

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 2DS™ system.

Please carefully read this Operations Manual before setup or use of the Nintendo 2DS 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 24).

A NOTE ABOUT COMPATIBILITY: The Nintendo 2DS system is only compatible with Nintendo 3DS™, Nintendo DSi™, and Nintendo DS™ software. Nintendo 3DS Game Cards are only compatible with the Nintendo 2DS, Nintendo 3DS, or Nintendo 3DS XL systems. Some accessories may not be compatible with this system.

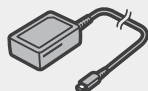
Your system includes:



Nintendo 2DS system



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



Nintendo 3DS AC adapter



Nintendo 2DS stylus
(inserted into the system's stylus holder)



AR Cards



Operations Manual and other printed enclosures



Product recycling information:
Visit recycle.nintendo.com

Trademarks are property of their respective owners. Nintendo 2DS and Nintendo 3DS are trademarks of Nintendo. © 2013 Nintendo
Elements of the Nintendo 2DS system and related network services are patented or patent pending, both in the United States and internationally.

NINTENDO 2DS™

Here is a look at a few of the exciting features of the Nintendo 2DS system!



Circle Pad

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

HOME Button

Allows you to access the HOME Menu (see page 20).

Sleep Switch

Push this switch to the right to enable Sleep Mode (see page 14).

NOTE: Some software may require the system to be put into Sleep Mode (closing the system on Nintendo 3DS/ Nintendo 3DS XL systems). For the Nintendo 2DS system, use the sleep switch.

Touch Screen

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

This system is part of the Nintendo 3DS family. You can enjoy all Nintendo 3DS online services and use all Nintendo 3DS software in 2D. References to Nintendo 3DS in the user agreement and throughout the system software relate to your use of Nintendo 2DS.

Play Nintendo 3DS, Nintendo DS, and Nintendo DSi software in 2D (page 28).



Nintendo 3DS Game Cards
(games will display in 2D)



Nintendo DS & Nintendo DSi Game Cards

The Nintendo 2DS system conveniently includes this fun built-in software (see page 22 for more details):




The Swapnote™ application lets you exchange hand-written messages with your friends using StreetPass and SpotPass.

Swapnote is stored on the SD Card when it is downloaded. For more information on downloadable software, see page 30.

Health and Safety Information and Usage Guidelines

Important Safety Information – Read the following warnings before setup or use of the Nintendo 2DS 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 2DS system:

WARNING Warns you about incorrect use of the Nintendo 2DS system that could result in serious personal injury.

CAUTION Cautions you about incorrect use of the Nintendo 2DS system that could result in personal injury or damage to the Nintendo 2DS system, components, games, or accessories.

IMPORTANT: Informs you about incorrect use of the Nintendo 2DS system that could result in damage to the system, components, games, or accessories.

Health and Safety 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

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

1. Sit or stand as far from the screen as possible.
2. Do not play if you are tired or need sleep.
3. Play in a well-lit room.
4. 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. 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, 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 2DS 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 2DS 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 2DS system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 2DS system within 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 2DS 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 2DS system allows you to disable wireless communication from the HOME Menu. To turn off all wireless communication, see page 25 for instructions. 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 2DS 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 2DS 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 rechargeable battery pack, Model No. CTR-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 59 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 60 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. 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 UPPER 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 2DS Components

Notification LED

Indicates the status of the system.

Blue— You have received SpotPass data; blinks for about five seconds (see page 37).

Green— You have received StreetPass data; blinks for about five seconds (see page 37).

Orange— A friend has come online; blinks for about five seconds (see page 32).

Red— Battery power is low; blinks continuously when very low (see page 17).



SD Card slot

For inserting an SD or SDHC Card (see page 18).

Microphone

Used by games and applications that include microphone features.



Sleep switch

Push to the right to put the system into Sleep Mode (see page 14).



Recharge LED (🔋)

Lights when the battery is being charged (see page 13).



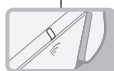
Power Button (🔌)

See page 14.



Power LED

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



Wireless LED (📶)

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).

NOTE: Wireless communication can be turned on or off from the HOME Menu (see page 25).

Upper screen

Inner camera

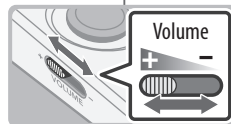
Used by games or other applications that include camera features.

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

Circle Pad

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

Speaker



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.

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.

Control buttons

START

SELECT

HOME

Displays the HOME Menu during a game.

Audio jack

For connection of stereo headphones (sold separately). If headphones are connected, no sound will play through the speaker. (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.

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.

**Stylus holder**

Always replace the stylus into the stylus holder after use.

NOTE: To prevent damage to the Nintendo 2DS system, do not insert anything other than a Nintendo 2DS licensed stylus into the stylus holder.

Wrist strap attachment

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

Outer cameras

Used by games or other applications that include camera features. Two cameras allow you to take 3D photographs or videos that can be viewed on a Nintendo 3DS or Nintendo 3DS XL system (see page 22).

NOTE: Avoid getting the camera lenses dirty. If they become dirty, wipe gently with a soft cloth, being careful not to damage the lenses.

L Button**Infrared transceiver**

Sends and receives information when using infrared communication.

Game Card slot

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

R Button**AC adapter connector**

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

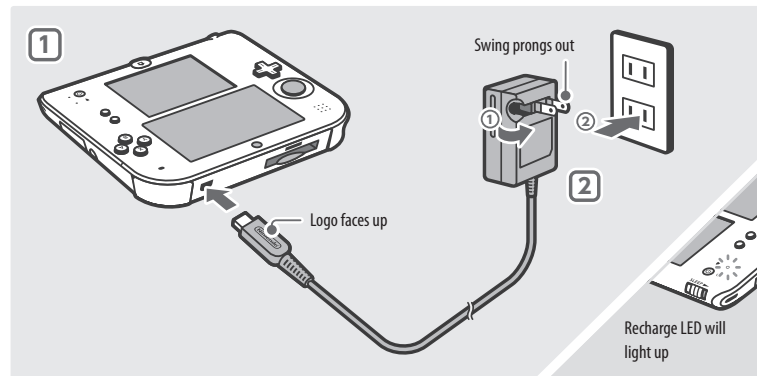


Charging the Battery Pack

**WARNING**

Do not use the Nintendo 3DS AC adapter during a lightning storm. There may be a risk of electric shock from lightning.

IMPORTANT: 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 2DS. 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 40° and 95° Fahrenheit (5-35° 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 59).

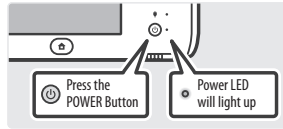


Power On/Off and Basic Configuration

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

Moving the Sleep switch to the right while the system is turned on will suspend your game and put the system into Sleep Mode. In this mode, the screens will turn off and the controls will become inoperable. 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, pressing the Sleep switch 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.

NOTE: If the system is in Sleep Mode, you will need to wake it before turning the power 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 2DS, an adult should assist with these settings.**

NOTE: At the beginning, system information will be displayed. Touch **OK** after reading to proceed.

1 Set the date and time.

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



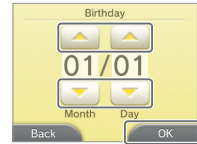
2 Use the keyboard to enter a nickname (or user name). You can enter up to 10 characters.

Remember that other Nintendo 2DS, Nintendo 3DS, or Nintendo 3DS XL users will see your nickname when interacting with them, so do not use your real name or otherwise share any personal information in your nickname.

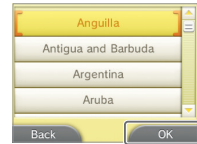


3 Set your birthday.

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



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



5 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.



6 Configure the Internet Settings.

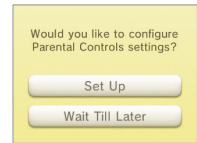
If you connect to the Internet, you can use SpotPass, Nintendo Wi-Fi Connection, and other features to enjoy more ways of playing and interacting. See page 42 for more information on setting up an Internet connection. To configure these settings later, tap **Wait Till Later**.



7 Configure the Parental Controls.

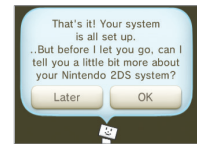
Parental Controls allow you to restrict the use or download of games and some features by children. See page 48 for more information.

If you don't need to configure these settings, tap **Wait Till Later**.



8 Read the system introduction.

You can tap **OK** to start the introduction. If you tap **Later**, you can view the introduction at any time by going to Other Setting in System Settings.



You have now completed the basic system configuration. Press the HOME Button to display the HOME Menu (see page 20) and explore the many features of the Nintendo 2DS.

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.

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-210 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.

Nintendo 3DS System Privacy Policy

Last Updated: November 1, 2011

Nintendo is dedicated to protecting your privacy and handling any personal information we obtain from you with care and respect. By accepting the Nintendo 3DS Service User Agreement, you consent to and accept this Nintendo 3DS System Privacy Policy ("Privacy Policy"). This Privacy Policy describes, among other things, the types of information collected about you by Nintendo when you use the Nintendo 3DS System, the Nintendo 3DS Service, Software, and Content; how your information may be used; when it may be disclosed; how you can control the use and disclosure of your information; and how your information is protected. This Privacy Policy applies only to information collected from your Nintendo 3DS System by Nintendo of America Inc. or its parent company, Nintendo Co., Ltd. (individually and collectively, "Nintendo"). Information that you may submit to Nintendo through any of its Web sites or any other Nintendo product or service is subject to the applicable privacy policy posted at support.nintendo.com. This Privacy Policy should be read in conjunction with the Nintendo 3DS Service User Agreement and Code of Conduct. All capitalized terms not defined in this Privacy Policy will have the meaning set forth in the Nintendo 3DS Service User Agreement.

CHANGES TO THIS PRIVACY POLICY

We may revise and update this Privacy Policy from time to time. Please review the most recent version of this policy frequently by going to support.nintendo.com or contacting us at 1-888-977-7627 or e-mailing us at privacypolicy@noa.nintendo.com. When we update this Privacy Policy, we will revise the "Last Updated" date above.

INFORMATION COLLECTED

Personally Identifiable Information. "Personally Identifiable Information" or "PII" is information that identifies you as an individual, such as your full name, address, telephone number, or email address. We only collect PII that you provide to us. For example, the Nintendo 3DS System, Nintendo 3DS Service, Software, and Content may enable you to provide User Content that may contain PII. If you choose not to provide us with certain PII, you will be able to continue using your Nintendo 3DS System, Nintendo 3DS Service, Software, and Content, except that your use of features or applications that require the disclosure of certain PII may be limited or unavailable.

We may add to or update the PII you provide through the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content with data collected from other sources, including offline sources (e.g., consumer service transactions such as repairs, part orders or purchases). If we combine information collected offline with information collected through the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content the combined PII will be treated in accordance with this Privacy Policy.

Non-Personally Identifiable Information. In addition to the PII you provide to us, we may collect Non-Personally Identifiable Information from you. "Non-Personally Identifiable Information" or "Non-PII" is information that does not identify you as an individual. This includes information such as your Mii profile information, age, gender, geographic area, game play data, online status, Nintendo 3DS System serial number and device ID, device certificate information, cookies, Friend Codes, wireless access point information, Internet Protocol ("IP") address, and Media Access Control ("MAC") address. We may link your PII with Non-PII or Aggregate Information that we collect from you. Some of the ways in which we collect Non-PII are described in more detail below.

- **Web Beacons:** The Nintendo 3DS System, Nintendo 3DS Service, Software, or Content may use a common Internet technology called "Web Beacons" which are small graphic images placed on a Web page, on a Web-based document, or in an email message, designed to collect certain information and monitor user activity online. We may use Web Beacons to collect information such as IP address, MAC address, the URL of the page the Web user comes from, and the time the Web Beacon is activated (such as when you view the Web page, advertisement, or email containing the Web Beacon). We may use the information collected through Web Beacons, for example, to determine how to improve the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content by seeing which areas, features, and products are most popular; to personalize the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content and make recommendations based on downloaded products; and to complete transactions you have requested.
- **Cookies:** Certain Nintendo 3DS System online applications may use cookies, which are small text files that a Web site places on your Nintendo 3DS System. These files identify your Nintendo 3DS System and record data about your visit so that when you return to a Web site, the site recognizes your Nintendo 3DS System and can personalize your visit. Cookies may be linked to your transaction history, online game play or other information. We may use information collected by cookies, as well as other tools such as log files and Web Beacons, for example, to determine how to improve the Nintendo 3DS System applications by seeing which areas, features, and products are most popular; to personalize the Nintendo 3DS System services; make recommendations based on downloaded products; and to complete transactions you have requested.

- **Nintendo Wireless Communications:** Your Nintendo 3DS System is automatically assigned an IP address by your Internet Provider when you connect to Nintendo via wireless communications. Nintendo receives a log file of your activities that may include, for example, your IP address, MAC address, cookie information, transaction data, settings and download activity. We may use these log files, for example, to monitor traffic on our Web sites, to facilitate your use of the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content, and to troubleshoot technical problems. If you do not want Nintendo to collect this information, you should turn off wireless communications on your Nintendo 3DS System.

Aggregate Information. We also may collect and aggregate certain information about our users' game play, age, gender, search terms, clickstreams, and purchases for the purposes of advertising and improving the Nintendo 3DS System, Nintendo 3DS Service, Software, and Content. "Aggregate Information" is Non-PII that is combined with the Non-PII of other users.

HOW INFORMATION IS USED

We may collect PII, Non-PII, and Aggregate Information from you through your Nintendo 3DS System in order to: (i) fulfill your requests for products, services, and information, including to send you commercial and non-commercial messages and to process orders you have placed through your Nintendo 3DS System; (ii) contact you in connection with games, contests, sweepstakes, surveys, promotional materials, and product changes; (iii) facilitate your use of the Nintendo 3DS System, Nintendo 3DS Service, Software, and Content, such as StreetPass Communications and communications with other users; (iv) customize the content, features, and advertising available through the Nintendo 3DS System, Nintendo 3DS Service, Software, and Content such as your Nintendo 3DS Shop catalog and other catalogs; (v) set up repair orders and respond to other consumer service inquiries; (vi) provide you back-end services, such as system updates, system messages, and free games, applications, trials, and content; (vii) analyze the use of the Nintendo 3DS Service, Software, Content, and information about our users for demographic studies, quality assurance and to understand and improve our service offerings; (viii) facilitate demographic studies and quality assurance; (ix) prevent potentially illegal or offensive activities or to enforce our rights or the rights of our users; and (x) for any other purposes disclosed to you at the time we collect your information or pursuant to your consent.

DISCLOSURE OF INFORMATION

We may facilitate the disclosure of PII, Non-PII and Aggregate Information when you use the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content. For example, information such as your Mii name, Mii profile information, online status, Mii greeting, and other User Content or game play information may be displayed to other users when you use the online features of the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content.

- **Third Parties.** We may share PII, Non-PII, and Aggregate Information with our vendors to help us perform various functions necessary to operate our business or fulfill your requests (for example, completing downloads or purchases, developing and executing marketing campaigns, etc.). We also may share such information and any User Content you create with third parties. We may share your PII, Non-PII, and Aggregate Information with third parties to complete your transactions and provide you with advertising and other promotional materials through your Nintendo 3DS System, Nintendo 3DS Service, Software, or Content.
- **StreetPass Communications.** Certain Nintendo 3DS Service, Software, and Content allow other Nintendo 3DS System users to automatically contact and interact with you. The StreetPass Communications feature allows PII, Non-PII and User Content that you have provided or that is stored on your Nintendo 3DS System to be shared automatically with other Nintendo 3DS System users via a wireless connection, the Nintendo Zone or a StreetPass Communication Point. You understand that you have no expectation of privacy in the information or User Content shared via StreetPass Communications. When StreetPass Communications are enabled on your Nintendo 3DS System, you may not only receive User Content from other users but advertising or other promotional materials from Nintendo and third parties. You may disable this feature at any time through the Nintendo 3DS System settings.
- **Friends.** In addition, you may add Friends to your Nintendo 3DS Friend list by exchanging friend codes or friend cards. Through the Nintendo 3DS Friend list and Friend messaging features, certain information that you have provided or that is stored on your Nintendo 3DS System, such as your Mii name, Mii profile information, Mii greeting, online status, rankings, and other User Content or game play information, may be shared with your Nintendo 3DS Friends.
- **Legal and Business Purposes.** We may disclose PII in order to comply with legal process, to respond to claims or inquiries, or to protect the rights, property or personal safety of Nintendo, our users, or the public. Information about our users, including PII, may be disclosed as part of any sale or transfer of company assets, if permitted by and done in accordance with applicable laws. We also may disclose your PII for any other purposes pursuant to your consent.

You are responsible for any User Content or PII that you share through the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content. Please be aware that other Nintendo 3DS System users may be able to store, modify, or share with third parties information that you provide them through your Nintendo 3DS System.

MARKETING AND ADVERTISING

We may collect and use your PII, Non-PII, or Aggregate Information for marketing purposes, including the delivery of advertising and other promotional materials to you through the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content. For example, we might deliver messages to your Nintendo 3DS System that offer discounts on Nintendo games or products. You may be able to opt-out of receiving these messages through the Nintendo 3DS System settings or as otherwise described to you in the marketing message.

NINTENDO ZONE

We may collect and use your PII and Non-PII to notify you when you are close to a Nintendo Zone. If you choose to view a Nintendo Zone, we may use your PII and Non-PII, for example, to facilitate your access to Software and Content. In addition, third parties may collect PII that you provide to them and Non-PII through the Nintendo Zone.

LINKING ACCOUNTS

You may link your Nintendo 3DS Shop Account to your Club Nintendo account to receive personalized content and to participate in a variety of activities, promotions and programs. By linking your Club Nintendo account to your Nintendo 3DS Shop Account, you consent to having any PII you enter on your Club Nintendo account linked to your Nintendo 3DS Shop Account. You may unlink these accounts in the Settings section of the Nintendo 3DS Shop.

THIRD-PARTY WEB BEACONS AND COOKIES

In the event you visit a third party's Web site through the Internet browser on the Nintendo 3DS System, or you choose to view an ad delivered by a third party, such as those made available through the Nintendo Zone, those Web sites or ads may also contain tools such as cookies and Web Beacons which may be accessible to such third party to collect information about your online browsing. These third parties also may use ad networks, ad servers, ad exchanges, or other third parties that may collect information when you view or interact with advertisements or Web sites across the Internet in an effort to understand your interests and deliver you advertisements tailored to your interests. Nintendo does not have access to the information these third parties may collect about your interests to deliver relevant advertising to you, and the information practices of these third parties are not covered by this Privacy Policy. We strongly recommend that you refer to the privacy policies of these third parties to learn more about how they may collect, use, and disclose your information.

GAMES, APPLICATIONS, ADVERTISING, AND CONTENT PROVIDED BY THIRD PARTIES

You may disclose PII and Non-PII to third parties when you use the Nintendo 3DS System to play third-party games, use third-party applications, view third-party advertisements, or visit third-party Web sites. We are not responsible for the privacy practices of these third parties, and we recommend that you review their privacy policies before submitting any information.

ATTENTION PARENTS OR LEGAL GUARDIANS: PROTECTING CHILDREN'S PRIVACY

Nintendo is committed to protecting your child's privacy. The Nintendo 3DS System is directed to a general audience, but where Nintendo has actual knowledge that a user is under the age of 13, Nintendo complies with the U.S. Children's Online Privacy Protection Act ("COPPA"), which governs how operators of websites and online services collect, use, and disclose PII from children under the age of 13 on the Internet.

You can find information about how we collect, use, and disclose PII from users, including children under 13 years of age, in the sections above titled INFORMATION COLLECTED, HOW INFORMATION IS USED, DISCLOSURE OF INFORMATION, MARKETING AND ADVERTISING, and NINTENDO ZONE. You have the option of consenting to Nintendo's collection and use of your child's PII without consenting to the disclosure of that information with third parties. In addition, Nintendo is prohibited from conditioning your child's participation in an activity on the child's disclosing more personal information than is reasonably necessary to participate in such activity.

You may review and have deleted your child's PII, and refuse to permit further collection or use of your child's PII, by contacting the Nintendo 3DS Privacy Policy Administrator via email at privacypolicy@noa.nintendo.com, by phone at 1-888-977-7627, or by regular mail at Nintendo of America Inc., Attn: Online Privacy Policy Administrator, 4600 150th Avenue NE, Redmond, WA 98052, U.S.A. Before responding to your request to review PII collected from your child, Nintendo may require that you follow reasonable procedures to help verify your identity as the child's parent and may deny any request that fails to follow these procedures. If you choose to have your child's PII deleted or refuse to permit further collection or use of your child's PII, your child will be able to continue using the Nintendo 3DS System, except your child's use of certain features of the Nintendo 3DS Service, Software, and Content that require the disclosure of certain PII may be limited or unavailable.

Please note that third-party game publishers, application providers, and content providers may collect, use, and disclose your child's personal information through the Nintendo 3DS System when your child uses the third-party's Software or Content. Nintendo is not responsible for the privacy practices of these third parties, and we recommend that you review their privacy notices before your child provides or exchanges any PII through third-party Software or Content.

We strongly recommend that you supervise your children's use of the Nintendo 3DS System, Nintendo 3DS Service, Software, and Content at all times. You can restrict your children's use of certain features of the Nintendo 3DS System by setting up the Nintendo 3DS Parental Controls. For a detailed description of the Nintendo 3DS System wireless communication features and Parental Controls, please see the Nintendo 3DS System Operations Manual included with your Nintendo 3DS System. This Operations Manual is also available at support.nintendo.com.

SECURITY

We have established reasonable safeguards to help ensure the security, integrity and privacy of the PII submitted or collected from the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content. We also have implemented reasonable security measures to help protect information under our control against loss, misuse or alteration. While we strive to safeguard your PII, no data storage system or transmission of data over the Internet or any other public network can be guaranteed to be 100% secure.

Please note that information collected by third parties, including a Third Party Content Provider, may not have the same security protections as information you submit to us, and we are not responsible for protecting the security of such information.

If you install unauthorized applications or content on your Nintendo 3DS System or make unauthorized modifications to the Nintendo 3DS System, your PII may be compromised. Nintendo is not responsible for any data collection, use or disclosure from any Nintendo 3DS System with unauthorized applications or applications installed.

OPTING-OUT OF INFORMATION COLLECTION

You may use the Nintendo 3DS System without disclosing PII; however, some features and applications may not be available to you. You can opt-out of the collection of PII by turning off wireless communications on your Nintendo 3DS System. You also may be able to opt-out of some types of information collection through the Nintendo 3DS System settings and Parental Controls.

DISABLING AND REMOVING INFORMATION STORED ON YOUR NINTENDO 3DS SYSTEM

Certain PII about you that you disclose when communicating with third parties or using your Nintendo 3DS System may be stored on your Nintendo 3DS System. For your protection, before selling or otherwise transferring your Nintendo 3DS System, please be sure to remove all stored information on your Nintendo 3DS System. For instructions on how to remove this information, please see the Internet Setup section of your Nintendo 3DS System Operations Manual or contact a Nintendo consumer service representative.

If you transfer data to a Nintendo 3DS System using the System Transfer or Nintendo 3DS Transfer Tool features, any PII or Non-PII included in such data will be transferred as part of this process.

INTERNATIONAL USERS

Any information you provide or that is collected through the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content may be stored and processed in the United States or any other country in which we or our affiliated companies, vendors or agents maintain facilities. As such, PII may be accessed by foreign governmental authorities and otherwise in accordance with applicable laws. By using the Nintendo 3DS System, Nintendo 3DS Service, Software, or Content you consent to such storage and processing. We abide by the safe harbor framework as set forth by the U.S. Department of Commerce regarding the collection, use, and retention of data from the European Union. However, this Privacy Policy is intended to meet the laws and requirements of the United States and those of Canada and Latin America, which may not be the same as the laws and regulations of your home country. If you are not located in the United States, Canada or Latin America please go back to the country selection screen and select an appropriate country so that you will be aware of the policies that apply to you.

CONTACT US WITH YOUR PRIVACY QUESTIONS, COMMENTS OR CONCERNS

If you have any questions, complaints or comments regarding this Privacy Policy, the data collected from you or our practices, please contact the Nintendo 3DS Privacy Policy Administrator via email at privacypolicy@noa.nintendo.com, by phone at 1-888-977-7627, or by regular mail at Nintendo of America Inc., Attn: Online Privacy Policy Administrator, 4600 150th Avenue NE, Redmond, WA 98052, U.S.A.

For U.S. and Canada residents only: Nintendo is a licensee of the Entertainment Software Rating Board's Privacy Online Program. If you believe that we have not responded to your inquiry or your inquiry has not been satisfactorily addressed, please contact ESRB at <http://www.esrb.org/privacy/contact.jsp>, ESRB Attn: Privacy Online Program, 317 Madison Avenue, 22nd Floor New York, NY 10017, U.S.A. or privacy@esrb.org.

Nintendo 3DS Code of Conduct

This Nintendo 3DS Code of Conduct outlines the rules that you must follow to participate in the Nintendo 3DS Service. These rules are designed to keep the Nintendo 3DS Service a friendly and safe environment.

The Nintendo 3DS Code of Conduct may be found at <http://support.nintendo.com> and may be revised by us at anytime. If you do not have Internet access, please contact Nintendo Consumer Service by (i) sending a letter to Nintendo of America Inc., Attn: Nintendo 3DS Code of Conduct, 4600 150th Ave NE, Redmond, WA 98052 USA; or (ii) calling, toll free, 1-888-977-7627, and they will mail you a current version of the Nintendo 3DS Code of Conduct, free of charge. All capitalized terms not defined in this Nintendo 3DS Code of Conduct will have the meaning set forth in the Nintendo 3DS Service User Agreement.

- Your use of the Nintendo 3DS is subject to this Nintendo 3DS Code of Conduct, which prohibits all harmful, illegal or otherwise offensive conduct, including, but not limited to the following:
 - Misrepresenting, impersonating, abusing, stalking, threatening or harassing any person or company, including, but not limited to other users, Nintendo, and/or its employees, moderators, or staff.
 - Doing anything illegal, discriminatory, defamatory, hateful, harassing, abusive, obscene, threatening, physically dangerous or otherwise objectionable in connection with the Nintendo 3DS System or Nintendo 3DS Service.
 - Making, disseminating, sharing or playing unauthorized copies of games, music or images on the Nintendo 3DS System. This activity is illegal!
 - Making new versions of existing Content or Products.
 - Trying to modify or gain access to another person's Nintendo 3DS System or Nintendo 3DS Service without permission or trying to modify or gain access to any of Nintendo's computers, hardware or networks used to provide the Nintendo 3DS Service or any feature of the Nintendo 3DS System.
 - Cheating in a game, unless such cheats have been deliberately enabled.
 - Hosting, intercepting, emulating, reverse engineering or redirecting the communication protocols used by Nintendo as part of the Nintendo 3DS System or Nintendo 3DS Service, regardless of the method used to do so.
 - Engaging in any commercial activity using the Nintendo 3DS System or any other activity that disrupts, diminishes the quality of, interferes with the performance of, or impairs the functionality of a Nintendo 3DS System, including the Nintendo 3DS Service or networks connected to the Nintendo 3DS Service.
 - Accessing or attempting to access another person's Nintendo 3DS System, including, but not limited to a person's Nintendo 3DS Shop Account without permission or trying to modify, destroy or lose information from, copy or access any third party's, including, but not limited to Nintendo's computers, hardware or networks.
 - Uploading, posting, emailing, transmitting or otherwise making available: (a) any content that you do not have a legal right to make available; (b) any content that infringes any patent, trademark, trade secret, copyright or other intellectual property or proprietary rights of any party; (c) any unsolicited or unauthorized advertising or promotional materials (e.g. "spam"); (d) information which personally identifies you or any third party; (e) content to which you have disguised the origin; or (f) content that is obscene, unlawful or prohibited from publication in your jurisdiction, including but not limited to publishing news, stories or pictures associated with a third party.
- Nintendo is not responsible for, and to the fullest extent permitted by law, will not accept liability for, anything you say or anything that happens on the Nintendo 3DS System and Nintendo 3DS Service or as a result of your use of the Nintendo 3DS System and Nintendo 3DS Service; you alone are responsible.
- Virtual Property. Some games or other content may have certain features that may be traded with other Nintendo 3DS users. For example, a game might give you the ability to create a character that gathers objects (like a car or gold coins) and has certain characteristics (like a special ability or appearance). These features are sometimes called "virtual property." Nintendo (or its licensors) own this virtual property, and you may not sell, trade, assign, license, or otherwise convey virtual property for real money.
- Nintendo reserves the right to immediately terminate, block or suspend, in whole or in part, your use of the Nintendo 3DS Service or any feature of the Nintendo 3DS System for, in Nintendo's sole discretion, any violation of this Nintendo 3DS Code of Conduct. Nintendo reserves the right to contact and cooperate with any law enforcement agencies, government officials or Internet Service Providers, as Nintendo believes in its sole discretion, is necessary or appropriate to investigate or resolve possible problems or inquiries, or as otherwise required by law.

Legal Notices

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.

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

This product uses certain fonts provided by Fontworks Inc.

This product includes speech rate conversion software developed by Toshiba corporation. Copyright ©2008 TOSHIBA CORPORATION

"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.

"A O S S" and "AOSS" are trademarks of BUFFALO INC.

"Yahoo!" and the Yahoo! logo are registered trademarks of Yahoo! Inc.

"Google" search is a trademark of Google Inc.

This product contains NetFront Browser NX of ACCESS CO., LTD.

ACCESS, ACCESS logo and NetFront are registered trademarks or trademarks of ACCESS CO., LTD. in the United States, Japan and/or other countries. © 2011 ACCESS CO., LTD. All rights reserved.

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.

Ubiquitous TCP/IP+SSL Copyright ©2001-2010 Ubiquitous Corp.

Powered by Devicesscape Software. Portions of this products are © 2003-2010 Devicesscape Software, Inc. All rights reserved.

Copyright ©2003-2010, Jouni Malinen <jj@w1.fi> and contributors All Rights Reserved.

WPA Supplement 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:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- 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.
- 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:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- 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.
- 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 Netscape's SSL.

This library is free for commercial and non-commercial use alike with the following conditions are adhered to. The following conditions apply to all code found in this distribution, be it the BICA, RSA, lhash, 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:

- Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.
- 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.
- 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 license and distribution terms for any publicly available version or derivative of this code cannot be changed, i.e. this code cannot simply be copied and put under another distribution license (including the GNU General Public License).

This product uses the LC Font by Sharp Corporation. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.

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



Specifications

Nintendo 2DS system

Model name:	FTR-001
LCD screens (Screen size/pixel count):	Upper Screen: Widescreen LCD display, capable of displaying approximately 16.77 million colors. 3.53-inch display (76.8 mm horizontal x 46.08 mm vertical) with 400x240 pixel resolution. Lower Screen: LCD Touch Screen, capable of displaying approximately 16.77 million colors. 3.02-inch display (61.44 mm horizontal x 46.08 mm vertical) with 320x240 pixel resolution.
Power source:	AC adapter (WAP-002 (USA)), Battery pack (CTR-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
Speaker:	Monaural
Input/output:	Game Card slot, SD Card slot, AC adapter connector, 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: 127 mm / width: 144 mm / thickness: 20.3 mm
Weight:	Approximately 260 g (including battery pack, stylus, and SD Card)
Charge time:	Approx. 3 hours and 30 minutes
Battery endurance:	Please see page 17.

Nintendo 3DS battery pack

Model name:	CTR-003
Battery type:	Lithium-Ion
Power capacity:	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 2DS, Nintendo 3DS XL, Nintendo 3DS, Nintendo DSi XL, Nintendo DSi