



new
NINTENDO 3DS™

new
NINTENDO 3DS™ XL

Operations Manual

including Quick-Start Guide

Thank you for purchasing this system. Please read this Operations Manual before use, paying careful attention to the Health and Safety Information section on **p. 4**, and follow all the instructions carefully. Adults should supervise the use of this product by children.

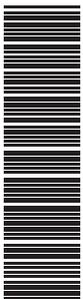
Health and Safety Information

Quick-Start Guide

System

Troubleshooting

6209046M3



Nintendo of Europe GmbH
Heriotstrasse 4
60528 Frankfurt am Main
Germany



MAB-KTR-S-UKV-C1



Nintendo may change product specifications and update the manual from time to time. The latest version of the manual is available at <http://docs.nintendo-europe.com>. (This service may not be available in some countries.)

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



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

Set Contents

<input type="checkbox"/> New Nintendo 3DS system (KTR-001) Or New Nintendo 3DS XL system (RED-001)	x 1
<input type="checkbox"/> New Nintendo 3DS stylus (KTR-004) Or New Nintendo 3DS XL stylus (RED-004) Note: The stylus is located in the stylus holder on the underside of the system (p. 15).	x 1
<input type="checkbox"/> microSDHC memory card Note: • The microSDHC memory card is inserted in the microSD card slot (p. 18). The microSDHC card is a third-party accessory not manufactured by Nintendo. • The capacity of the microSDHC card is stated on the box.	x 1
<input type="checkbox"/> AR Cards Note: These are used in conjunction with the built-in application, AR Games: Augmented Reality.	x 6
<input type="checkbox"/> Operations Manual including Quick-Start Guide	x 1
(Only for New Nintendo 3DS)	
<input type="checkbox"/> New Nintendo 3DS cover plates (KTR-009/KTR-010) • Please attach the front plate before using the system (p. 17). • The back plate is attached to the system before purchase.	Front plate x 1 Back plate x 1



This package does not include an AC adapter.

To recharge your system, you will need a Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately).

You can also use the AC adapter included with the Nintendo 3DS, Nintendo 2DS, Nintendo DSi and Nintendo DSi XL systems.

AC adapter included with Nintendo 3DS / Nintendo 2DS / Nintendo DSi / Nintendo DSi XL



AC adapter included with Nintendo DS™ / Nintendo DS Lite



Contents

Health and Safety Information

Health and Safety Information	4
• Important Information for Parents	8

Quick-Start Guide

Charge and Turn On the System	9
Configure the System	10
Start Software	10
Connect to the Internet	11
System Update	11
Create/Link a Nintendo Network ID	12

System

Component Names and Functions	13
Adjusting 3D Images	16
Removing and Attaching Covers	17
Replacing the microSD Card / Battery	18

Troubleshooting

Troubleshooting	19
• Technical Specifications	22
• Contact Information	23

Note:

- In this manual, the term "Nintendo 3DS system" refers to all systems in the Nintendo 3DS™ family, which includes New Nintendo 3DS™, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL and Nintendo 2DS™.
- In this manual, the term "New Nintendo 3DS system" also refers to the New Nintendo 3DS XL system, unless otherwise stated.
- Photographs and illustrations in this manual generally show the New Nintendo 3DS system.

Electronic Manuals

You can also learn about the use of this system and any software through electronic manuals.

Follow the instructions in the screens to the right to read the electronic manual for the HOME Menu.

If a software title or application includes an electronic manual, select its icon then touch MANUAL to read it.



Health and Safety Information

Please read and observe the health and safety information. Failure to do so could result in injury or damage. Adults should supervise the use of this product by children.

WARNING – USING 3D FEATURE

■ 3D feature not suitable for children aged six and under.

- The use of the 3D feature by children aged six and under may cause vision damage. If children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- Everyone has a different way of viewing 3D images. If you have difficulty in seeing 3D images clearly, do not use the 3D feature and set the display to only use 2D images. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and discomfort.
- If you feel tired or unwell when viewing 3D images, adjust the 3D effects to a comfortable level or set the display to only show 2D images.
- Take a break of 10 to 15 minutes every half hour, even if you think you don't need it.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

WARNING – SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should monitor children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms, such as: **convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.**

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

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

WARNING – EYE STRAIN AND MOTION SICKNESS

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

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

WARNING – REPETITIVE MOTION INJURIES

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

- Avoid excessively long play sessions. Parents or legal guardians should monitor their children for appropriate play.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D feature), even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING – RADIO FREQUENCY INTERFERENCE

This system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate this system within 25 centimetres (10 inches) of a pacemaker while using wireless communication. If you have a pacemaker or other implanted medical device, do not use wireless communication without first consulting your doctor or the manufacturer of your medical device.
- Wireless communication may not be allowed in certain places such as aeroplanes or hospitals. Please follow respective regulations.

WARNING – BATTERY

This system contains a rechargeable lithium ion battery. Leakage or combustion of the battery can cause personal injury as well as damage to your system.

■ To avoid battery leakage or combustion:

- Do not damage the battery.
- Do not expose the battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, deform or attempt to repair the battery.
- Do not expose the battery to heat or dispose of it in a fire.
- Do not touch the terminals of the battery with any foreign materials or metal objects.
- Always attach the battery cover (back plate).

■ In case of leakage:

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

**WARNING – CHARGING THE SYSTEM****■ Use a compatible AC adapter and battery.**

Using an incompatible AC adapter or battery can lead to battery leakage, combustion or explosion, which can in turn lead to fire and / or electrocution. For New Nintendo 3DS only use the New Nintendo 3DS Battery (KTR-003), and for New Nintendo 3DS XL only use the Nintendo 3DS XL Battery (SPR-003). Use the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately) only.

■ Be sure to connect the AC adapter to the correct voltage (AC 220 – 240V).

Be sure to plug in the AC adapter to your system's AC adapter connector in the correct direction. To remove the AC adapter, grip the body of the plug securely and pull it straight out of the plug socket.

Do not use voltage transformers intended for use abroad or plugs that deliver reduced amounts of electricity. Also avoid using incandescent-specific light dimmers or in-car AC/DC adapters or chargers.

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

Doing so can lead to fire and electrocution.

- Avoid tightly wrapping, treading on, pulling, twisting or making adjustments to the cord.
- Avoid placing heavy objects on the cord.
- Do not expose the cord to extreme heat sources such as heaters or stoves.
- If you use the system while charging it, be careful not to pull on or entangle the power cord.

If the AC adapter becomes damaged, please contact Nintendo Customer Support. Do not attempt to repair the adapter yourself.

■ The AC adapter is for indoor use only.**■ Do not touch the AC adapter connector or any other connector on the system with your fingers or metal objects.****■ Do not touch the system or AC adapter while charging during a thunderstorm.****WARNING – GENERAL****■ Not suitable for children under 36 months of age. Do not place the system or its accessories within reach of young children or pets.**

Children may place the AC adapter, stylus, microSD card or other accessories into their mouths and cause injury.

■ Do not use excessive volume for headphones.

Using headphones at loud volumes for long periods of time could result in impaired hearing. When using headphones, keep the volume at a level that allows you to hear background sounds. If you notice problems such as fatigue or ringing in the ears, discontinue use. If the symptoms persist, consult a doctor.

■ Do not get too close to the infrared transceiver.

Looking directly into the infrared transceiver can lead to impaired vision and other problems.

■ The AC adapter should be plugged into an easily accessible socket that is near the equipment that is to be charged.**Use your system carefully****■ Do not expose the system to high temperatures or direct sunlight for an extended period of time.****■ Do not let the system come into contact with liquids and do not use the system with wet or oily hands.**

If the system comes into contact with liquids, immediately turn the power off, remove the AC adapter, remove the battery cover and battery, then wipe the exterior clean with a soft, slightly damp cloth (use water only).

■ Do not expose the system to excessive physical shock.

- Do not apply unnecessary pressure to the LCD screens. Use either the included stylus or the item specified by the software for on-screen commands. Do not use any hard objects (including fingernails) that could leave scratches on the screen.
- Do not move the Circle Pad violently from side to side.
- Do not control the C Stick with your fingernail or with any hard objects.
- Do not bend or apply unnecessary force to the stylus.

■ Do not disassemble or try to repair the system.

If the system is damaged, please contact Nintendo Customer Support. Do not touch damaged areas. Avoid contact with any leaking fluid.

■ Only use compatible accessories with the system.**■ Be aware of your surroundings while using the system.****■ Cleaning the system:**

The system should be disconnected from the AC adapter before cleaning. Dampen a cloth with warm water, carefully wring out all excess water and then wipe the system clean. After cleaning, wipe the system down again with a soft, dry cloth. Do not allow the system to come into contact with paint thinner, alcohol or any other solvent.

IMPORTANT INFORMATION FOR PARENTS PLEASE READ!

Your system offers a variety of exciting features, but not all of them may be suitable for children. We have prepared special steps to make your system safe for your child.

During the initial setup of your system, you will be asked to set Parental Controls. Touch **SET** to begin, then follow the on-screen instructions.

Choose a PIN code to ensure that your child cannot change the settings you made.

You can then set the following restrictions which are enabled by default:

- **SOFTWARE RATING** restricts what games your child can play by age rating.
- **INTERNET BROWSER** prevents your child from browsing the internet.
- **NINTENDO 3DS SHOPPING SERVICES** restricts your child's use of Nintendo eShop and any other Nintendo 3DS shopping services.
- **DISPLAY OF 3D IMAGES** disables the 3D feature. The use of the 3D feature by children aged six and under may cause vision damage. It is highly recommended that only children over six should use the system in 3D mode.
- **MIIVERSE** restricts Miiverse™ functionality.
- **SHARING IMAGES / AUDIO / VIDEO / LONG TEXT DATA** prevents your child from sending and receiving photos, images, sounds, videos and long messages.
- **ONLINE INTERACTION** prevents your child from any online communication in games.
- **STREETPASS** switches off StreetPass™. StreetPass allows automatic exchange of photos, images, videos and other content between two Nintendo 2DS / Nintendo 3DS systems that are close to each other.
- **FRIEND REGISTRATION** restricts registration of new friends. Registered friends can see the online status of your child and freely exchange messages and other content with your child.
- **DS DOWNLOAD PLAY** prevents your child from downloading Nintendo DS demos and playing multiplayer games using local wireless communication.
- **VIEWING DISTRIBUTED VIDEOS** restricts the distributed videos your child can view.

Make sure you select **DONE** to save your settings.

To use Parental Controls or to change the settings after the initial setup has been completed, open the System Settings from the HOME Menu and select **PARENTAL CONTROLS**.

In addition, you can restrict your child's use of Nintendo Network™ services from PCs, smartphones and other devices. This option will be offered automatically when a Nintendo Network ID is first created or linked, and can be changed at any time by touching **ACCESS FROM PCS AND OTHER DEVICES** in the Nintendo Network ID Settings. Please also make sure that you have set up a PIN code in Parental Controls as detailed above to ensure that your child cannot make changes to settings.

Thank you. With these available options, your child will be able to safely enjoy using your system.

If children will be using this system, a parent or legal guardian should set up these restrictions as required.

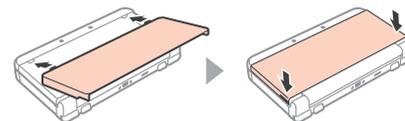
Set

Do Not Set

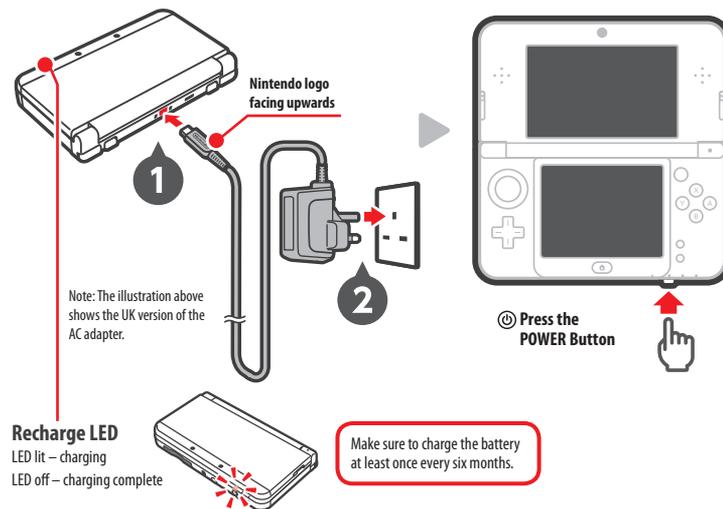
Quick-Start Guide

Charge and Turn On the System

If you own a New Nintendo 3DS (KTR-001), please attach the front plate before using the system.



Connect your system to the AC adapter (sold separately) as shown below. Turn the system on by pressing the POWER Button.



Sleep Mode

Close your system during play to suspend software and activate Sleep Mode. SpotPass™ and StreetPass remain active when the system is in Sleep Mode, but power consumption is greatly reduced.

Note: Some software cannot enter Sleep Mode while in use or while carrying out specific tasks. For example, Nintendo 3DS Sound cannot enter Sleep Mode during playback.

Close system



Turning the Power Off

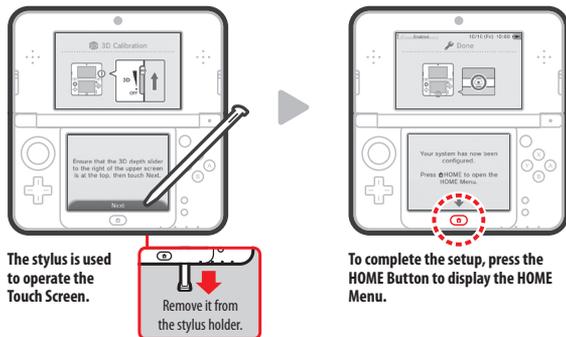
Press the POWER Button to display the POWER Menu. From here, touch POWER OFF to turn the power off. Alternatively, pressing and holding the POWER Button has the same effect.

Software closed.



Configure the System

Using the stylus, follow the on-screen instructions to configure the system.



System Transfer

If you own another Nintendo 3DS system and want to transfer data and Nintendo Network ID to your new system, you can use the System Transfer Tool.

Touch the System Settings icon on the HOME Menu, then select OTHER SETTINGS. Touch SYSTEM TRANSFER and follow the on-screen instructions.

- **Transfer your data before playing.**

If you have played on this system before transferring data from your old Nintendo 3DS system, then any save data created for downloadable or built-in software on this system will become unusable after the transfer.

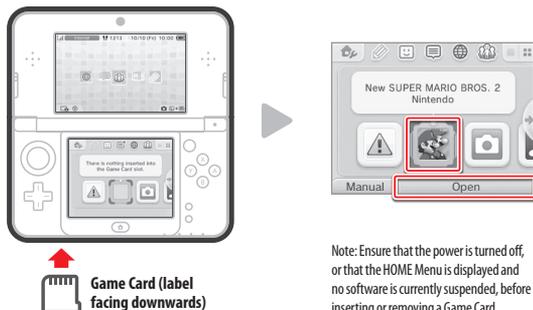
- **Transfer your data before creating or linking a Nintendo Network ID to the new system.**

Otherwise, you will be unable to transfer data.

See systemtransfer.nintendo.co.uk for more information on system transfer.

Start Software

When launching Game Card software, insert the card with the label facing downwards. Touch the icon for the software you want to use, then touch OPEN.

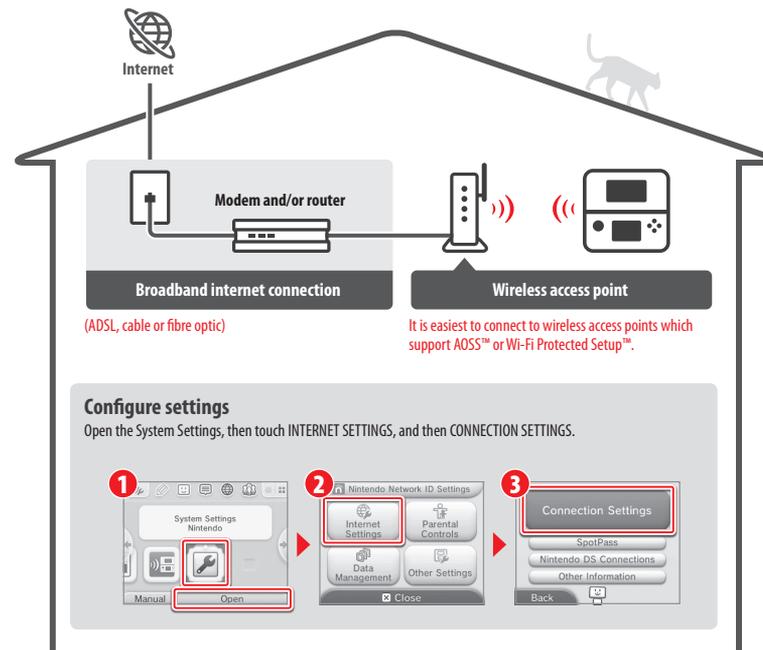


Connect to the Internet

Connect your system to the internet to open up even more options, such as purchasing software in Nintendo eShop or communicating with players around the world.

Prepare your wireless access point

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



Note: Wireless communication and near-field communication (NFC) (p. 14) can be activated/deactivated from the HOME Menu Settings.

Activating and deactivating wireless communication

To activate or deactivate wireless communication, touch in the upper-left corner of the Touch Screen while on the HOME Menu to open the HOME Menu Settings, then touch ON or OFF under Wireless Communication.

System Update

A system update of your system may be required to fully enjoy all available features and functions. Your system must be connected to the internet to perform system updates.

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

Create/Link a Nintendo Network ID

Make the most of your system by creating a Nintendo Network ID.



A Nintendo Network ID allows you to enjoy various features of Nintendo Network offered by Nintendo.

Nintendo eShop

Get demos and a variety of free software.



Miiverse

Chat about your favourite games.



and more...



You can use your Nintendo eShop funds on both your system and a Wii U™ console.



You can create a new Nintendo Network ID on your system or link an existing Nintendo Network ID that you have already created on a Wii U console. Adults should create or link a Nintendo Network ID for their children.

If you own another system in the Nintendo 3DS family and want to transfer data to your new system...

Do not create or link a Nintendo Network ID to the new system before the transfer, otherwise you will be unable to transfer data.

Configure settings

Open the System Settings on the HOME Menu, and then touch NINTENDO NETWORK ID SETTINGS to configure settings for an ID.



Component Names and Functions

Inner Camera

Used by the super-stable 3D function (p. 16) and software with camera functionality.

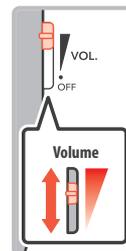
Infrared LED

Helps track your head position when using super-stable 3D in dimly lit areas (p. 16).

Note: You may see a red light when using the function in dimly lit areas.

Speaker (L)

Speaker (R)



Volume Control

Slide to adjust the volume.

Note: The camera's shutter sound will always be played at a fixed volume, regardless of the current volume setting.

Game Card Slot

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

Audio Jack

For connection of commercially available stereo headphones. When connected, no sound will be played through the speakers. Note: Please use accessories that are compatible.



3D Depth Slider

Adjusts the depth of 3D images.



Power LED (L)

Lights up when the power is on. Battery Charge
High: Solid blue
Low: Solid red
Almost empty: Flashes red



POWER Button (L)

Microphone

Used by software with microphone functionality.

Notification LED

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

- Received SpotPass notification (flashes blue for five seconds)
- Received StreetPass communication (flashes green for five seconds)
- Friend has come online (flashes orange for five seconds)
- Battery is almost empty (flashes red)

LCD Screen (3D Screen) (p. 16)

Displays 3D content.

Circle Pad

Used by software that supports Circle Pad input.

Note: If the Circle Pad is not working properly, please refer to p. 20.

NFC (Near-Field Communication) Area

Touch an amiibo™ accessory or other NFC-compatible object to this area to read or write data while using the appropriate software.

+ Control Pad**LCD Screen (Touch Screen)**

Touch sensitive screen that enables tactile interaction. For software that supports this control feature, use the included stylus.

Touch Screen Controls**Touch**

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

**Slide**

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

C Stick

Allows control of C Stick-compatible software, and can be used instead of the Nintendo 3DS Circle Pad Pro for software compatible with that accessory.

Software compatible with the Circle Pad Pro will have the following icon on its packaging:



Circle Pad Pro

Control Buttons (A, B, X and Y Buttons)**START SELECT****Recharge LED (🔋)**

Lights up orange while the battery is recharging.

Wireless LED (📶)

Lights up yellow when wireless communication or NFC is enabled, and remains off when wireless communication is disabled. Flashes yellow when data is being sent or received.

Note:

- When in Sleep Mode, the wireless LED will light or flash more dimly.

HOME Button (🏠)

Displays the HOME Menu.

**Wrist Strap Attachment**

For attachment of a wrist strap (sold separately).

(New Nintendo 3DS only) Front Plate

For New Nintendo 3DS owners only. Cover plates can be removed and exchanged with other sets of cover plates, sold separately.

Outer Cameras

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

**Infrared Transceiver**

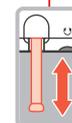
Sends and receives signals for software with infrared functionality.

R Button**ZR Button****L Button****ZL Button****Battery Cover (Back Plate)**

Can be removed to replace the microSD card or battery (p. 17).

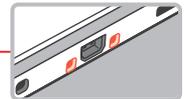
Note:

- For New Nintendo 3DS owners, the front and back plates can be replaced with separately sold cover plates.
- Only remove the back plate when you need to replace the microSD card, battery, or to exchange cover plates.

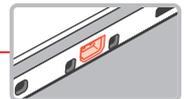
**Stylus Holder**

Used to store the stylus.

Note: Do not attempt to place anything into the stylus holder other than the stylus that came with this system.

**Cradle Connector**

Allows recharging via the charging cradle (sold separately).

**AC Adapter Connector**

Allows connection of the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately).

Adjusting 3D Images

The 3D Screen allows you to view 3D images. Use the 3D depth slider to adjust the 3D effects to a comfortable level. Follow the steps below to ensure that 3D images appear properly.

- 1 Look directly into the 3D Screen.
- 2 Hold the 3D Screen at the appropriate distance from your eyes.
 - Adjust the distance until you can see the 3D images easily.



Super-Stable 3D

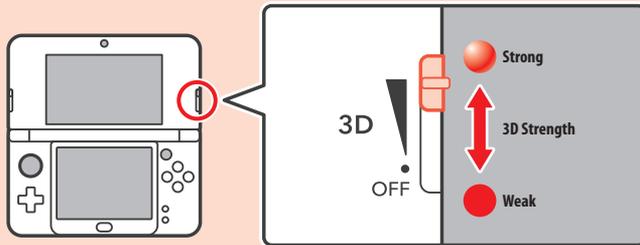
This function is a feature of New Nintendo 3DS / New Nintendo 3DS XL that allows you to move your head or the system during play without losing image quality, bringing you a more comfortable 3D viewing experience. It works by tracking the position of your face using the inner camera in order to adjust the 3D image display.

Note:

- If you view the system either at an extreme angle, outside the inner camera's field of vision, or side-on, then you will see double images or a dark screen instead of a 3D image.
- The super-stable 3D function will not work while you are using the inner or outer cameras.
- Do not view 3D images in direct sunlight or in the direct path of other strong light sources. This may make the 3D images difficult to see.
- 3D images may be difficult to see depending on your surroundings.

Adjusting the Strength of 3D Images

Use the 3D depth slider next to the 3D Screen to increase or decrease the 3D effect. If placing the 3D depth slider at the top (strongest 3D effect) makes the 3D images difficult to see, move it downwards little by little until you reach a point where the 3D images are distinct and easy to see.

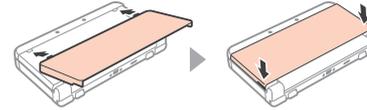


- Move the 3D depth slider to the lowest point to display images in 2D.

Note: Display of 3D images can be disabled in Parental Controls (p. 8).

Removing and Attaching Covers

Front Plate (Only for New Nintendo 3DS)

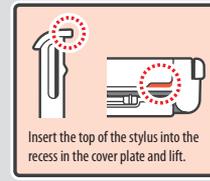


Battery Cover (Back Plate)

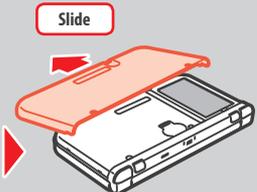
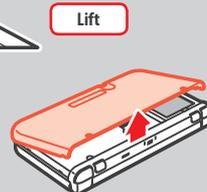
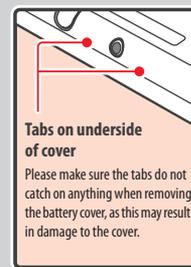
- 1 Loosen the battery cover (back plate)
Use a cross-head screwdriver that fits in the screw head.



- 2 Remove the battery cover (back plate)



Note: Do not insert your fingernails in between the plate and the system, as this could result in injury.

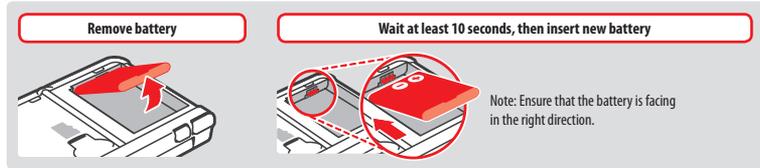
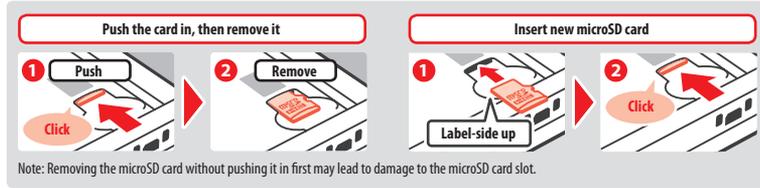


- 3 Attach the battery cover (back plate), and tighten the two screws



Replacing the microSD Card / Battery

Always turn the power off and disconnect the AC adapter before replacing the battery. To remove the battery cover (back plate), follow **1** and **2** in the previous page.



To attach the battery cover (back plate), follow **3** in the previous page.

Note: After removing the battery, the date and time settings will be reset. You should set them again by opening System Settings from the HOME Menu, selecting OTHER SETTINGS and then DATE & TIME.

microSD Cards

The microSD card stores data such as downloadable software and its save data, extra data and add-on content, photos and videos. This system supports microSD cards up to 2 GB in size and microSDHC cards with sizes ranging from 4 GB to 32 GB.

Note: If your microSD card is full, you can transfer all of the data from your current microSD card to one with a larger capacity. Always copy the entire "Nintendo 3DS" folder to the new microSD card using a PC.

Battery

Repeated charging will decrease battery life and reduce the length of time you can use the system before recharging. If usage time is noticeably reduced, replace the battery using the procedures detailed in this section. **Please contact Nintendo Customer Support for further information on where to purchase a replacement.**

Disposal of the Battery at the End of Its Life

[071015/UKV/WEEE-2]

This product contains a **lithium-ion rechargeable battery**. The disposal of portable and rechargeable batteries is regulated under EU and national laws. Since batteries contain heavy metals that can cause serious environmental and health problems, they should be separately collected and recycled. When disposing of the battery, apply some tape over the positive (+) and negative (-) connectors.

Batteries are labelled with the crossed-out wheeled bin symbol, which means that they must not be discarded as household waste.

As a consumer, you have a legal duty to separate your used batteries from household waste and take them to a collection point for proper recycling. There are various battery collection points in your locality that will take back used batteries, including retail stores where batteries are sold and municipal waste collection sites. In some countries, collection bins and boxes are also set up in schools and other public buildings.

The sales price of this Nintendo product includes the cost of battery collection and recycling.



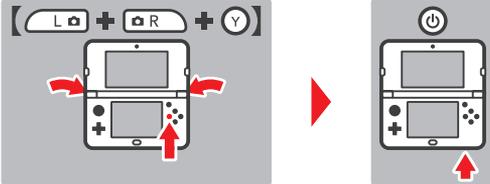
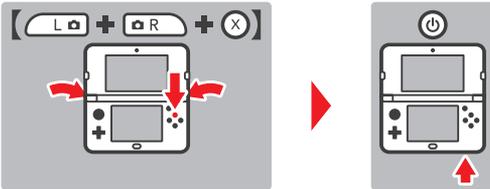
Troubleshooting

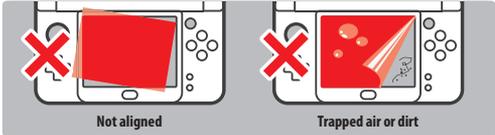
Before contacting Nintendo Customer Support, please use this section of the manual to determine the cause of the problem.

Note:

- You can also check the Troubleshooting section of the HOME Menu electronic manual.
- If the problem involves a game or accessory, please also refer to the corresponding manual/documentation.

Problem	Solution
I can't recharge the battery / The recharge LED is not lit	<ul style="list-style-type: none"> Are you using a Nintendo 3DS AC adapter? <ul style="list-style-type: none"> Use the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately). The Nintendo DSI Power Supply is also compatible (p. 2). Is the AC adapter firmly inserted into the system and a plug socket? <ul style="list-style-type: none"> Unplug the AC adapter and wait approximately 30 seconds before plugging it in again. Make sure the AC adapter is securely connected to both the system and the plug socket (p. 9). Is the battery being recharged in a location with an ambient temperature between 5 – 35°C? <ul style="list-style-type: none"> Recharge the battery in a location with an ambient temperature between 5 – 35°C. You may not be able to recharge the battery in a location outside of this temperature range. Is the battery connected properly? <ul style="list-style-type: none"> If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery may not be connected correctly. Make sure that the battery is connected properly (p. 18). Is the recharge LED lit? <ul style="list-style-type: none"> If the recharge LED is blinking, there is a chance that the battery is not connected properly. If you experience this, contact Nintendo Customer Support.
The system will not turn on	<ul style="list-style-type: none"> Has the system been charged? <ul style="list-style-type: none"> Recharge the system. Is the battery connected properly? <ul style="list-style-type: none"> If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery may not be connected correctly. Make sure that the battery is connected properly (p. 18).
The system is hot	<ul style="list-style-type: none"> Is the battery being charged in an area with a high temperature, or being charged for extended periods of time? <ul style="list-style-type: none"> Doing so can lead to the system temperature rising sharply. Charge the battery in a location with an ambient temperature between 5 – 35°C. Touching the system while it is hot may cause burns.
I charged the battery, but I can't play for long periods of time / It takes a long time to charge the battery	<ul style="list-style-type: none"> Are you playing a game or recharging the battery in a location with an ambient temperature less than 5°C? <ul style="list-style-type: none"> In environments with a temperature less than 5°C, you will not be able to play games for long periods of time, and the battery will take longer than usual to recharge. Battery Life <ul style="list-style-type: none"> Repeated charging will decrease battery life, reducing the length of time you can use the system. If usage time is noticeably reduced, replace the battery. Contact Nintendo Customer Support for further information on where to purchase a replacement.
The battery has expanded	<ul style="list-style-type: none"> Lithium-ion batteries are subject to degradation over time and can expand through repeated recharging. This is not a malfunction or a potential safety hazard. Please replace the battery if its expansion is affecting battery life (p. 18). If the battery leaks, do not touch it and contact Nintendo Customer Support.

Problem	Solution
There is no video or audio output	<ul style="list-style-type: none"> • Has the Game Card been correctly inserted? <ul style="list-style-type: none"> ➤ Insert the Game Card gently but firmly until it clicks into place. • Is the system in Sleep Mode? <ul style="list-style-type: none"> ➤ If the system is in this state, exit Sleep Mode. Some software can enter Sleep Mode even without the system being closed.
There are black or bright dots on the LCD screens that do not go away/There are dark or light patches on the LCD screens	<ul style="list-style-type: none"> ➤ Small numbers of stuck or dead pixels are a characteristic of LCD screens. These are normal and should not be considered as a defect. The 3D Screen and Touch Screen have different specifications, so their colour displays and levels of brightness may differ.
The Circle Pad doesn't work properly	<ul style="list-style-type: none"> • Does Circle Pad input match what you see on screen? <ul style="list-style-type: none"> ➤ In rare cases, the Circle Pad's input may stop working properly after long periods of use or being used forcefully. If the in-game movements do not match the Circle Pad input, use the CIRCLE PAD option in System Settings to calibrate the input. <p>Note: If movements are being input despite the Circle Pad not being used, and you are unable to use the buttons or Touch Screen, turn the system off, then start it again on the Circle Pad calibration screen by pressing the POWER Button while pressing and holding L Button + R Button + Y Button.</p> 
The Touch Screen doesn't work properly	<ul style="list-style-type: none"> • Does the Touch Screen input match what you see on screen? <ul style="list-style-type: none"> ➤ If the in-game movements do not match the Touch Screen input, use the TOUCH SCREEN option in System Settings to calibrate the input. <p>Note: If you are unable to use the Touch Screen to perform this procedure, turn the system off, then start it again on the Touch Screen calibration screen by pressing the POWER Button while pressing and holding L Button + R Button + X Button.</p> 

Problem	Solution
The Touch Screen doesn't work properly	<ul style="list-style-type: none"> • Have you attached a commercially available protective sheet to the Touch Screen? <ul style="list-style-type: none"> ➤ If you have applied a commercially available protective sheet to the Touch Screen, refer to its instruction manual and be sure it has been applied correctly before attempting to calibrate the Touch Screen. 
The screen goes completely black and the system won't respond / The system freezes up	<ul style="list-style-type: none"> ➤ If the screen stays black when you turn the system on or when you exit Sleep Mode (reopen the system after closing it while the power is on), or the screen suddenly goes black during gameplay and the system stops responding, turn the system off by holding the POWER Button down until the Power LED goes out, then press the POWER Button again to turn the system back on.
My microSD card is not responding	<ul style="list-style-type: none"> • Has the microSD card been correctly inserted into the system? <ul style="list-style-type: none"> ➤ Turn the power off and insert the microSD card gently but firmly until it clicks into place in the microSD card slot on the back of the system (Dp.18). • Are the microSD card terminals dirty? <ul style="list-style-type: none"> ➤ Softly wipe the terminals with dry cotton to avoid damaging the microSD card.

If you need further help...

If your system still does not operate correctly after trying these troubleshooting steps or the ones listed in the HOME Menu electronic manual, we recommend that you read the manufacturer's warranty and call Nintendo Customer Support to request an inspection of the affected item. There you can find information on how to request a repair, the terms of the warranty and the terms of the repair service.

Disposal of this Product at the End of its Life

[220115/UKV/WEEE-1]

The crossed-out wheeled bin symbol means that this product should not be disposed of in your general household waste. Waste electrical and electronic equipment may contain hazardous substances which, if not treated properly, could lead to damage to the environment and human health. Instead, please contact your local authority for information on suitable collection sites and recycling facilities, or contact your local retailer who, in exchange for your buying an equivalent new product, may take back this product for free for recycling. This way you will be helping to ensure that the equipment is properly treated and its parts recovered, recycled or reused in an environmentally friendly way.



Technical Specifications

Note: These specifications may be changed without prior notice.

	New Nintendo 3DS	New Nintendo 3DS XL
Model Number	KTR-001	RED-001
LCD Screens (Screen Size / Resolution)	<p>Upper Screen: 3D-enabled widescreen LCD (with super-stable 3D) 3.88 inches (84.6mm wide x 50.76mm high) 800x240 pixels (400 pixels per eye when using 3D feature) Can display 16.7 million colours</p> <p>Lower Screen: Touch-screen LCD 3.33 inches (67.68mm wide x 50.76mm high) 320x240 pixels Can display 16.7 million colours</p>	<p>Upper Screen: 3D-enabled widescreen LCD (with super-stable 3D) 4.88 inches (106.2mm wide x 63.72mm high) 800x240 pixels (400 pixels per eye when using 3D feature) Can display 16.7 million colours</p> <p>Lower Screen: Touch-screen LCD 4.18 inches (84.96mm wide x 63.72mm high) 320x240 pixels Can display 16.7 million colours</p>
AC Adapter / Battery	Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately) New Nintendo 3DS Battery (KTR-003)	Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) (sold separately) Nintendo 3DS XL Battery (SPR-003)
Dimensions	80.6mm high x 142mm wide x 21.6mm thick (when closed)	93.5mm high x 160mm wide x 21.5mm thick (when closed)
Weight	Approx. 253g (including battery, stylus and microSD card)	Approx. 329g (including battery, stylus and microSD card)
Wireless Frequency	2.4GHz Band (11b: 1-13ch/11g: 1-11ch)	
Communication Standard	IEEE802.11b/g	
Output Power	11b: 5.5dBm / 11g: 5.0dBm maximum	
Recommended Communication Distance	Within 30m Note: The maximum distance at which communication is possible may be reduced depending on the surroundings.	
Camera Feature	Lens: Fixed focal length / Image sensor: CMOS / Effective pixels: About 300,000	
Clock Feature	Max. Daily Variation of ± 4 seconds (when used within the "Usable Environment" below)	
Speakers	Stereo (supports pseudo-surround)	
Input / Output Terminals	Game Card slot, microSD card slot, cradle connectors, AC adapter connector, audio jack (stereo output)	
Sensors	Motion sensor, gyro sensor	
Other Features	Infrared communication (recommended communication: within 20cm) Note: The maximum distance at which communication is possible may be reduced depending on the surroundings. Near-field communication (NFC)	
Maximum Power Consumption	Approx. 4.1W (when charging)	
Usable Environment	Temperature: 5 – 35°C / Humidity: 20 – 80%	
Charge Time	Approx. 3.5 hours	
Battery Life	Nintendo 3DS software: approx. 3.5 – 6 hours Nintendo DS software: approx. 6.5 – 10.5 hours	Nintendo 3DS software: approx. 3.5 – 7 hours Nintendo DS software: approx. 7 – 12 hours
Battery	Model Number: KTR-003 Battery Type: Lithium ion Battery Capacity: 5.2Wh	Model Number: SPR-003 Battery Type: Lithium ion Battery Capacity: 6.5Wh
Stylus	Model Number: KTR-004 Material: Plastic (ABS/PE) Length: Approx. 76.5mm	Model Number: RED-004 Material: Plastic (ABS/PE) Length: Approx. 86mm

Contact Information

Warranty UK and Ireland

[180416/UKV-HW]

12-MONTH MANUFACTURER'S WARRANTY – NINTENDO HARDWARE

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

Subject to the terms and exclusions below, Nintendo of Europe GmbH, Herriotstr. 4, 60528 Frankfurt, Germany ("Nintendo") warrants to the original consumer purchasing the Product in any country of the European Economic Area or Switzerland ("you") that, for a period of 12 months from the date of the purchase of the Product by you, the Product will be free from defects in materials and workmanship.

EXCLUSIONS

This warranty does not cover:

- software (other than the Nintendo Operating Software) or games (whether included with the Product at the time of purchase or not);
- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether included with the Product at the time of purchase or not);
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, modification, use with products not supplied, licensed or authorised for use with the Product by Nintendo (including, but not limited to, non-licensed game enhancements, copier devices, adapters, power supplies or non-licensed accessories), computer viruses or connecting to the internet or other forms of electronic communication, use of the Product otherwise than in accordance with the respective instructions, or any other cause unrelated to defects in material and workmanship;
- defects in the Product that are caused by the use of faulty, damaged or leaking batteries or battery packs, or any other use of batteries or battery packs not in accordance with the respective instructions;
- gradual decrease over time in the capacity and performance of batteries and battery packs for the Product (which, for the avoidance of doubt, will not be deemed to be a defect in material or workmanship of the Product);
- the Product if it has been opened, modified or repaired by any person or company other than Nintendo or its authorised partners, or if the Product has its serial number altered, defaced or removed;
- loss of any data that has been loaded onto or stored on the Product by any person or company other than Nintendo or its authorised partners;
- loss of data or any other content, such as software, as a result of formatting the memory of the Product (or the SD card/microSD card or any other external storage device being used with the Product); or
- loss of data or any other content as a result of deleting a Nintendo Network ID registered or linked to the Product.

HOW TO MAKE A CLAIM

To make a valid claim under this warranty, you must:

- notify Nintendo of the defect in the Product within 12 months of the date of the purchase of the Product by you, and
- return the Product to Nintendo within 30 days of notifying Nintendo of that defect.

To make a claim, please contact **Nintendo Customer Support**.

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

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

When sending the Product to Nintendo Customer Support, please:

- use the original packaging where possible;
- provide a description of the defect;
- attach a copy of your proof of purchase, which indicates the date of purchase of the Product.

If, having inspected the Product, Nintendo accepts that the Product is defective, Nintendo will (at its sole discretion) either repair or replace the part causing the defect, or replace the relevant element of the Product without charge.

If the above 12-month warranty period has expired at the time the defect is notified to Nintendo or if the defect is not covered by this warranty, Nintendo may still be prepared to repair or replace the part causing the defect or replace the relevant element of the Product (at its sole discretion). For further information, in particular, details of any charges for such services, please contact **Nintendo Customer Support**.

This manufacturer's warranty does not affect any statutory rights which you may have under consumer protection legislation as the purchaser of goods. The benefits described here are in addition to those rights.

Nintendo Customer Support
customer-support@nintendo.co.uk

www.nintendoservicecentre.co.uk (for support and repairs)
 www.nintendo.co.uk (for general enquiries)

PO Box 4678, Windsor, SL4 9DZ
 United Kingdom

(+44) 0345 60 50 247

(UK: Calls charged at the national rate. - Ireland: Calls charged at the international rate of the service provider.)

Nintendo Customer Support
support@nintendo.co.za

www.nintendo.co.za

The iStore Building, No.1 Sandton Drive
 Sandton, 2146
 South Africa

(+27) 011 390 7002

(Calls are charged at the local rate to the caller.)

Trademarks are property of their respective owners.

Nintendo 3DS is a trademark of Nintendo.

© 2015 Nintendo Co., Ltd.

This product includes RSA BSAFE™ Cryptographic software of EMC Corporation. RSA and BSAFE are registered trademarks or trademarks of EMC Corporation in the United States and other countries.

©2005 EMC Corporation. All rights reserved.

microSDHC Logo is a trademark of SD-3C, LLC.

This product uses certain fonts provided by Fontworks Inc.

This product uses the LC Font by Sharp Corporation.

LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation. This product includes speech rate conversion software developed by Toshiba corporation.

Copyright © 2008 TOSHIBA CORPORATION

Ubiquitous TCP/IP+SSL

Copyright © 2001 – 2010 Ubiquitous Corp.

Powered by Devicescape Software. Portions of this products are

© 2003 – 2010 Devicescape Software, Inc. All rights reserved.

Copyright © 2003 – 2010, Jouni Malinen <j@w1.fi> and contributors

All Rights Reserved.

WPA Supplicant licensed pursuant to BSD License.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and / or other materials provided with the distribution.
3. Neither the name(s) of the above-listed copyright holder(s) nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>).

Copyright © 1998 – 2007 The OpenSSL Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and / or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgment:

"This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (<http://www.openssl.org/>)"

4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior

written permission. For written permission, please contact openssl-core@openssl.org.

5. Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.
6. Redistributions of any form whatsoever must retain the following acknowledgment:
 "This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (<http://www.openssl.org/>)"

THIS SOFTWARE IS PROVIDED BY THE OPENSSL PROJECT "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OPENSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

This product includes cryptographic software written by Eric Young.

Copyright © 1995 – 1998 Eric Young (ey@cryptsoft.com).

All rights reserved.

This package is an SSL implementation written by Eric Young

(ey@cryptsoft.com).

The implementation was written so as to conform with Netscapes SSL. This library is free for commercial and non-commercial use as long as the following conditions are adhered to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, Ihash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and / or other materials provided with the distribution.
3. All advertising materials mentioning features or use of this software must display the following acknowledgment:
 "This product includes cryptographic software written by Eric Young (ey@cryptsoft.com)"
 The word 'cryptographic' can be left out if the routines from the library being used are not cryptographic related :-).
 4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgment: "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE

LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence [including the GNU Public Licence.]

"QR code reader" includes software deliverables of Information System Products Co., Ltd. and Institute of Super Compression Technologies, Inc. QR Code is a registered trademark of DENSO WAVE INCORPORATED in JAPAN and other countries.

AOSS™ and AOSS™ are the trademarks of BUFFALO INC.

THIS PRODUCT IS LICENSED UNDER THE MPEG-4 SYSTEMS PATENT PORTFOLIO LICENSE FOR ENCODING IN COMPLIANCE WITH THE MPEG-4 SYSTEMS

STANDARD. EXCEPT THAT AN ADDITIONAL LICENSE AND PAYMENT OF ROYALTIES ARE NECESSARY FOR ENCODING IN CONNECTION WITH (i) DATA STORED OR REPLICATED IN PHYSICAL MEDIA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND / OR (ii) DATA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND IS TRANSMITTED TO AN END USER FOR PERMANENT STORAGE AND / OR USE. SUCH ADDITIONAL LICENSE MAY BE OBTAINED FROM MPEG LA, LLC. SEE <[HTTP://WWW.MPEGLA.COM](http://www.mpegla.com)> FOR ADDITIONAL DETAILS.

Wi-Fi Protected Access® (WPA and WPA2), and the Wi-Fi Protected Setup icon are registered trademarks of the Wi-Fi Alliance.

THIS PRODUCT IS LICENSED UNDER THE AVC PATENT PORTFOLIO LICENSE FOR THE PERSONAL USE OF A CONSUMER OR OTHER USES IN WHICH IT DOES NOT RECEIVE REMUNERATION TO (i) ENCODE VIDEO IN COMPLIANCE WITH THE AVC STANDARD ("AVC VIDEO") AND/OR (ii) DECODE AVC VIDEO THAT WAS ENCODED BY A CONSUMER ENGAGED IN A PERSONAL ACTIVITY AND/OR WAS OBTAINED FROM A VIDEO PROVIDER LICENSED TO PROVIDE AVC VIDEO. NO LICENSE IS GRANTED OR SHALL BE IMPLIED FOR ANY OTHER USE. ADDITIONAL INFORMATION MAY BE OBTAINED FROM MPEG LA, L.L.C. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com)



DECLARATION OF CONFORMITY

Hereby, Nintendo declares that the radio equipment type (New Nintendo 3DS / New Nintendo 3DS XL) is in compliance with Directive 2014/53/EU. The full text of the EU declaration of conformity is available at the following internet address: <http://docs.nintendo-europe.com/>

European Registered Design: 2585083-1/6.