



## OPERATIONS MANUAL

FRANÇAIS Pg. 63 • ESPAÑOL Pg. 125

**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 New Nintendo 2DS™ XL system.**

Please carefully read this Operations Manual before setup or use of the New Nintendo 2DS™ XL system. If, after reading all of the instructions, you still have questions, please visit our customer service area at [support.nintendo.com](http://support.nintendo.com) or call 1-800-255-3700. Also, built-in instruction manuals are available for many software applications from the HOME Menu (page 20).

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

### Your system includes:

- New Nintendo 2DS XL system
- Nintendo 3DS AC adapter
- New Nintendo 2DS XL stylus (inserted into the system's stylus holder, page 14)
- microSDHC card (inserted into the system's microSD card slot, page 50)
- AR Cards
- Operations Manual



#### Circle Pad

Allows precise 360° control for software that includes this feature (page 13).

#### C Stick

Allows pressure-sensitive, intuitive control for software that includes this feature (page 13).

#### Touch Screen

A touch-sensitive display screen controlled by the stylus (page 13).

#### HOME Button

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



### Product recycling information:

Visit [recycle.nintendo.com](http://recycle.nintendo.com)

Even better network services with a  
**Nintendo Network ID**



Register a Nintendo Network ID to enjoy the services listed below. (A Nintendo Network ID is an ID required to use Nintendo's network services. See page 30 for more information.)

 <p>Download free or demo software from Nintendo eShop</p>	 <p>Combine Nintendo eShop balances from the Wii U and the New Nintendo 3DS XL systems.</p>
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Explore new software





Find software





Watch videos



Download software



Download demo software

A Nintendo Network ID is required.

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

**NOTE:** A broadband wireless network connection is required to connect to the Internet. See page 32 for more information on setting up a connection.

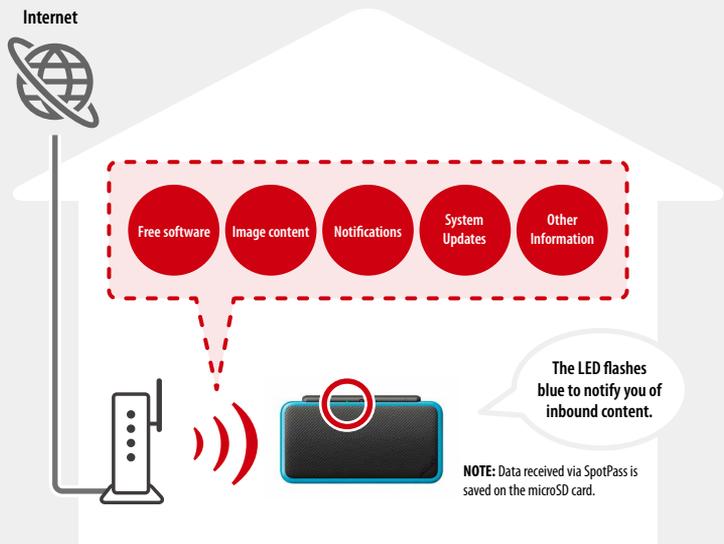
**Downloadable software**

<p style="text-align: center;"><b>Nintendo 3DS Downloadable Software</b></p>  <p>Some Nintendo 3DS software is available exclusively through Nintendo eShop. You can also download certain Game Card-based titles rather than purchasing the Game Card.</p>	<p style="text-align: center;"><b>Virtual Console titles</b></p> <p style="text-align: center;"><i>Virtual Console™</i></p> <p>You can download games originally released on platforms prior to Nintendo DS, such as Game Boy™ and Game Boy™ Color.</p>	<p style="text-align: center;"><b>Nintendo DSiWare</b></p> <p style="text-align: center;"><i>DSiWare™</i></p> <p>You can download Nintendo DSiWare—games originally released for the Nintendo DSi system.</p>
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Receive data on your system

## SpotPass™

The SpotPass feature allows the New Nintendo 2DS XL system to automatically communicate with a nearby wireless LAN access point, enabling it to connect to the Internet and transmit a variety of data. The system can also do this while playing a game or in Sleep Mode (power is on, but the system is closed).

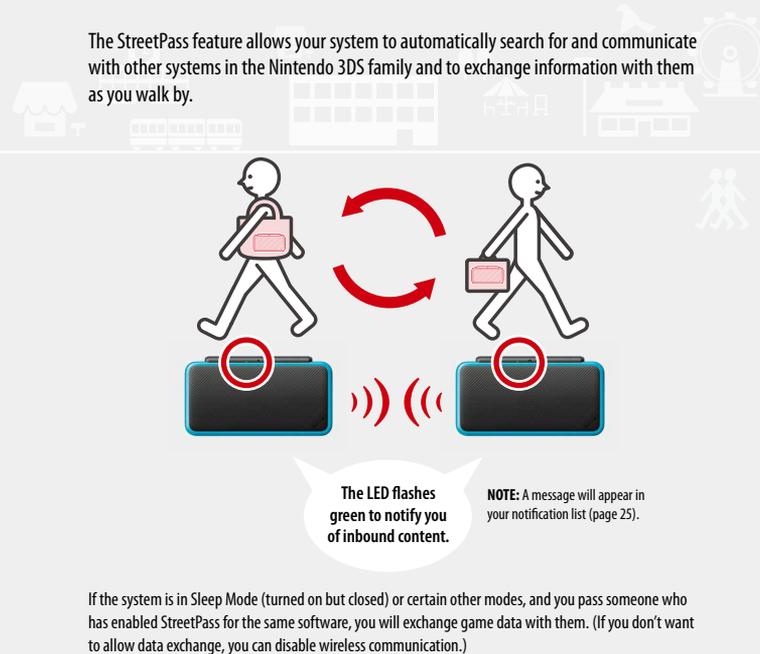


- To connect to a wireless LAN access point, you will need to configure the Internet settings for your system (page 32).
- SpotPass may not be available depending on the play environment or the software you are using. SpotPass is also not available during local communication (page 20), or when playing Nintendo DS or Nintendo DSi software.
  - The Notification LED may not light for some types of data.
  - You will need a Nintendo Network ID (page 30) to download demo games or other free content from Nintendo eShop.

Automatically talk to other systems

## StreetPass™

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



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

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

- Up to 12 Nintendo 3DS software titles can use StreetPass simultaneously.
- Some Nintendo DS and Nintendo DSi software have a similar feature called tag mode. (The name for this mode may vary depending on the game you are playing.) Tag mode is only active when the system is in Sleep Mode while the software and tag mode feature are in use. When tag mode is in use, the StreetPass feature will not work for Nintendo 3DS software.
- If you turn the power off or disable wireless communication, the system cannot communicate (page 24).
- StreetPass may not be available depending on the play environment or the software you are using. StreetPass does not work if you are connected to the Internet or are using local communication (page 20).

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# Health and Safety Information and Usage Guidelines

**Important Safety Information** – Read the following warnings before setup or use of the New Nintendo 2DS XL system. Also be sure to read the Health and Safety Information application by selecting on the HOME Menu. 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 New Nintendo 2DS XL system:

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

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

**IMPORTANT:** Informs you about incorrect use of the 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:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

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

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- 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 New Nintendo 2DS XL system contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your New Nintendo 2DS XL system. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

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

**⚠️ WARNING - RADIO FREQUENCY INTERFERENCE**

The New Nintendo 2DS XL system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the New Nintendo 2DS XL system within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the New Nintendo 2DS XL system without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

**IMPORTANT: The New Nintendo 2DS XL system allows you to disable wireless communication. To turn off all wireless communication, go to HOME Menu settings (page 24). 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 New Nintendo 2DS XL system, components, or accessories. Doing so may damage them.
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 New Nintendo 2DS XL system.
3. Do not store the system in a humid place, on the floor, or in any location where it may contact moisture, dirt, dust, lint, or any other foreign material.
4. Do not drop, hit, or otherwise abuse the system, components, or accessories. Doing so may damage the LCD screens or other precision components of the system. Do not use damaged components, accessories, Game Cards, or SD Cards with your system.
5. Make sure all connections to the system are made carefully and inserted into the correct locations only. Hold plugs straight when inserting them into sockets.
6. When disconnecting any plugs from the system or wall outlet, first turn the system off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull, or bend any wires or cables.
7. Do not expose the system, Game Cards, or any of the components or accessories to extreme heat or cold. The liquid crystal displays (LCD) may become slower or may not work when the temperature is low. The LCD will deteriorate at a high temperature. Take care not to expose the system to direct sunlight for extended periods of time.
8. The LCD screens may be damaged by sharp objects or pressure. Take care to protect the displays from scratches or stains.
9. To minimize the risk of damage to the system, 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). 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. The battery is not consumer replaceable. Do not attempt to repair or replace.
2. To minimize the risk of damage to the system, when recharging the battery, use only AC adapter Model No. WAP-002(USA).
3. When disposing of the battery, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority.
4. 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. To minimize the risk of damage to the system, use only a Nintendo licensed stylus on the touch screen.
5. Replace the stylus in the stylus holder when not in use.
6. To minimize the risk of damage to the system, 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](http://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.



# System Components

### Microphone

Used by games and applications that include microphone features.

### Inner camera

Used by games or other applications that include camera features.



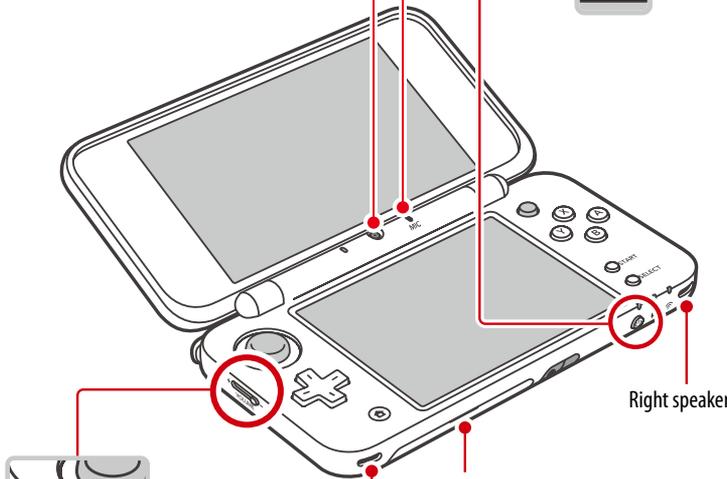
### Power LED (⏻)

Lights when the power is turned on (page 19).



### Power Button (⏻)

(page 16)



### Right speaker

### Game Card Slot cover

Game Card Slot and microSD Card slot are under here.

### Left speaker



### Volume

### 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.

### Notification LED

Indicates the status of the system.

Blue – You have received SpotPass data; blinks for about five seconds (page 4).

Green – You have received StreetPass data; blinks for about five seconds (page 5).

Orange – A friend has come online; blinks for about five seconds (page 25).

Red – Battery power is low; blinks continuously when very low (page 19).

### Circle Pad

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

### NFC area

Built-in near-field communication (NFC) feature enables compatible software to read or write to an amiibo™ figure or other supported device.

### + Control Pad

### HOME Button (🏠)

Displays the HOME Menu during a game (page 20).

### 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.

### Upper Screen

### C Stick

For game-play control that supports this feature, including Right Circle Pad functions of the Nintendo 3DS Circle Pad Pro accessory. See the instructions for the game you are playing for specific control information.

### A/B/X/Y Buttons

### START/SELECT



### Recharge LED (🔋)

Lights when the battery is being charged (page 15).



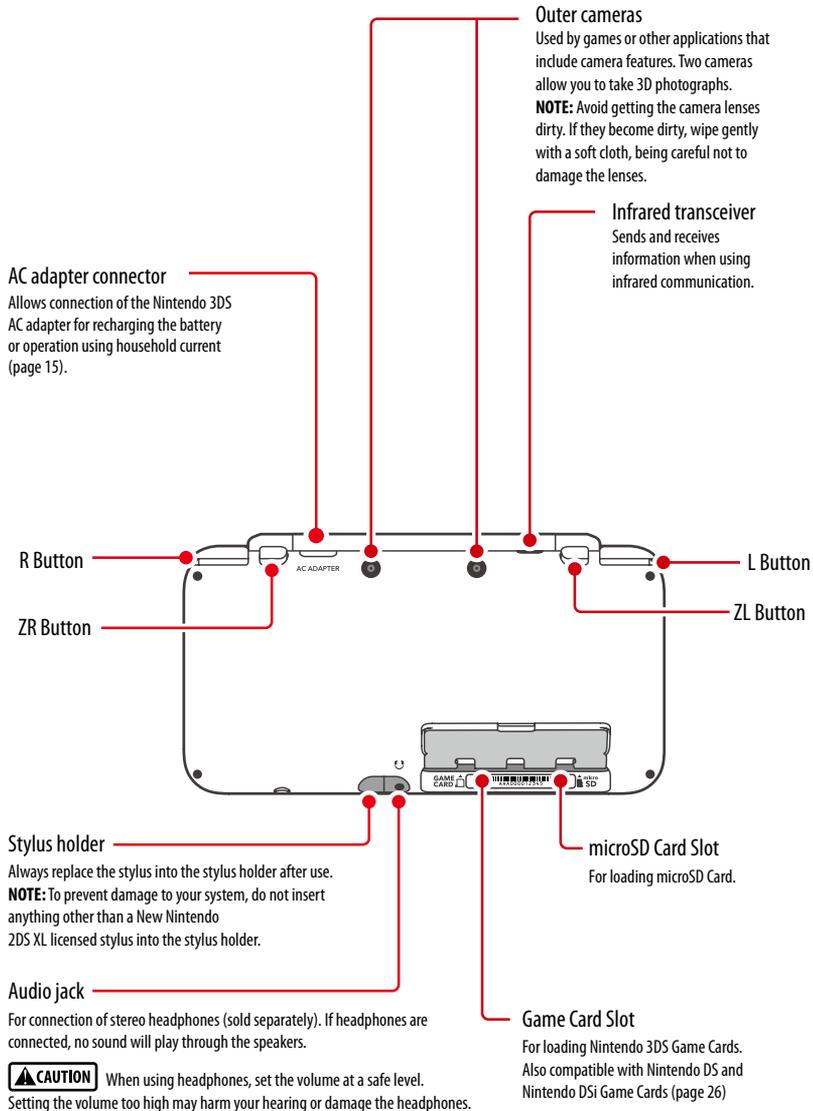
### Wireless LED (📶)

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 and the NFC feature can be turned on or off from HOME Menu settings (page 24).

### Touch Screen (Lower screen)

To minimize risk of damage, this screen should only be operated with a Nintendo licensed stylus.



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



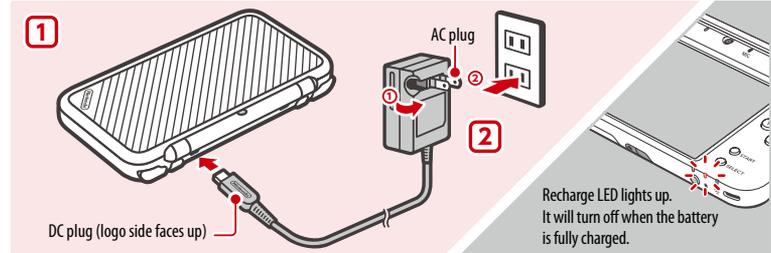
## Charging the Battery Pack

Charge the battery pack before using the system for the first time or if you have not used it for a long period of time.



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

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



**1** Insert the DC plug from the AC adapter into the AC adapter connector on the back of the New Nintendo 2DS XL. Be sure to insert it straight into the connector.

**IMPORTANT:** Be sure the DC connector plug is facing in the correct direction before inserting into the connector to avoid damaging either the plug or connector.

**2** Swing the prongs out of the AC adapter and insert into a standard 120-volt AC wall outlet. 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.

### Charging information

- 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.
- If you play a game while recharging, the recharge LED may not always turn off once charging has completed.
- 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, the battery is not consumer replaceable. Do not attempt to repair or replace. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your system.

**NOTE:** Due to the properties of lithium-ion batteries, they can permanently lose their charge when not in use for an extended period of time. Be sure to charge lithium-ion batteries at least once every six months.

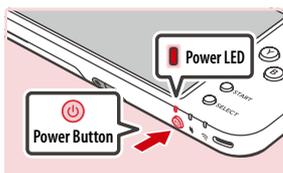


## Power On/Off and Basic Configuration

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 19.



### Sleep Mode and turning the system off

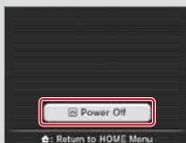
#### Putting the system into Sleep Mode

Closing the system while it is turned on will suspend your game and put the system into Sleep Mode. Sleep Mode will reduce power consumption while still using features such as StreetPass and SpotPass (see pages 4 and 5 for more information on these features).

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

#### Turning the system off

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



### Configuring System Settings for the first time

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

**1** First a notification about the system is displayed. After verifying it, touch Ok and proceed.

**2** Set the date and time.  
Tap the arrows to adjust the settings, then tap **OK** to confirm and move to the next option.



**3** Use the keyboard to enter a nickname or user name (page 18). You can enter up to 10 characters.

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



**4** Set your birthday.

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

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



**7** Configure the Internet Settings.

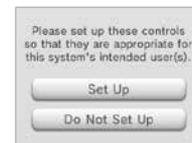
If you connect to the Internet, you can use SpotPass and other features to enjoy more ways of playing and interacting. See page 32 for more information on setting up an Internet connection. To configure these settings later, tap **Wait Till Later**.



**8** Configure the Parental Controls.

Parental Controls allow you to restrict the use or download of games and some features by children, use of the Internet browser, and communications with other users (page 37).

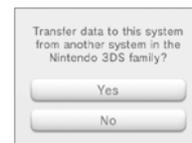
Please configure Parental Controls before the system is used by children.



**9** Would you like to do a System Transfer?

If you own another product in the Nintendo 3DS family of systems and would like to use data from that system on your New Nintendo 2DS XL system, you should perform a System Transfer (page 41) before playing any software. System Transfer will move various data, including save data for built-in software, your Nintendo eShop balance, and account information for downloaded software, from your old system to your new system.

**NOTE:** System Transfer will overwrite any data on the SD card in the destination system, so you will be unable to use any downloaded software or its save data that was saved on the SD card before the System Transfer.



You have now completed the basic system configuration. Press the HOME () Button to display the HOME Menu (page 20).



## Using the keyboard

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

### Alphanumeric keyboard

**Predicted word feature ON/OFF**

**Predicted word field**  
Tap the character you want to select.

**Delete last character**

**Return**

**Switch the next character between upper and lower case.**

**Switch input method**

- English**: Switch between upper and lower case, Uppercase only
- Special characters or symbols**: Switch between upper and lower case
- Cell phone-style**: Each tap changes which character you would use from each key, Move to next character

### Ten-key keyboard

**Delete last character**

## Power LED status

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

**Full charge**

**Low**

**Very low**

- Steady blue light**
- Steady red light**
- Blinking red light**

The Notification LED also blinks red

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

If you put the system into Sleep Mode (page 16) while the power LED is a steady blue light, the LED will slowly brighten and darken.

## Battery endurance

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

### Approximate play times:

Nintendo 3DS software - **3.5–6.5 hours**

Nintendo DS software - **5–9 hours**

Longer **Battery endurance time** Shorter

1 2 3 4 5

Dim **Screen brightness** Bright

The screen brightness setting affects the battery endurance time. Keeping brightness at lower settings can prolong battery life.

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



# Home Menu

The HOME Menu will display after you turn the system on.

To start a software title, tap its icon on the HOME Menu. On the HOME Menu, you can see several important status indicators including the time, date, and current day's step information. If any of your software received new data via SpotPass (page 4), ● will be displayed next to the software icon.

**StreetPass icon**  
Reception signal-strength icon—Internet  
Reception signal-strength icon—Local Communication

**Steps/Play Coins**  
Date / Time

**Battery status icon**  
High  
Low  
Almost out (blinking)  
Charging (blinking)  
Charging complete

**Communication mode**

**HOME Menu settings (page 24)**

**Software icon display**  
Tap or to change the size of the icons displayed on the lower Touch Screen.

**Software icons (page 22)**  
If there is new data or notification for any software application, a green or blue icon (●) will be displayed next to the software icon.

Game Notes  
Friend list  
Internet browser  
Notifications

- If you press and when the HOME Menu is displayed, you can enter camera mode and take photos or read QR Codes.
- You can take pictures of the HOME Menu screen by pressing and a direction on the + Control Pad (). Press up on to take a picture of the upper screen, down to take a picture of the lower screen, or right to take a picture of both screens. You can view in 2D the pictures you take with the 3DS camera software (page 22). If the game is paused, only the lower screen can be captured.
- The display on the upper screen changes depending on the selected software. The display reacts to sounds that the microphone picks up.

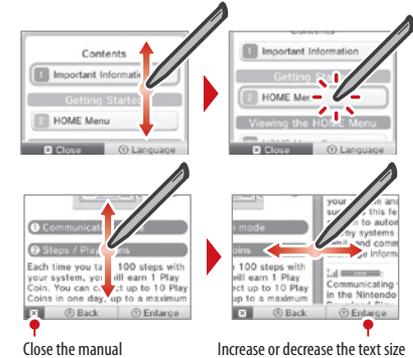
## HOME Menu electronic manual

For details on using the HOME Menu, tap and then select **HOME Menu Manual** to view the built-in electronic manual.



## Viewing a built-in electronic manual

- 1** View the table of contents.  
Scroll through the table of contents by sliding the stylus up and down the Touch Screen. Tap the page you want to view.
- 2** View the manual pages.  
Scroll through page contents by sliding the stylus up and down the Touch Screen. Switch the page by sliding the stylus left or right across the screen.



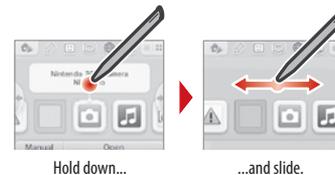
## Software icons

When free software is received via SpotPass, or when software is downloaded through Nintendo eShop, software icons are added to the HOME Menu.

## Scrolling and moving icons

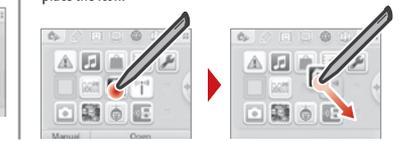
### Scrolling

Tap and hold the stylus on the Touch Screen and slide it to the left or right to scroll.



### Moving software icons

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



## Types of software icons



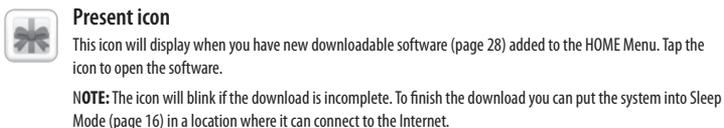
## Game Card icons



## Built-in software icons (Some software titles include built-in manuals, see page 24 for more information.)

 <b>Health and Safety Information</b> Review important health and safety information concerning the use of the system. Also see page 7.	 <b>AR Games</b> Play augmented-reality games using the AR Cards included with your system and the Camera application.
 <b>Nintendo 3DS Camera</b> Take 3D photos and record 3D videos with the built-in cameras and software, viewable in 2D on your system.	 <b>Face Raiders</b> Play a shooting game where your face and your friends' faces become game characters.
 <b>Nintendo 3DS Sound</b> Listen to music or record sounds.	 <b>Activity Log</b> Check the play times of your software or the steps you have walked while carrying your system with you.
 <b>Mii Maker</b> Create Mii characters as alter egos for you and your family and friends.	 <b>Nintendo Zone Viewer</b> Access free and exclusive content at Nintendo Zone locations.
 <b>StreetPass Mii Plaza</b> A place where Mii characters can gather via StreetPass and other types of communication (page 5).	 <b>Download Play</b> With a single copy of Download Play-compatible software, you can play multiplayer games with other system users.
 <b>Nintendo eShop</b> View information and videos about software, or download software to play on your system (page 3).	 <b>System Settings</b> Configure your system's Internet settings, Parental Controls, and other settings (page 29).

## Other icons



- Icons of downloadable software and videos already in the microSD card will also be displayed in the HOME Menu.

## Starting a software application

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



## Suspending or exiting software

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

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

- While software is suspended you can access features on the HOME Menu (page 25).
- You can also start other software, but if you do, any suspended software will be closed.



## Save your game before exiting the software.

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

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

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

## Electronic manuals for software applications

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

- See page 21 for information on how to view an electronic manual.



## HOME Menu Settings

Tap  on the HOME Menu to adjust the settings below. You can also view the built-in electronic HOME Menu instruction manual.



<b>Change Theme</b>	You can change the design of the HOME Menu by choosing a theme. You can also purchase and download additional themes.
<b>Save/Load Layout</b>	You can save the current HOME Menu layout of a theme and software icons, or load a saved layout.
<b>Screen Brightness</b>	The screen brightness can be set to one of five levels.
<b>Power-Saving mode</b>	When power-saving mode is on, screen brightness and color gradation will be automatically adjusted to match the displayed images, and battery consumption will be reduced. When Power saving mode is off, battery life is decreased and the screen will maintain the level of brightness that you set. (The default setting is off.)
<b>Wireless Communication/NFC</b>	Enable or disable wireless communication and the NFC feature.
<b>Nintendo 3DS Image Share</b>	You can use this tool to post screen shots from the HOME Menu screen and from compatible games and applications to popular social networking services (requires Internet connection).
<b>amiibo Settings</b>	Configure various amiibo settings. Visit <a href="http://support.nintendo.com/3ds/amiibo">support.nintendo.com/3ds/amiibo</a> for more information.
<b>Nintendo eShop</b>	Launch Nintendo eShop (requires Internet connection).
<b>System Settings</b>	Access and adjust various system settings (page 29). (Suspended software must be closed first.)
<b>HOME Menu manual</b>	Display the built-in electronic manual for the HOME Menu.
<b>Contact information</b>	View contact information for Nintendo of America Inc.

## Icons for HOME Menu features

You can use Game Notes () , Friend List () , Notifications () , and Internet Browser () by tapping the icons at the top of the lower screen.

- See the built-in electronic manuals for additional details on using these features.

 <b>Game Notes</b>	This software lets you write and draw notes at any time.
 <b>Friend List</b>	Play and communicate with other people registered as your friends via the Internet, no matter how far away they are. <ul style="list-style-type: none"> <li>• Note that Nintendo Network ID friends are separate from your device friends. This friend list software does not let you add friends to or modify your Nintendo Network ID friends (page 30).</li> </ul>
 <b>Notifications</b>	This software allows you to receive a variety of notifications from Nintendo and installed software applications via SpotPass and StreetPass.
 <b>Internet Browser</b>	This software allows you to view Internet web pages.

## Use these features even while software is suspended.

You can access the HOME Menu settings, Game Notes () , Friend List () , Notifications () , Internet Browser () , camera mode, and electronic manuals even while a game is suspended.

Press the HOME Button to display the HOME Menu and start the desired feature.

- Depending on the status of the software (for example, when a wireless communication feature or the camera is in use), the HOME Menu or some of its features might not be available. In addition, some HOME Menu features are not available in certain software applications.
- You cannot use the HOME Menu while playing Nintendo DS and Nintendo DSi software.



## Using Game Cards

The New Nintendo 2DS XL system can use Nintendo 3DS, Nintendo DSi™, and Nintendo DS™ Game Cards.

Nintendo 3DS Game Card



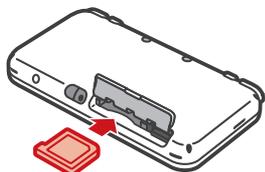
Nintendo DS/Nintendo DSi Game Card



- Nintendo 3DS Game Cards are only compatible with the Nintendo 3DS family of systems.
- The New Nintendo 2DS XL system does not display 3D imagery even if the software contains 3D content.
- You cannot access the HOME Menu while playing Nintendo DS/Nintendo DSi software. Likewise, you cannot use SpotPass or StreetPass features.

### Starting a game

- 1 Insert a Game Card into the Game Card Slot.



Make sure the label faces towards the bottom of the system.

- If the card seems difficult to insert, remove it and confirm that it is facing in the right direction. The label should face toward the bottom of the system.
- Only insert or remove Game Cards while the system is turned off or the HOME Menu is displayed (and be sure to exit suspended games before removing their Game Cards).

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

**NOTE:** Nintendo DS/Nintendo DSi titles have a lower screen resolution than Nintendo 3DS software and are stretched to fit the New Nintendo 2DS XL screen. For these titles, hold down START or SELECT while tapping the menu icon to display them at their original screen size ratio. (Hold down START or SELECT until the game begins.)



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

### Suspending or exiting a game

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

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

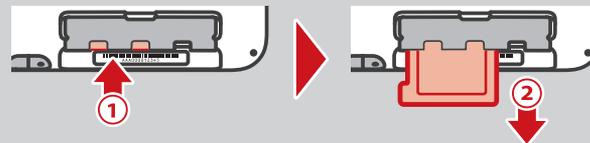
- Tap **Resume** to resume your suspended game.
- When you exit a Nintendo DS or Nintendo DSi title, first save your game, then press HOME and tap **OK**.

**NOTE:** If you press the POWER Button, the system will exit the game and display the Power menu (page 16).



### Removing a Game Card

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

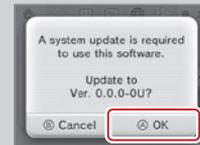


Push the Game Card in, then remove it after it ejects from the Game Card slot.

### System updates included on Game Cards

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

Follow the on-screen instructions to update your system. See page 49 for more information on system updates.





## Using Downloaded Software

Play free software distributed via SpotPass and software downloaded from Nintendo eShop

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

**NOTE:** Software downloaded from Nintendo eShop is licensed to you, not sold. For more information, see the Nintendo 3DS Service User Agreement by going to Other Information in System Settings/Internet Settings (page 29).

### Where can I find downloadable software?

- You can download Nintendo 3DS software from Nintendo eShop.  
**NOTE:** Wireless broadband Internet access is required for online features. See page 32 for more information on setting up an Internet connection.
- Free software may be distributed via SpotPass (page 4).

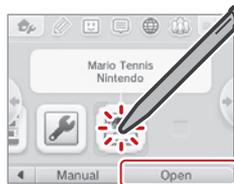
### Downloading and saving software

- Because software can also be distributed via SpotPass, make sure you always have an SD Card in the SD Card slot.
- You can save up to 40 DSiWare titles in the System Memory and up to 300 other downloaded software titles on an SD Card. (This number will depend on the data size of the software title and the capacity of the SD Card you are using.)
- Downloadable software can only be used on the system where it was downloaded and is not transferable. You cannot use the software on another system by inserting the SD Card into another system.
- You will need a Nintendo Network ID to download demo games or other free content from Nintendo eShop (page 30).
- Some demo software may have restrictions on the number of times it can be started or the amount of time it can be played. A message is displayed when you start software that has exceeded either of these restrictions. If you follow the on-screen instructions, you can delete the software or return to Nintendo eShop.

### Starting downloaded software

#### 1 Tap the icon on the HOME Menu.

**NOTE:** Nintendo DSiWare titles have a lower screen resolution than Nintendo 3DS software and are stretched to fit the New Nintendo 2DS XL screen. For these titles, hold down START or SELECT while tapping the menu icon to display them at their original screen size ratio. (Hold down START or SELECT until the game begins.)



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

- To view a built-in manual, go to the HOME Menu and tap **Manual**.
- ESRB ratings information for the game is available from the built-in manual.
- Ending downloaded software works the same way as ending Game Card software (page 23).



## System Settings

From System Settings, you can configure various settings for the New Nintendo 2DS XL system, such as Internet Settings and Parental Controls.

Start System Settings from the HOME Menu.



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

<b>Nintendo Network ID Settings</b>	You can create a new Nintendo Network ID, link or delete a Nintendo Network ID you have already created, or change the current IDs settings (page 30).	
<b>Internet Settings</b>	<b>Connection settings</b>	Configure Internet connection settings (page 32).
	<b>SpotPass</b>	Tap this option to change SpotPass settings for automatically receiving software or sending system information.
	<b>Nintendo DS Connections</b>	If you are using Nintendo DS software that supports game play over the Internet, use these settings.
	<b>Other Information</b>	Tap this option to agree to or review the Nintendo 3DS Service User Agreement, or to confirm the MAC address for the New Nintendo 2DS XL system.
<b>Parental Controls</b>	Restrict a user's ability to download games and use certain features, such as use of the Internet browser and communications with other users (page 37).	
<b>Data Management</b>	You can check, erase, or move downloaded software, manage activation of StreetPass software, or manage blocked-user settings (page 39).	
<b>Other Settings</b>	Configure your user information, calibrate system components, and perform other system functions (page 40).	



## Nintendo Network ID Settings

You can create a new Nintendo Network ID, or change the details of a Nintendo Network ID you have already created.

A Nintendo Network ID is an ID required to use Nintendo's network services. Creating a Nintendo Network ID will give you access to the following services.

Download free or demo software from Nintendo eShop (page 3)

Combine Nintendo eShop balances from the Wii U and the New Nintendo 3DS XL systems.

- To register a Nintendo Network ID you will need a broadband Internet connection (page 32) and an e-mail address.
- The consent of a parent or guardian is required before children under the age of 13 are able to create a Nintendo Network ID. To provide this consent, you must follow the on-screen instructions for the "Parent/Guardian Confirmation" process.

### If you already own another system...

If you own another system from the Nintendo 3DS family and you would like to continue using your old data on your new system, run System Transfer before linking your Nintendo Network ID (page 41).

#### Important:

Once you have set up a new Nintendo Network ID on your new system, you will no longer be able to run a System Transfer from another 3DS system.

### When registering a Nintendo Network ID on your system:

- Once a Nintendo Network ID has been setup, a login will be needed to access the Nintendo eShop.
- The account activity and account balance registered to the New Nintendo 2DS XL will be shared with the ID setup on the system.



- Only one ID can be setup for each New Nintendo 2DS XL system.



- A Nintendo Network ID that is registered to a New Nintendo 2DS XL system cannot be registered to other 3DS systems.



- System Transfer can be used to transfer a different Nintendo Network ID (page 41).

- The Nintendo Network ID cannot be combined with other IDs. As a result, you will not be able to consolidate all the software across multiple IDs into one Nintendo Network ID.



- You cannot transfer to a system with a registered Nintendo Network ID.



- Note that Nintendo Network ID friends are separate from your device friends. Friends of your Nintendo Network ID can only be added and changed from a Wii U console, and can only be used in software that requires a Nintendo Network ID login.

### Linking a Nintendo Network ID

There are two ways to link a Nintendo Network ID to your system.

- Create a new Nintendo Network ID.
- Link an Existing Nintendo Network ID to your New Nintendo 2DS XL.

#### If you already own a Wii U system:

If you currently have a Wii U system connected to the Internet with a Nintendo Network ID linked to it, you can register the same ID to your New Nintendo 2DS XL system and combine Nintendo eShop balances and post to Miiverse as the same user from both systems.



If a new Nintendo Network ID has been created on this system, you will no longer be able to combine the eShop balance from a Wii U system.



To link a new or existing Nintendo Network ID, tap **Nintendo Network ID Settings** on the System Settings screen (page 29).

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

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



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

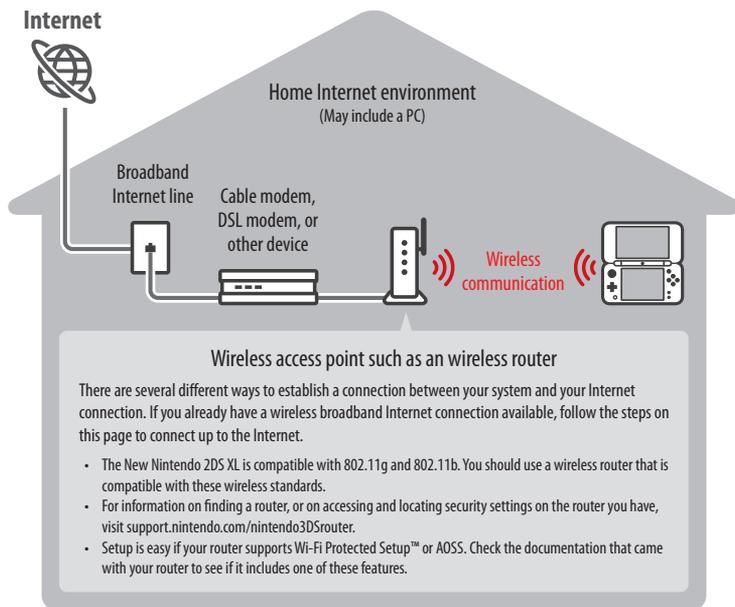


# Internet Settings

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

## Internet connection requirements

To connect your New Nintendo 2DS XL system to the Internet, you will need an Internet connection that supports wireless communication. If you haven't already set up a wireless network, you may also need a computer to configure a wireless access point such as a wireless router (sold separately).



Even if you do not have an Internet connection, in areas where Nintendo Zone is offered, you can connect to the Internet with no additional settings or equipment.

((••))  
**nintendo zone**™

For more information on where you can find Nintendo Zone locations, visit [www.nintendo.com](http://www.nintendo.com).

## Configure your Internet settings

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

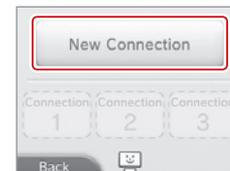
- If you are using Nintendo DS software that supports game play over the Internet, use these settings.

### 1 Tap **Connection Settings**.



### 2 Tap **New Connection**.

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



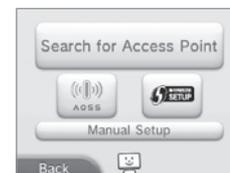
### 3 Tap **Manual Setup**.

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



### 4 Tap the setup method that matches your environment:

- **Quickest setup method:** If you know your access point name, tap **Search for Access Point** (page 34).
- If you know that your access point supports the Wi-Fi Protected Setup method for configuration, tap **WPS** (page 35).
- If you know that your access point is compatible with the proprietary AOSS standard (found on most routers sold under the Buffalo™ brand), tap **AOSS** (page 36).
- Configure with **Manual Setup**. For more information refer to the electronic version of the instruction manual for System Settings. You can access this by tapping **Manual** when you have System Settings highlighted on the HOME Menu.



## Choose Tutorial for a guided setup

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

## Setup using Search for Access Point

**NOTE:** You will not be able to search for and configure access points that use WPA2-PSK(TKIP) security.

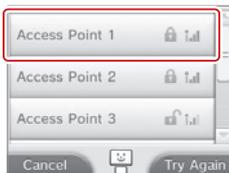
If you know the name of your wireless network (also known as an access point), and aren't using Wi-Fi Protected Setup or AOSS to configure your system, follow these steps:

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

**1** Tap **Search for Access Point**.



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



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

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

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

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

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

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

### About security settings

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

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

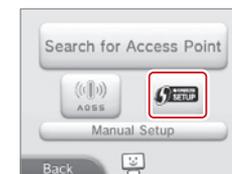
## Setup using Wi-Fi Protected Setup

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

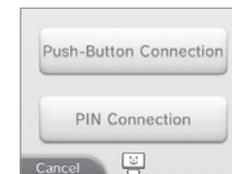
**NOTE:** You will not be able to configure an access point using Wi-Fi Protected Setup if its security type is set to WEP. See the table on page 34 for more information on security encryption methods.

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

**1** Tap  to begin configuration.



**2** Tap the connection method that matches your router.



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

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

#### Push-Button Connection

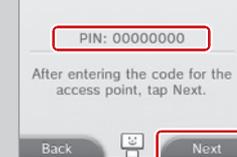
Hold down the Wi-Fi Protected Setup button on the access point until the corresponding light flashes.



#### OR

#### PIN Connection

Use the number displayed on the New Nintendo 2DS XL screen to configure your router, then tap **Next**.



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

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

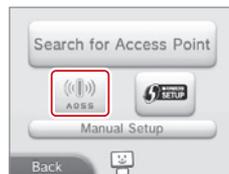
## Setup using AOSS™

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

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

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

- 1 Tap  to begin AOSS configuration.



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

Hold down the AOSS button until the corresponding LED blinks twice.  
If the connection fails repeatedly, wait about five minutes and try again.



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

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



## Parental Controls

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

Parental Controls can limit the download and use of certain content on the New Nintendo 2DS XL system, use of the Internet browser, and communications with other users.

**NOTE:** When Parental Controls are enabled, some System Settings, such as certain Nintendo Network ID settings, Internet Settings, Region Settings, Outer Cameras, System Transfer, microSD card data management with a PC, and Format System Memory cannot be accessed. You will need to enter the PIN to access these features.

### Content or features that can be limited

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

## Configuring Parental Controls

**NOTE:** A single New Nintendo 2DS XL system can only have one Parental Controls configuration. It is recommended that if you want to restrict the use of content for multiple users, configure the system with settings to match the restrictions for the youngest user and share the PIN only with those allowed to view restricted content. Please visit [www.nintendo.com](http://www.nintendo.com) for more details.

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

**2** Enter a four-digit PIN.

Enter the PIN a second time to confirm your choice.

**NOTE:** You will need to enter this PIN each time you would like to suspend or change Parental Controls settings.



**3** Select a secret question and enter an answer.

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

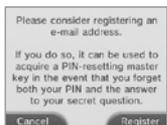
You can also choose **Create your own secret question** if you would like to create your own. (Both your question and answer must be four or more characters.)



**4** Register your e-mail address.

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

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



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

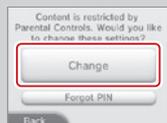
When you are finished with your selections, tap **Done**.



### Changing or removing restrictions

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

If you forget your PIN or answer to your secret question, see page 57 for more information.



## Data Management

You can check the software data and settings of software saved in system memory or on a microSD card.

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



<b>Nintendo 3DS Data Management</b>	Software management	Check or erase Nintendo 3DS Download Software and Virtual Console software. A backup of save data can be made when you erase software. (You can save a maximum of 300 downloaded software titles on an SD Card.)
	Extra data management	Check or erase extra data for Nintendo 3DS software, including data received via SpotPass.
	Downloadable content management	Downloadable content is stored here after being downloaded by software that supports it. Check list of downloadable content and choose individual items to delete.
	Save data backup management	Create or delete save data backups for Nintendo 3DS Download Software and Virtual Console software or restore save data from a backup.
<b>DSiWare Data Management</b>	You can check DSiWare software saved on System Memory or an SD Card. You can also erase DSiWare software or copy it between System Memory and an SD Card. (You can save a maximum of 40 DSiWare software titles in System Memory.)	
<b>microSD Management</b>		Read the data on the microSD Card inserted into your system using a computer. (Both the computer and the New Nintendo 2DS XL system must be connected to the same access point.)
<b>StreetPass Management</b>		You can check the list of software that has the StreetPass feature activated. You can also turn off StreetPass for each application.
<b>Reset Blocked-User Settings</b>		Clear the blocked-user settings. (All data that you have restricted yourself from receiving will no longer be restricted.)

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

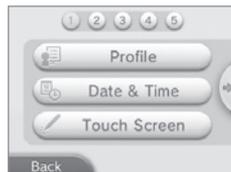
**IMPORTANT:** You cannot start DSiWare software from an SD Card. To play a DSiWare application, please copy it to System Memory first. If the same application already exists in the copy location, it will be overwritten. Take care not to overwrite important save data.



## Other Settings

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

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



<b>Profile</b>	Enter your User Name (to protect your privacy, do not use your real name), Birthday, Region Settings, and Nintendo DS Profile. Your Nintendo DS Profile sets your Message and Color, which are used by some Nintendo DS/Nintendo DSi software. (Characters or symbols not supported by Nintendo DS/Nintendo DSi software are displayed as "?"). • This is separate from the Nintendo Network ID information. Changing this information will not change the information associated with a Nintendo Network ID.
<b>Date &amp; Time</b>	Sets the date and the time.
<b>Touch Screen</b>	Calibrate the Touch Screen if it does not seem to work correctly.
<b>Sound</b>	Change the sound settings.
<b>Mic Test</b>	Confirm that the microphone is working properly Speak into the microphone or blow air at it. The microphone is normal if the microphone image in the touch screen changes color.
<b>Outer Cameras</b>	Calibrate the outer cameras.
<b>Circle Pad</b>	Calibrate the Circle Pad if it does not seem to be operating correctly.
<b>System Transfer</b>	Transfer data between systems in the Nintendo 3DS family, or from a Nintendo DSi/Nintendo DSi XL system.
<b>Language</b>	Select a language that the system will display text in.
<b>System Update</b>	Connect to the Internet and check for updates to the system or built-in software (page 49).
<b>Format System Memory</b>	Erase all added software, save data, pictures, and system settings (page 49).

## System Transfer

With System Transfer, you can transfer data to your New Nintendo 2DS XL system from any system in the Nintendo 3DS family, or from a Nintendo DSi or Nintendo DSi XL system. You can transfer data between a New Nintendo 3DS XL system and a New Nintendo 2DS XL system, or between a New Nintendo 2DS XL system and another New Nintendo 2DS XL system.



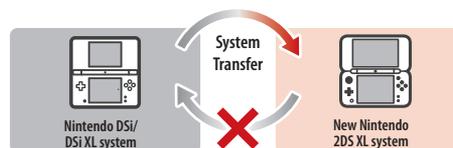
**IMPORTANT:** To make sure that neither system turns off during the system transfer, we recommend that you either perform the transfer while the systems are charging or make sure the batteries are charged sufficiently before beginning. If the remaining battery life is low, you will not be able to perform a system transfer. **For more information and troubleshooting for System Transfer, visit [support.nintendo.com/new3dsxl/transfer-guide](http://support.nintendo.com/new3dsxl/transfer-guide).**

- System Transfer uses both an Internet connection and local wireless communication between the two systems (page 32). Make sure both systems are placed in a location that provides a good environment for wireless communication.
- Both systems must have wireless communications enabled before performing a transfer.
- During the transfer, the system cannot be put into Sleep Mode by closing the system. Do not turn the power off during a transfer.

### Transferring from a Nintendo DSi/Nintendo DSi XL system to a New Nintendo 2DS XL system

Transfer Nintendo DSiWare, photos, audio and other data to a New Nintendo 2DS XL system.

**NOTE:** You cannot transfer data from a New Nintendo 2DS XL system to Nintendo DSi/Nintendo DSi XL systems. Once you have made the transfer, the data cannot be returned to the original system.



<b>Data You Can Transfer</b>	<b>Wi-Fi User Information</b>	Internet connection settings and the Nintendo Wi-Fi Connection ID are transferred.
	<b>Photos and audio data</b>	Photos and audio data recorded using the built-in Nintendo DSi Camera and Nintendo DSi Sound software on the DSi or DSi XL system are transferred.
	<b>DSiWare</b>	Nintendo DSiWare is transferred.

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

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

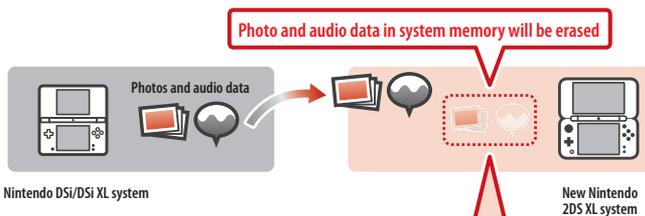


## Precautions when transferring Nintendo Wi-Fi Connection Settings

- This will overwrite the Nintendo Wi-Fi Connection Settings under Nintendo DS Connections on your New Nintendo 2DS system.
- The Nintendo Wi-Fi Connection ID will be deleted from your Nintendo DSi or Nintendo DSi XL system. For details about the Nintendo Wi-Fi Connection ID, see the Operations Manual for your Nintendo DSi or Nintendo DSi XL system.
- Your higher-level Internet Settings (under Advanced Setup) will not be transferred.

## Precautions when using System Transfer

**IMPORTANT: All photos and audio data saved in System Memory on your New Nintendo 2DS XL system will be deleted.** If you don't want this data to be deleted, copy the photos and audio data to the microSD Card before performing a System Transfer.



**If you do not want to erase the photo and audio data from system memory of the New Nintendo 2DS XL system...**

Copy the photo and audio data from system memory to the microSD card before running the System Transfer.



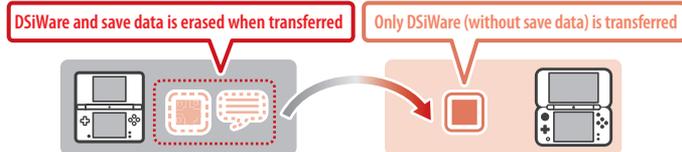
Photo and audio data on the microSD card is not erased even during a System Transfer.



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

## Precautions when transferring Nintendo DSiWare

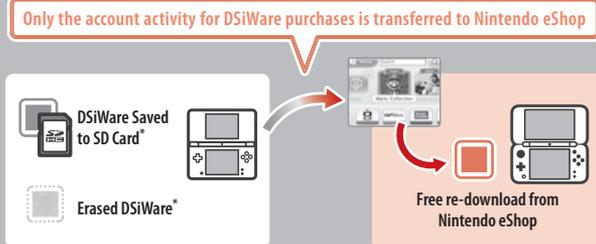
**Only Nintendo DSiWare software programs will be transferred to your New Nintendo 2DS XL system. The DSiWare save data will not be transferred.** When you transfer DSiWare from your Nintendo DSi or Nintendo DSi XL system, both software and save data will be erased from the original system. Do not transfer Nintendo DSiWare unless you are willing to lose the save data associated with that DSiWare.



**NOTE:** DSiWare will be saved in the System Memory of your New Nintendo 2DS XL system. It cannot be transferred if there is insufficient space in the System Memory of your system. If necessary, go to Data Management under System Settings and copy previously saved DSiWare to the microSD Card, and then delete them from System Memory (page 39).

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

If you purchased a license for DSiWare and then deleted that DSiWare or copied it to an SD Card, you can still transfer it even though it is no longer saved on the system. In this case, system transfer does not save the software itself on the New Nintendo 2DS XL system, but it does allow you to re-download the software from Nintendo eShop and play it on that system.

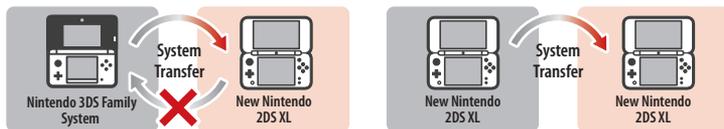


\* Once transferred, DSiWare can no longer be played on the original Nintendo DSi or Nintendo DSi XL system. If you want to play transferred DSiWare again on that system, you must use Nintendo DSi Points and purchase the DSiWare licenses again.

- You cannot transfer free DSiWare or DSiWare for which licenses are not sold on the Nintendo eShop. For more information on non-transferable DSiWare, please visit [support.nintendo.com](http://support.nintendo.com).
- You cannot transfer Nintendo DSi Points™ or software that came included with your Nintendo DSi or Nintendo DSi XL system.
- You cannot transfer software if the same software already exists on your New Nintendo 2DS system.

## Transferring between two systems in the Nintendo 3DS family

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



- The data is all transferred at once. You cannot choose which data and software to transfer.
- You cannot perform a System Transfer from a New Nintendo 2DS XL system to a Nintendo 3DS/Nintendo 3DS XL system. Once the data has been transferred, it cannot be transferred back to the original system.

Data You Can Transfer	Nintendo DS Software Settings	The Internet settings and Nintendo Wi-Fi Connection ID used by Nintendo DS software are transferred.
	Built-in software save data	Save data for built-in software, such as the friend list, Nintendo 3DS camera photos, Nintendo 3DS sound recordings, and Mii data from Mii Maker, is transferred.
	DSiWare	Nintendo DSiWare and save data saved to system memory are transferred.
	Nintendo Network ID	Your Nintendo Network ID and associated information is transferred. <b>NOTE:</b> Once a system transfer has been performed, any current or previous IDs that were linked to the originating system can only be re-linked to the destination system.
	Nintendo eShop Account Activity and balance	Your Nintendo eShop balance and account activity is transferred. The account activity and eShop balance from both systems will be combined. <b>NOTE:</b> Some account activity information cannot be transferred, but can be checked on-screen before performing the system transfer.
	Rights to use data saved on the SD Card	The rights to use data saved on the SD Card (including downloadable content, downloadable software and associated save data, and other data) are transferred. See page 45 for instructions on migrating the data on the SD card.

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

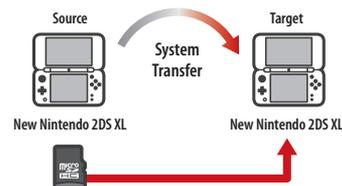
You cannot perform a System Transfer until you first format the System Memory of the destination system (page 49). This will erase the Nintendo Network ID from the system and allow you to perform the System Transfer.

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

## Important Information about Transferring Data on SD Cards

The method used for transferring data between SD cards depends on the systems involved in the system transfer procedure.

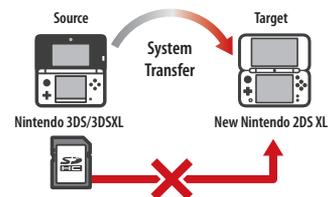
When transferring from a New Nintendo 2DS XL system to a New Nintendo 2DS XL system



Insert the microSD card from the source system into the target system.

The data from the microSD card of the source system can only be used on the target system. After the System Transfer, insert the microSD card from the source system into the target system before use. If you use the target system before swapping the microSD card, you may not be able to use save data with certain software programs.

When transferring from a Nintendo 3DS/Nintendo 3DS XL system to a New Nintendo 2DS XL system



You cannot insert the SD card from the source system into the microSD card slot of the New Nintendo 2DS XL system. See the three options below for other methods of transferring the data.

### Option 1 – Wireless Transfer



This transfers all of the data on the SD card in the Nintendo 3DS/Nintendo 3DS XL to the microSD card in the New Nintendo 2DS XL.

- The amount of time required for the transfer depends on the amount of data there is to transfer.
- You will not be able to transfer the data if the microSD card on the target system does not have enough free space. If this is the case, quit the transfer process, and then delete any unnecessary photos, videos, audio, or software from the microSD card. If there is still not enough space, replace the microSD card in the target system with one that has a greater capacity, or select the **Low-Capacity microSD Card Transfer** option.

### Option 2 – Low-Capacity microSD Card Transfer

Choose this option when the microSD card in the target system does not have enough capacity. Data other than Nintendo 3DS software on the SD card will be transferred to the microSD card of the target system. After the System Transfer, you will be able to re-download the required software programs from Nintendo eShop free of charge.

- Save data is restored when the software is opened for the first time after download.



### Option 3 – PC-Based Transfer

Data on the SD card is not transferred to the microSD card of the target system during the transfer procedure. After System Transfer is complete, use a computer to copy all data from the SD card to the microSD card. After copying the data, insert the microSD card into the target system to use data on it.

- If you were already using a microSD card in an SD card adapter on the source system, you do not need to copy the data using a computer. After the System Transfer is complete, just insert the microSD card into the target system to use data on it.

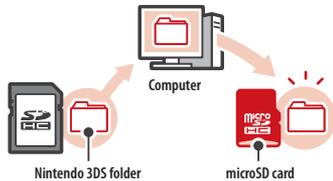
#### IMPORTANT:

- If your computer has a built-in SD card slot, you will need to use as SD card adapter (sold separately) to insert the microSD card from the New Nintendo 2DS XL into the SD card slot.
- If your computer does not have a built-in SD card slot, you will need to use a SD card reader and a microSD card adapter (both sold separately) during this procedure.

#### Copying data to the microSD card

Copy all data on the source SD card to the PC and then to the target microSD card. Be sure to copy the entire Nintendo 3DS folder to the microSD card.

- Copy data to an empty microSD card.  
First delete or copy to a PC any data on the microSD card to make sure it is empty.
- Copy data to the upper most level of any directories on the microSD card.
- Do not move, delete, rename, or otherwise alter any of the data in the Nintendo 3DS folder.
- See page 51 for more information on SD card capacity.



#### If you are using multiple SD cards with your source system...

You can move the contents of a single SD card with options 1 or 2. Then you can use a PC to transfer data from the second or additional SD cards to the microSD card (see option 3) after the system transfer procedure, and then insert the card into the new system. See page 51 for more information on copying data to SD cards.

## Precautions regarding System Transfers

After the transfer, all of the data on the source system is deleted.



- Data other than Nintendo DSiWare saved to the system memory of the target system (such as save data for built-in software) is all erased before the data from the source console is written. If you have any photo or audio data saved in the system memory of the target system, copy it to the microSD card before running the System Transfer.

#### Downloadable Software

- You will no longer be able to use the downloadable software and save data stored in the microSD card that was used in the target system. (You can re-download software titles from Nintendo eShop.) However, you can move Nintendo DSiWare and its save data to the system memory of the target system before the System Transfer and you will still be able to use it after the transfer.
- If you perform a System Transfer between systems that have the same downloadable software, the Account Activity for the same software on the target system is erased, and the save data will no longer be usable either. The software and save data from the source system will become playable on the target system.

#### Notes on Nintendo eShop Balance

- You will not be able to perform a System Transfer if the combined balance on the source and target systems exceeds the maximum allowed balance.

### If you used Option 2, “Low-Capacity microSD Card Transfer” to transfer data from a Nintendo 3DS/3DS XL to the New Nintendo 2DS XL:

You can check the transferred save data from the Data Management screen. You can also select save data from the Data Management screen and delete it.



## Performing a System Transfer

**Nintendo DSi/DSi XL → New Nintendo 2DS XL** Transferring from a Nintendo DSi/DSi XL to a New Nintendo 2DS XL

### On the New Nintendo 2DS XL system:

- 1 Tap **Transfer from a System in the Nintendo DSi Family**.  
Read the warnings about transferring data and then tap **Next**.



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



### On the Nintendo DSi/DSi XL System:

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



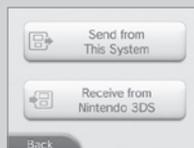
**Nintendo 3DS family → New Nintendo 2DS XL** Transferring within the Nintendo 3DS family of systems

### On both systems:

- 1 Tap **Transfer from a System in the Nintendo 3DS Family**.  
Read the warnings about transferring data and then tap **Accept**.



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



### On the target system:

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

## System Update

**IMPORTANT:** The New Nintendo 2DS XL system specifications and the Nintendo 3DS Service are constantly evolving and we may update or change the New Nintendo 2DS XL system or the Nintendo 3DS Service in whole or in part, without notice to you. Such updates may be required for you to play new Nintendo 3DS games, enjoy new features, or continue to access the Nintendo 3DS Service. After the Nintendo 3DS menu is updated, any existing or future unauthorized technical modification of the hardware or software of your New Nintendo 2DS XL system, or the use of an unauthorized device in connection with your system, will render the system permanently unplayable. Content deriving from the unauthorized modification of the hardware or software of your New Nintendo 2DS XL system will be removed. Failure to accept the update may render games and new features unplayable.

The New Nintendo 2DS XL system automatically updates a list to help limit the use of inappropriate words and a list of access points that can be used for network services offered by Nintendo. No prior notice for these or other minor automatic updates will be displayed on the screen. For other system updates, a notice will be displayed on the screen, and you will need to select "Accept" to receive such updates.

**NOTE:** A broadband wireless network connection is required to connect to the Internet and perform a system update unless you are performing a system update from a Game Card. See page 32 for more information on setting up a connection.

## Format System Memory

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

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

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

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

Also the following data on your SD Card:<sup>2</sup>

- Downloadable software<sup>1</sup> and its save data
- Downloadable content<sup>1</sup>
- Extra data
- Backups of save data

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

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

<sup>2</sup> If the system contains a microSD card on which software or save data is saved, and you remove that card before formatting System Memory, the data on the microSD card will not be deleted but you will no longer be able to use it.

<sup>3</sup> Your Nintendo Network ID is unlinked (not erased) when you format the System Memory. You can re-link your ID by choosing **Link an Existing ID** from the Nintendo Network ID Settings option in System Settings (page 29).

# Replacing the microSD Card

When replacing the microSD card, turn the power off and make sure the AC adapter is unplugged from the New Nintendo 2DS XL system.

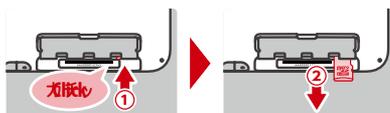
\* Make sure to turn the power off before doing this.

**1** Open the card slot cover.



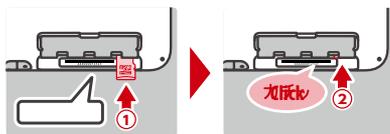
**2** Push in, then remove the microSD card

- Do not pull out without pushing in. This may result in damage to the microSD card slot.



**3** Insert the microSD card

- Do not touch the contacts with your fingers.
- Make sure the logo faces up.



## microSD Cards

The New Nintendo 2DS XL system supports microSD memory cards of up to 2 GB and microSDHC memory cards of between 4 GB and 32 GB.

- Downloaded software and its save data, extra data, downloadable content, and photographs and videos taken with the camera are saved on the microSD card.
- Downloadable software other than Nintendo DSiWare is saved to the microSD card.
- If you create save data for a title on multiple microSD cards by switching microSD cards and downloading a title, for example, you cannot consolidate the multiple save data into a single microSD card later on.

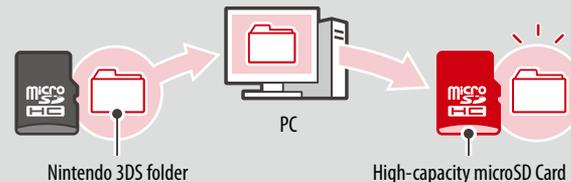
If you run out of free space on your microSD card, see page 51 for available options.

# microSD Card Capacity

## About microSD Card capacity

If you begin to run out of room on your microSD card, first try deleting undesired photos, sound files, or software using the Data Management feature in System Settings (page 39). If you still need more room, you can purchase a higher-capacity microSD card and move all of the files onto the new card. **You can save software to a new microSD card without copying the content over, but later it will not be possible to re-save to a single microSD card.**

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



- Copy the content to the uppermost level of the microSD card.
- Downloadable software and its save data are saved in the Nintendo 3DS folder (photo data is not included). **Please do not alter, move, or erase files or change the names of the files in the Nintendo 3DS folder.**

## Copying files

Please make sure to copy the entire Nintendo 3DS folder.

**If you copy software to a new microSD card, play it, and save your progress, the same software on the old microSD card may become unusable. You cannot use multiple copies of the software.**

If you copy software to a new microSD card, use the new microSD card and do not use the original data.

## Precautions about copying files

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



If you individually copy the files in the Nintendo 3DS folder, the New Nintendo 2DS XL system will not recognize them. You must copy the data in the Nintendo 3DS folder without altering the contents.



# Troubleshooting

Before seeking assistance, please review the following problems and solutions. You can also visit [support.nintendo.com](http://support.nintendo.com) for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

**NOTE:** Please also review any instructions for games or accessories you may be using and review the Troubleshooting section of the built-in electronic manual for the HOME Menu (page 20).

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

- Make sure you are using the correct AC adapter, Model No. WAP-002(USA).
- Disconnect the system from the AC adapter and unplug the adapter from the wall outlet. Wait approximately 30 seconds and then reconnect the components. (Review the battery-charging procedure on page 15.)
- Make sure you are charging the battery pack within an ambient temperature range of 41°F – 95°F (5°C – 35°C). The battery pack may not charge properly outside of this range.
- If the recharge LED is blinking or won't stay lit, visit [support.nintendo.com](http://support.nintendo.com) for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

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

- Make sure you aren't exposing the system to or charging the system in temperatures below the ambient temperature range of 41°F – 95°F (5°C – 35°C). Cold temperatures can increase the recharge time and decrease the usage time of a charged battery.
- Over time and after repeated charging, the performance of the battery will decrease. If you have had the system for a long time, or if the battery pack appears slightly swollen, call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service for your system.

## The system seems too warm.

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

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

- Make sure the battery pack is charged (page 15).
- Check to see if the power LED lights up when you press the POWER Button.
- If you are using a Game Card, make sure it is fully inserted into the Game Card slot until it clicks into place.
- Wake the system if it is in Sleep Mode. For details on how to wake the system from Sleep Mode, read the instructions for the software you are using.

## A Game Card won't play.

- Make sure the game content is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls for more information (page 37).

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

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

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

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

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

## Multi-colored stripes appear on the lower Touch Screen.

- Due to the effects of refraction or reflection of light, changes in temperature, or how you are using the stylus on the Touch Screen, multi-colored or moiré-like patterns may appear on the screen. This is normal and not considered a defect.

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

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

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

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

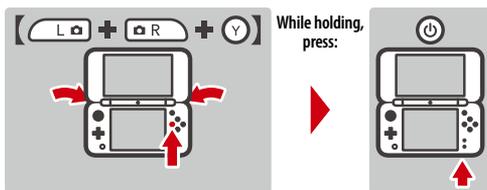
## The screen brightness or image colors change, or bright colors appear pale.

- If power-saving mode is on, these may be adjusted automatically to save battery power. For normal appearance, turn the power-saving mode off (page 24).
- If the power-saving mode is turned on, the screen's brightness and color gradations are automatically adjusted to match the images displayed to minimize power usage. You can turn these features off from HOME Menu settings (page 24).

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

- If you use excessive force to operate the Circle Pad, or you use the Circle Pad continuously for a long period of time, in very rare cases the Circle Pad may start registering incorrect input and need to be calibrated. Use the calibration procedure in System Settings/Other Settings to recalibrate the Circle Pad (page 40).

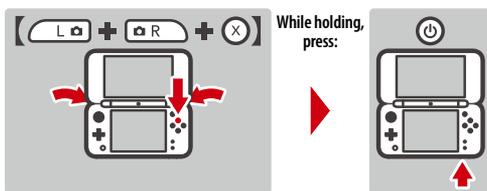
**NOTE:** You can also go directly to the Circle Pad calibration screen by using the following procedure. First turn the power off. Then press the Power Button while holding down the (L), (R), and (Y). The calibration screen will appear after a few moments.



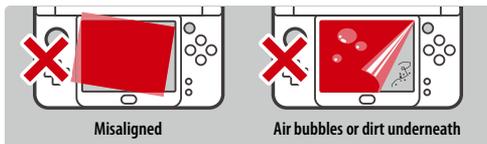
## The Touch Screen doesn't seem to operate or respond correctly to stylus input.

- The Touch Screen may need to be re-calibrated. Use the calibration procedure in System Settings/Other Settings to recalibrate the Touch Screen (page 40).

**NOTE:** You can also go directly to the Touch Screen calibration procedure by using the following procedure. First turn the power off. Then press the Power Button while holding down the (L), (R), and (X). The calibration screen will appear after a few moments.



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



## The C Stick is not working.

- Make sure you are using software that support the use of the C Stick. (For software that supports the Circle Pad Pro accessory [sold separately], you can use the C Stick.)
- If you touch the C Stick while turning on the power it can become misaligned from the neutral position. To recalibrate the C Stick, close the system and then re-open it.

## The screen appears dark and the system is inoperable.

- If the screen appears dark and the system becomes inoperable when turning on the power, waking the system from Sleep Mode, or when using software, press and hold the Power Button until the Power LED turns off, and then turn the power back on.

## There is no sound from the speakers.

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

## There is no sound from the headphones.

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

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

- Make sure the software you are using includes microphone features.
- Confirm that the microphone is operating correctly by performing a microphone test in System Settings (page 40).
- Some voices may be difficult for the system to recognize. Try having a different person speak the same word or phrase to verify if this is the problem.
- If you are using a headset microphone, try removing it and using the built-in system microphone.

## The system is not counting step numbers accurately.

- If your system is open, it cannot count steps. Steps are only counted when both the power is on and the system is closed.
- If you carry your system in a bag that is not closely connected to your body or case as you walk, it cannot accurately count your steps. The step numbers will be counted more accurately if you carry your system in a bag connected to your waist (such as a hip pouch).

## The microSD Card functions don't seem to work.

- Check to make sure the microSD Card is installed correctly (page 50).
- Check the contacts on the microSD card for dirt or contamination. If necessary, gently clean them with a dry cotton swab.
- Try checking the operation of the SD Card on a PC that has an SD Card reader.

### The icon for the Game Card doesn't appear on the HOME Menu

- Remove the Game Card and make sure it is oriented and inserted correctly (page 26). Make sure it clicks into place in the Game Card slot.

### Wireless communication or online gameplay doesn't work or works inconsistently.

- Make sure that wireless communication has not been disabled in HOME Menu settings (page 20).
- Check the signal strength icon. If it appears as or , move closer to your communications partner or to your wireless access point.
- External causes, such as cell phones, computers, microwaves, or even physical barriers, can interfere with wireless communications. Check for these conditions and either remove them or move to a different location.
- Stickers or covers may interfere with wireless communication. If you have added these items to your system, try removing them and checking wireless communication again.

### Unable to make Internet connection settings.

- You cannot use Wi-Fi Protected Setup as your connection method if your access point uses WEP as its security setting.
- You cannot detect and configure a connection to your access point if it uses WPA2-PSK(TKIP) as its security setting.

### I can't connect to the Internet.

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

#### If you are playing Nintendo DSi software

It is possible that the New Nintendo 2DS XL Internet settings are not configured correctly. Please perform a connection test and follow any instructions displayed in an error message.



### The system suddenly enters Sleep Mode.

Check for and remove the following possible external causes:

- A strong external magnetic force, such as from an audio speaker, can cause the system to go into Sleep Mode.
- The New Nintendo 2DS XL system may go into Sleep Mode if it is stacked up with other systems in the Nintendo DS/3DS product line.

### I can't disable the Parental Control settings.

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

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

- Select Parental Controls from System Settings and then tap **Forgot PIN**. (You can also tap **I Forgot** on the PIN entry screen.) Enter the answer to your secret question, and then tap **OK** to return to the Parental Controls options.
- If you have forgotten the answer to your secret question, tap **I Forgot** on the answer entry screen.
- If you have registered an e-mail address, tap **OK** to have a master key sent to that address.
  - this step requires a wireless broadband Internet connection.
  - make sure your e-mail application does not reject e-mail from the @nintendo.net domain.
- If you have not registered an e-mail address, an Inquiry Number will be displayed.
 

Visit [support.nintendo.com/pin](http://support.nintendo.com/pin) and enter this Inquiry Number to get a master key that will allow you to access Parental Controls again.
- Tap **OK**.
- Enter the master key number and then tap **OK**.
 

You will return to Parental Controls.



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

- Make sure the files are in a format compatible with Nintendo 3DS Sound (see the troubleshooting step below for compatible file formats).
- Make sure the files are not saved in the "Private" folder inside the "Nintendo 3DS" folder on the SD Card (this folder is visible when viewing the SD Card contents on a PC). The contents of this folder are not visible in Nintendo 3DS Sound.

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

- Check to make sure the files are in a format compatible with Nintendo 3DS Sound. The files must be in the following format:  
AAC files with .m4a, .mp4, and .3gp extensions, or MP3 files with .mp3 extensions.  
Bit rate of 16kbps - 320kbps and sampling frequency of 32kHz - 48kHz.

**NOTE:** The New Nintendo 2DS XL cannot play copy-protected music files.

If your system still does not operate correctly after reviewing the above problems and solutions, visit [support.nintendo.com](http://support.nintendo.com) for assistance and additional troubleshooting and repair options, or call 1-800-255-3700.

## Limited Warranty and Service Information Regulations for Equipment Use

This product is covered by Nintendo's Limited Warranty. For warranty information, visit [support.nintendo.com/warranty](http://support.nintendo.com/warranty). To request a printed copy of Nintendo's warranty, please contact Consumer Service at 1-800-255-3700. This warranty is only valid in the United States and Canada.

### FCC and ISED Information

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

This device complies with Part 15 of the FCC Rules and RSS Standards of ISED. 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.

This equipment complies with FCC/ISED radiation exposure limits set forth for an uncontrolled environment and meets the FCC radio frequency (RF) Exposure Guidelines and RSS-102 of the ISED radio frequency (RF) Exposure rules. This equipment has very low levels of RF energy that are deemed to comply without testing of specific absorption rate (SAR).

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.

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

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