Nintendo®

NINTENDO 2DS™

Operations Manual
including Quick-Start Guide

Thank you for purchasing this system. Please read this Operations Manual before use, paying careful attention to the Health and Safety Information section on **p. 4-7**, and follow all the instructions carefully. Adults should supervise the use of this product by children.
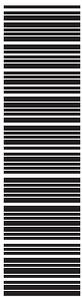
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Nintendo®

MAB-FTR-S-UKV-CO

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

Original
Nintendo
Seal of Quality
™

Thank you for selecting the Nintendo 2DS™ system.

Set Contents

☐ **Nintendo 2DS system** (FTR-001)	x 1
☐ **Nintendo 3DS AC adapter** (WAP-002(UKV)/WAP-002(EUR))	x 1
AC adapter (WAP-002(UKV)) suitable for use in the UK, Ireland and Malta. OR AC adapter (WAP-002(EUR)) suitable for use in the EEA (except for the UK, Ireland and Malta), Switzerland and Russia.	
☐ **Nintendo 2DS stylus** (FTR-004) Note: The stylus is located in the stylus holder on the side of the system (📖 **p. 15**).	x 1
☐ **SDHC memory card** Note: • The SDHC memory card is inserted in the SD card slot (📖 **p. 13**). The SDHC card is a third-party accessory not manufactured by Nintendo. • The capacity of the SDHC card is stated on the box.	x 1
☐ **AR Cards** Note: These are used in conjunction with the built-in application, AR Games: Augmented Reality.	x 6
☐ **Operations Manual including Quick-Start Guide**	x 1

Also Available

Nintendo 2DS Carrying Case
(FTR-009)

While out and about, protect your Nintendo 2DS with a carrying case (sold separately). Available in two colour schemes, it features a plush cloth lining to keep the system clean and free from scratches and scuffs.

Contents

Note:
• In this manual, the term "Nintendo 3DS system" refers to all systems in the Nintendo 3DS™ family, which includes New Nintendo 3DS™, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL and Nintendo 2DS™.

Electronic Manuals

You can also learn about the use of this system and any software through electronic manuals.
If a software title or application includes an electronic manual, select its icon then touch MANUAL to read it.

Nintendo 3DS Camera
Nintendo

Manual   Open

Health and Safety Information

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

⚠ WARNING – SEIZURES

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

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

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

⚠ WARNING – EYE STRAIN AND MOTION SICKNESS

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

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

⚠ WARNING – REPETITIVE MOTION INJURIES

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

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

⚠ WARNING – RADIO FREQUENCY INTERFERENCE

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

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

⚠ WARNING – BATTERY

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

■ **To avoid battery leakage or combustion:**

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

■ **In case of leakage:**

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

⚠ WARNING – CHARGING THE SYSTEM

◼ **Use a compatible AC adapter and battery.**

Using an incompatible AC adapter or battery can lead to battery leakage, combustion or explosion, which can in turn lead to fire and / or electrocution. Use the Nintendo 3DS Battery Pack (CTR-003) and Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) only.

◼ **Use the AC adapter and battery pack only with compatible systems.**

Using the AC adapter and/or battery pack with an incompatible unit can cause fire, battery leakage, combustion, explosion or electric shocks.

The Nintendo 3DS Battery Pack (CTR-003) can be used with the following:
- Nintendo 3DS (CTR-001(EUR))
- Nintendo 2DS (FTR-001)
- Wii U Pro Controller (WUP-005)

The Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)) can be used with the following:
- New Nintendo 3DS (KTR-001)
- New Nintendo 3DS XL (RED-001)
- Nintendo 3DS (CTR-001(EUR))
- Nintendo 3DS XL (SPR-001(EUR))
- Nintendo 2DS (FTR-001)
- Nintendo DSi (TWL-001(EUR))
- Nintendo DSi XL (UTL-001(EUR))

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

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

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

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

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

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

◼ **The AC adapter is for indoor use only.**

◼ **Do not touch the AC adapter connector or any other connector on the system with your fingers or metal objects.**

◼ **Do not touch the system or AC adapter while charging during a thunderstorm.**

◼ **The AC adapter should be plugged into an easily accessible socket that is near the equipment that is to be charged.**

⚠ WARNING – GENERAL

◼ **Not suitable for children under 36 months of age. Do not place the system or its accessories within reach of young children or pets.**

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

◼ **Do not use excessive volume for headphones.**

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

◼ **Do not get too close to the infrared transceiver.**

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

Use your system carefully

◼ **Do not expose the system to high temperatures or direct sunlight for an extended period of time.**

◼ **Do not let the system come into contact with liquids and do not use the system with wet or oily hands.**

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

◼ **Do not expose the system to excessive physical shock.**
- Do not apply unnecessary pressure to the LCD screens. Use either the included stylus or the item specified by the software for on-screen commands. Do not use any hard objects (including fingernails) that could leave scratches on the screen.
- Do not move the Circle Pad violently from side to side.
- Do not bend or apply unnecessary force to the stylus.

◼ **Do not disassemble or try to repair the system.**

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

◼ **Only use compatible accessories with the system.**

◼ **Be aware of your surroundings while using the system.**

◼ **Cleaning the system:**

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

IMPORTANT INFORMATION FOR PARENTS
PLEASE READ!

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

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

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

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

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

Set

Do Not Set

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

Make sure you select DONE to save your settings.

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

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

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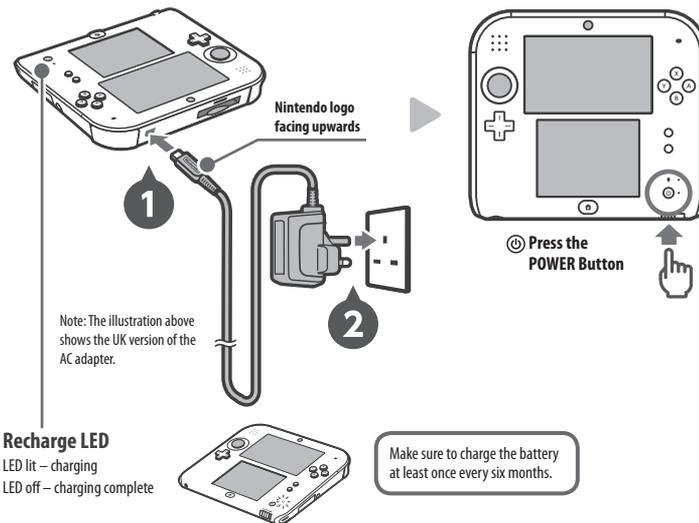

Charge and Turn On the System

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

Nintendo logo facing upwards

1

2

Note: The illustration above shows the UK version of the AC adapter.

⏻ **Press the POWER Button**

Recharge LED
LED lit – charging
LED off – charging complete

Make sure to charge the battery at least once every six months.

Sleep Mode
Move the sleep switch to the right while the power is on to pause the game and activate Sleep Mode. SpotPass™ and StreetPass remain active when the system is in Sleep Mode, but power consumption is greatly reduced.

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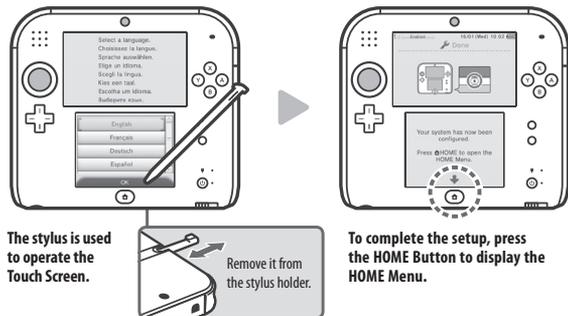
SLEEP

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

Software closed.

⏻ Power Off

⌂ Return to HOME Menu

Configure the System

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

The stylus is used to operate the Touch Screen.

Remove it from the stylus holder.

To complete the setup, press the HOME Button to display the HOME Menu.

System Transfer

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

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

- **Transfer your data before playing.**

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

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

  Otherwise, you will be unable to transfer data.

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

Start Software

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

Game Card (label facing downwards)

New SUPER MARIO BROS. 2
Nintendo

Manual   Open
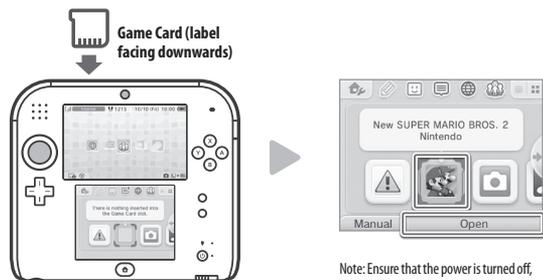
Note: Ensure that the power is turned off, or that the HOME Menu is displayed and no software is currently suspended, before inserting or removing a Game Card.

Connect to the Internet

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

Prepare your wireless access point

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

Internet

Modem and/or router

Broadband internet connection

(ADSL, cable or fibre optic)

Wireless access point

It is easiest to connect to wireless access points which support AOSS™ or Wi-Fi Protected Setup™.
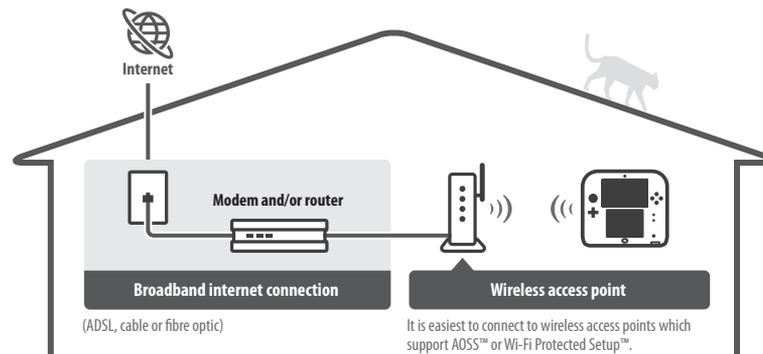
Configure settings

Open the System Settings, then touch INTERNET SETTINGS, and then CONNECTION SETTINGS.

① System Settings
Nintendo

Manual   Open

② Nintendo Network ID Settings

Internet Settings   Parental Controls

Data Management   Other Settings

Close

③ Connection Settings

SpotPass

Nintendo DS Connections

Other Information

Back

Activating and deactivating wireless communication

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

System Update

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

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

Create/Link a Nintendo Network ID

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

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

Nintendo eShop
Get demos and a variety of free software.

Miiverse
Chat about your favourite games.

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

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

If you own another system in the Nintendo 3DS family and want to transfer data to your new system...
Do not create or link a Nintendo Network ID to the new system before the transfer, otherwise you will be unable to transfer data.

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

1 System Settings Nintendo
Manual | Open

2 Nintendo Network ID Settings
Internet Settings | Parental Controls
Data Management | Other Settings
✕ Close

12

Component Names and Functions

Notification LED
Notifies you of the status of the system by flashing and changing colour.
- Received SpotPass notification (flashes blue for five seconds)
- Received StreetPass communication (flashes green for five seconds)
- Friend has come online (flashes orange for five seconds)
- Battery is almost empty (flashes red)

SD Card Slot
Used for inserting SD cards (SD memory cards or SDHC memory cards). The included SDHC card comes pre-inserted into the system.

Using SD Cards
The SD card stores data such as downloadable software and its save data, extra data and add-on content, photos and videos. This system supports SD cards up to 2 GB in size and SDHC cards with sizes ranging from 4 GB to 32 GB.
Note: If your SD card is full, you can transfer all of the data from your current SD card to one with a larger capacity. Always copy the entire "Nintendo 3DS" folder to the new SD card using a PC.

Microphone
Used by software with microphone functionality.

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

Power LED (⏻)
Lights up when the power is on.
Battery Charge
- High: Solid blue
- Low: Solid red
- Almost empty: Flashes red

POWER Button (⏻)

Recharge LED (🔌)
Lights up orange while the battery is recharging.

Wireless LED (📶)
Lights up yellow when wireless communication is enabled, and remains off when wireless communication is disabled. Flashes yellow when data is being sent or received.
Note:
- When in Sleep Mode, the wireless LED will light or flash more dimly.

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LCD Screen

Inner Camera
Used by software with camera functionality.

Circle Pad
Used by software that supports Circle Pad input.
Note: If the Circle Pad is not working properly, please refer to 📖 **p. 18**.

Speaker

Volume

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

✚ **Control Pad**

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

Touch Screen Controls

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

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

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

START

SELECT

HOME Button (🏠)
Displays the HOME Menu.

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

Battery Cover
Can be removed to replace the battery.
Note: Please refrain from removing unless it is absolutely necessary.

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

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

L Button

Game Card Slot
For loading Nintendo 3DS Game Cards, Nintendo DS Game Cards, Nintendo DSi™ Game Cards and Nintendo DSi enhanced Game Cards.
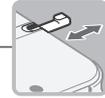
Stylus Holder
Used to store the stylus.
Note: Do not attempt to place anything into the stylus holder other than the stylus that came with this system.

R Button

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

Infrared Transceiver
Sends and receives signals for software with infrared functionality.

Replacing the Battery

Always turn the power off and disconnect the AC adapter before replacing the battery. To remove the battery cover follow the procedure below.

Loosen battery cover	Remove battery cover

Use a cross-head screwdriver that fits in the two screw heads.

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

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

Remove battery	Wait at least 10 seconds, then insert new battery

Note: Ensure that the battery is facing in the right direction.

Attach battery cover and tighten both screws

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

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

Troubleshooting

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

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

Problem	Solution
I can't recharge the battery / The recharge LED is not lit	• **Are you using a Nintendo 3DS AC adapter?** ➡ Use the Nintendo 3DS AC adapter (WAP-002(UKV)/WAP-002(EUR)). The Nintendo DSi Power Supply is also compatible. • **Is the AC adapter firmly inserted into the system and a plug socket?** ➡ Unplug the AC adapter and wait approximately 30 seconds before plugging it in again. Make sure the AC adapter is securely connected to both the system and the plug socket (📖 p. 9). • **Is the battery being recharged in a location with an ambient temperature between 5 – 35°C?** ➡ Recharge the battery in a location with an ambient temperature between 5 – 35°C. You may not be able to recharge the battery in a location outside of this temperature range. • **Is the battery connected properly?** ➡ If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery may not be connected correctly. Make sure that the battery is connected properly (📖 p. 16). • **Is the recharge LED lit?** ➡ If the recharge LED is blinking, there is a chance that the battery is not connected properly. If you experience this, contact Nintendo Customer Support.
The system will not turn on	• **Has the system been charged?** ➡ Recharge the system. • **Has the sleep switch been moved to the right?** ➡ Slide the sleep switch to the left, then turn the system on. • **Is the battery connected properly?** ➡ If the system won't turn on and, when you plug in the AC adapter, the recharge LED lights up then immediately turns dark, the battery may not be connected correctly. Make sure that the battery is connected properly (📖 p. 16).
The system is hot	• **Is the battery being charged in an area with a high temperature, or being charged for extended periods of time?** ➡ Doing so can lead to the system temperature rising sharply. Charge the battery in a location with an ambient temperature between 5 – 35°C. Touching the system while it is hot may cause burns.
I charged the battery, but I can't play for long periods of time / It takes a long time to charge the battery	• **Are you playing a game or recharging the battery in a location with an ambient temperature less than 5°C?** ➡ In environments with a temperature less than 5°C, you will not be able to play games for long periods of time, and the battery will take longer than usual to recharge. • **Battery Life** ➡ Repeated charging will decrease battery life, reducing the length of time you can use the system. If usage time is noticeably reduced, replace the battery. Contact Nintendo Customer Support for further information on where to purchase a replacement.
The battery has expanded	➡ Lithium-ion batteries are subject to degradation over time and can expand through repeated recharging. This is not a malfunction or a potential safety hazard. Please replace the battery if its expansion is affecting battery life (📖 p. 16). If the battery leaks, do not touch it and contact Nintendo Customer Support.

Problem	Solution
There is no video or audio output	• **Has the Game Card been correctly inserted?** ➡ Insert the Game Card gently but firmly until it clicks into place. • **Is the system in Sleep Mode?** ➡ If the system is in this state, exit Sleep Mode. Some software can enter Sleep Mode even without the sleep switch being moved to the right.
There are black or bright dots on the LCD screens that do not go away / There are dark or light patches on the LCD screens	➡ Small numbers of stuck or dead pixels are a characteristic of LCD screens. These are normal and should not be considered as a defect. The upper screen and Touch Screen have different specifications, so their colour displays and levels of brightness may differ.
The Circle Pad doesn't work properly	• **Does Circle Pad input match what you see on screen?** ➡ In rare cases, the Circle Pad's input may stop working properly after long periods of use or being used forcefully. If the in-game movements do not match the Circle Pad input, use the CIRCLE PAD option in the System Settings to calibrate the input. Note: If movements are being input despite the Circle Pad not being used, and you are unable to use the buttons or Touch Screen, turn the system off, then start it again on the Circle Pad calibration screen by pressing the POWER Button while pressing and holding L Button + R Button + Y Button.
The Touch Screen doesn't work properly	• **Does the Touch Screen input match what you see on screen?** ➡ If the in-game movements do not match the Touch Screen input, use the TOUCH SCREEN option in the System Settings to calibrate the input. Note: If you are unable to use the Touch Screen to perform this procedure, turn the system off, then start it again on the Touch Screen calibration screen by pressing the POWER Button while pressing and holding L Button + R Button + X Button.
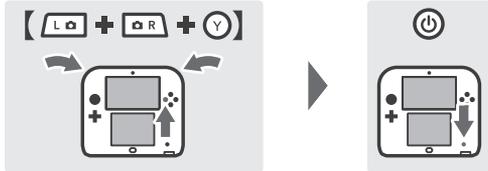
Problem	Solution
The Touch Screen doesn't work properly	• **Have you attached a commercially available protective sheet to the Touch Screen?** ➡ If you have applied a commercially available protective sheet to the Touch Screen, refer to its instruction manual and be sure it has been applied correctly before attempting to calibrate the Touch Screen. Not aligned Trapped air or dirt
3D images cannot be seen	➡ The Nintendo 2DS does not support 3D visuals.
The screen goes completely black and the system won't respond / The system freezes up	➡ If the screen stays black when you turn the system on or when you exit Sleep Mode (move the sleep switch to the left), or the screen suddenly goes black during gameplay and the system stops responding, turn the system off by holding the POWER Button down until the Power LED goes out, then press the POWER Button again to turn the system back on.
My SD card is not responding	• **Has the SD card been correctly inserted into the system?** ➡ Turn the power off and insert the SD card gently but firmly until it clicks into place in the SD card slot on the side of the system (📖 p. 13). • **Are the SD card terminals dirty?** ➡ Softly wipe the terminals with dry cotton to avoid damaging the SD card.

If you need further help…

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

Disposal of this Product / the Battery at the End of its Life   [071015/UKV/WEEE-3]

The crossed-out wheeled bin symbol means that you should not dispose of this product, or the battery it contains, in your general household waste. They should be separately collected and recycled. When disposing of the battery, apply some tape over the positive (+) and negative (−) connectors. Waste batteries and electrical and electronic equipment may contain hazardous substances which, if not treated properly, could lead to damage to the environment and human health. Instead, if you need to dispose of an old battery or the equipment at the end of its life, please contact your local authority for information on suitable collection sites and recycling facilities, or contact your local retailer, who may take back used batteries and equipment for free for recycling. This way you will be helping to ensure that the product and its battery are properly treated and recovered, recycled or reused, in an environmentally friendly way.

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

Technical Specifications

Note: These specifications may be changed without prior notice.

Nintendo 2DS System		
Model Number	FTR-001	
LCD Screens (Screen Size / Resolution)	Upper Screen:	Widescreen LCD 3.53 inches (76.8mm wide x 46.08mm high) 400x240 pixels Can display 16.7 million colours
	Lower Screen:	Touch-screen LCD 3.02 inches (61.44mm wide x 46.08mm high) 320x240 pixels Can display 16.7 million colours
Dimensions	127mm high x 144mm wide x 20.3mm thick	
Weight	Approx. 260g (including battery, stylus and SD card)	
Wireless Frequency	2.4GHz Band (11b: 1-13ch/11g: 1-11ch)	
Communication Standard	IEEE802.11b/g	
Output Power	11b: 5.5dBm / 11g: 5.0dBm maximum	
Recommended Communication Distance	Within 30m Note: The maximum distance at which communication is possible may be reduced depending on the surroundings.	
Camera Feature	Lens: Fixed focal length / Image sensor: CMOS / Effective pixels: About 300,000	
Clock Feature	Max. daily variation of ± 4 seconds (when used within the "Usable Environment" below)	
Speaker	Monaural	
Input / Output Terminals	Game Card slot, SD card slot, AC adapter connector, audio jack (stereo output)	
Sensors	Motion sensor, gyro sensor	
Other Features	Infrared communication (recommended communication: within 20cm) Note: The maximum distance at which communication is possible may be reduced depending on the surroundings.	
Maximum Power Consumption	Approx. 4.1W (when charging)	
Usable Environment	Temperature: 5 – 35℃ / Humidity: 20 – 80%	
Charge Time	Approx. 3.5 hours	
Battery Life	**Nintendo 3DS software:** approx. 3.5 – 5.5 hours **Nintendo DS software:** approx. 5 – 9 hours	
Nintendo 3DS AC Adapter	**Model number:** WAP-002(UKV) / WAP-002(EUR) **Input:** AC 220-240V 50/60Hz 12VA **Output:** DC 4.6V 900mA **Dimensions:** 70.5mm long x 51.0mm wide x 79.5mm thick (UKV) / 70.5mm long x 27.0mm wide x 84.5mm thick (EUR) **Weight:** approx. 86g (UKV) / approx. 80g (EUR) **Cord length:** approx. 1.9m **Compatible devices:** New Nintendo 3DS (KTR-001) Nintendo 3DS XL (SPR-001(EUR)) New Nintendo 3DS charging cradle (KTR-007) Nintendo 3DS XL charging cradle (SPR-007) New Nintendo 3DS XL (RED-001) Nintendo 2DS (FTR-001) New Nintendo 3DS XL charging cradle (RED-007) Nintendo DSi (TWL-001(EUR)) Nintendo 3DS (CTR-001(EUR)) Nintendo DSi XL (UTL-001(EUR)) Nintendo 3DS charging cradle (CTR-007)	
Nintendo 3DS Battery	**Model Number:** CTR-003 **Battery Type:** Lithium ion **Battery Capacity:** 5Wh	
Nintendo 2DS Stylus	**Model Number:** FTR-004 **Material:** Plastic (ABS/PE) **Length:** approx. 98mm	

Contact Information

12-MONTH WARRANTY – NINTENDO HARDWARE

MANUFACTURER'S WARRANTY

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

Subject to the terms and exclusions below, Nintendo warrants to the original consumer purchasing the Product ("**you**") that, for a period of 12 months from the date of the purchase of the Product by you, the Product will be free from defects in materials and workmanship.

To make a valid claim under this warranty, you must notify Nintendo of the defect in the Product within 12 months of the date of the purchase of the Product by you, and you must return the Product to Nintendo within 30 days of notifying Nintendo of that defect. If, having inspected the Product, Nintendo accepts that the Product is defective, Nintendo will (at its sole discretion) either repair or replace the part causing the defect, or replace the relevant element of the Product without charge.

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

EXCLUSIONS

This warranty does not cover:

- software (other than the Nintendo Operating Software) or games (whether included with the Product at the time of purchase or not);
- accessories, peripherals or other items that are intended for use with the Product but are not manufactured by or for Nintendo (whether included with the Product at the time of purchase or not);
- the Product if it was purchased outside the European Economic Area and Switzerland;
- the Product if it has been resold, or used for rental or commercial purposes;
- defects in the Product that are caused by accidental damage, your and/or any third party's negligence, unreasonable use, modification, use with products not supplied, licensed or authorised for use with the Product by Nintendo (including, but not limited to, non-licensed game enhancements, copier devices, adapters, power supplies or non-licensed accessories), computer viruses or connecting to the internet or other forms of electronic communication, use of the Product otherwise than in accordance with the instructions in the respective Nintendo Operations Manual or any other instructions provided with the Product (the "**Nintendo Documentation**"), or any other cause unrelated to defects in material and workmanship;
- defects in the Product that are caused by the use of faulty, damaged or leaking batteries or battery packs, or any other use of batteries or battery packs not in accordance with the instructions in the respective Nintendo Documentation;
- gradual decrease over time in the capacity and performance of batteries and battery packs for the Product (including NTR-003, USG-003, TWL-003, UTL-003, CTR-003, SPR-003, WUP-012, and KTR-003) (which, for the avoidance of doubt, will not be deemed to be a defect in material or workmanship of the Product);
- the Product if it has been opened, modified or repaired by any person or company other than Nintendo or its authorised partners, or if the Product has its serial number altered, defaced or removed;
- loss of any data that has been loaded onto or stored on the Product by any person or company other than Nintendo or its authorised partners;
- loss of data or any other content, such as software, as a result of formatting the memory of the Product (or the SD card/microSD card or any other external storage device being used with the Product); or
- loss of data or any other content as a result of deleting a Nintendo Network ID registered or linked to the Product.

HOW TO MAKE A CLAIM

To notify Nintendo of a defect covered by this warranty, please contact:

<div align="center">

Nintendo Customer Support
PO Box 4678, Windsor, SL4 9DZ
Tel: +44 (0) 345 60 50 247

</div>

Calls to this number are charged at national rates for customers in the UK, and at international rates for customers in the Republic of Ireland. Please obtain permission from the person responsible for the bill before calling.

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

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

When sending the Product to Nintendo Customer Support, please:

1. use the original packaging where possible;
2. provide a description of the defect;
3. attach a copy of your proof of purchase, ensuring that it indicates the date of purchase of the Product; and
4. ensure that it is received by Nintendo within 30 days of the original notification of a qualifying defect.

If the above 12-month warranty period has expired at the time the defect is notified to Nintendo or if the defect is not covered by this warranty, Nintendo may still be prepared to repair or replace the part causing the defect or replace the relevant element of the Product (at its sole discretion). Independently of this, you may also have statutory rights under consumer protection legislation as the purchaser of consumer goods. For further information or, in particular, details of any charges for such services, please contact:

<div align="center">

Nintendo Customer Support
Tel: +44 (0) 345 60 50 247

</div>

Calls to this number are charged at national rates for customers in the UK, and at international rates for customers in the Republic of Ireland. Please obtain permission from the person responsible for the bill before calling.

NINTENDO OPERATING SOFTWARE

The Nintendo Operating Software may only be used with Nintendo consoles, and may not be used for any other purpose. You must not copy, adapt, reverse-engineer, decompile, disassemble or modify the Nintendo Operating Software other than as expressly permitted by applicable law. Nintendo may use anti-copying or other measures to protect its rights relating to the Nintendo Operating Software.

Contact information UK and Ireland	[101214/UKV]

Call UK Customer Support for assistance on all Nintendo published/distributed software, hardware and accessories. Our dedicated games counselors can answer all your gameplay questions, offering hints, tips and strategies to ensure that you get the most from your Nintendo products.

To call Nintendo Customer Support, dial*

+44 (0) 345 60 50 247

(*Calls charged at the national rate. Customers calling from outside the UK will be charged at the international rate offered by the provider of the network being used to make the international call. Please obtain permission from the person responsible for paying the bill before calling.)

Lines are open Monday to Friday from 08:30 to 19:00, and Saturday from 08:30 to 15:30**.

(** Charges and opening hours are correct at time of printing but are subject to change without prior notice.)

Contact information South Africa	[101214/RSA]

Call our games hotline for assistance on all Nintendo published/distributed software, hardware and accessories. Our dedicated games counselors can answer all your gameplay questions, offering hints, tips and strategies to ensure that you get the most from your Nintendo products.

To call the hotline, dial*

Telephone: +27 (0) 11 390 7002

(* Calls from a landline within South Africa are charged at the standard national rate offered by the caller's network provider. Charges may vary for calls made using a mobile phone.

Please obtain permission from the person responsible for paying the bill before calling.)

Lines are open Monday to Friday from 09:00 to 16:00 **.

(** Charges are correct at time of printing but are subject to change without prior notice.)

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60528 Frankfurt am Main
Germany

DECLARATION OF CONFORMITY
Nintendo hereby declares that "Nintendo 2DS" is in compliance with the essential requirements and other relevant provisions of directive 1999/5/EC. This Declaration of Conformity is published on our website. Please visit **http://docs.nintendo-europe.com/**

European Registered Design: 2382457.

Notes