exit the software to accurately count steps when using this type of software. See page 22 for more information on the step-counting feature.

Video and Computer Game Software Rating Information

The Entertainment Software Rating Board (ESRB) ratings are designed to provide information about video and computer game content so you can make informed purchasing decisions. ESRB ratings have two parts: rating symbols suggest age appropriateness for the game, and content descriptors indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern.

To take full advantage of the ESRB rating system, it's important to check both the rating symbol (found on the front of the game box) and the content descriptor (found on the back of the game box).

Go to www.esrb.org for a complete list of these content descriptors.

The ESRB rating system is designed to provide information about a computer or video game. The ratings are not meant to recommend which games consumers should buy or rent or to serve as the only basis for choosing a product. Rather, individuals should use the ESRB ratings together with personal tastes and standards when deciding what is best to purchase.

For more information on the ESRB and video game ratings, go to the ESRB website at www.esrb.org.

Titles rated **RP (Rating Pending)** have been submitted to the ESRB and are awaiting final rating. (This symbol appears only in advertising prior to a game's release.)

Titles rated **EC (Early Childhood)** have content that may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.

Titles rated **E (Everyone)** have content that may be suitable for ages 6 and older. Titles in this category may contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.

Titles rated **E10+ (Everyone 10 and older)** have content that may be suitable for ages 10 and older. Titles in this category may contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.

Titles rated **T (Teen)** have content that may be suitable for ages 13 and older. Titles in this category may contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language.

Titles rated **M (Mature)** have content that may be suitable for ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content and/or strong language.

Warranty and Service Information

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

* In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

Revision R1

Regulations for Equipment Use

FCC and Industry Canada Information

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules and RSS Standards of Industry Canada. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician or call Nintendo Consumer Service at 1-800-255-3700 for assistance.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

For the FCC ID number and other regulatory information, please see inside the battery cover.

Specifications

Nintendo 3DS XL system

Model name:	SPR-001 (USA)
LCD screens (Screen size/pixel count)	Upper Screen: Widescreen LCD display, enabling 3D view without the need for special glasses. Capable of displaying approximately 16.77 million colors. 4.88-inch display (106.2 mm horizontal x 63.72 mm vertical) with 800x240 pixel resolution (400 pixels are allocated for each eye to enable 3D viewing). Lower Screen: LCD Touch Screen. Capable of displaying approximately 16.77 million colors. 4.18-inch display (84.96 mm horizontal x 63.72 mm vertical) with 320x240 pixel resolution.
Power source:	AC adapter (WAP-002 (USA)), Battery pack (SPR-003)
Wireless frequency:	2.4GHz band
Wireless standards:	IEEE802.11b/g
Recommended wireless distance:	Within 98' (30 m). Depending on surrounding conditions, this distance may be less.
Camera functions:	Lens: Single focus. Capture element: CMOS. Active pixel count: Approx. 300,000 pixels.
Clock features:	Maximum daily variance: ± 4 seconds
Speakers:	Stereo (with pseudo-surround support)
Input/output:	Game Card slot, SD Card slot, AC adapter connector, charging cradle terminal, and stereo headphone output jack
Sensors:	Motion sensor, gyro sensor
Infrared Communications:	Within 8" (20 cm). Depending on surrounding conditions, this distance may be less.
Maximum power consumption:	Approximately 4.1W (while charging)
Operating environment:	Temperature, 41˚F – 95˚F (5˚C – 35˚C) / humidity, 20-80 percent
Dimensions:	Height: 93 mm / width: 156 mm / thickness: 22 mm (when closed)
Weight:	Approximately 336 g (including battery pack (SPR-003), stylus (SPR-004), and SD Card)
Charge time:	Approx. 3 hours and 30 minutes
Battery endurance:	Please see page 17.

Nintendo 3DS XL battery pack

Model name:	SPR-003
Battery type:	Lithium-Ion
Power capacity:	6.5Wh

Nintendo 3DS AC adapter

Model name:	WAP-002 (USA)
Input:	120V 60Hz 7W
Output:	DC 4.6V 900mA
Dimensions:	Height: 67.5 mm / width: 47.7 mm / thickness:23.0 mm
Weight:	Approximately 80 g
Cord length:	Approximately 1.9 m
Compatible products:	Nintendo 3DS XL, Nintendo 3DS, Nintendo 2DS, Nintendo DSi XL, Nintendo DSi

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