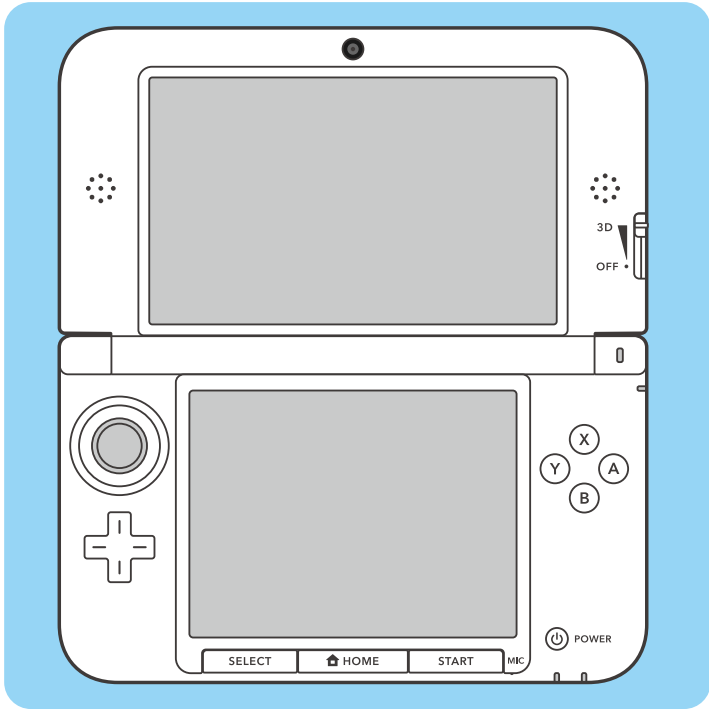


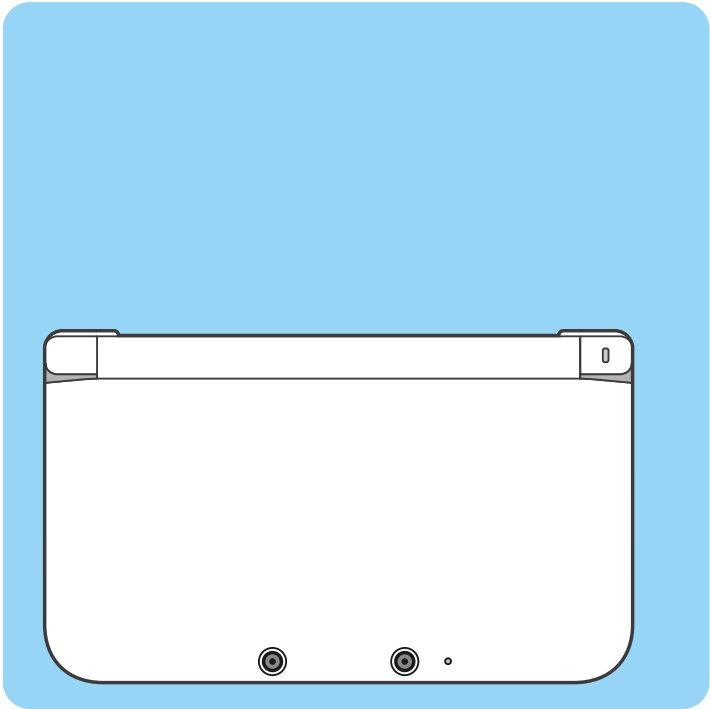
System Illustrations, Game Card, and Stylus

- Size: Any (keep fixed aspect ratio)
- Color: Fixed
- Effects: Prohibited

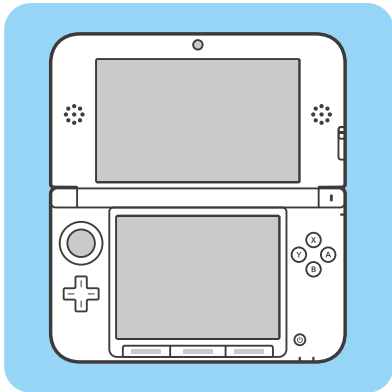
Note: When scaling the artwork, be sure to scale the line thickness (line weight) by the same ratio.



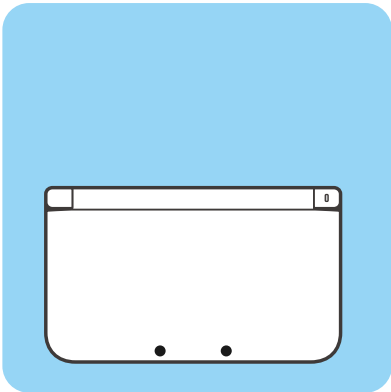
SPRS_illust_L01



SPRS_illust_L02

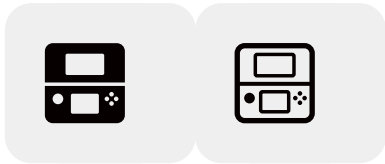


SPRS_illust_M01

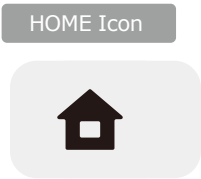


SPRS_illust_M02

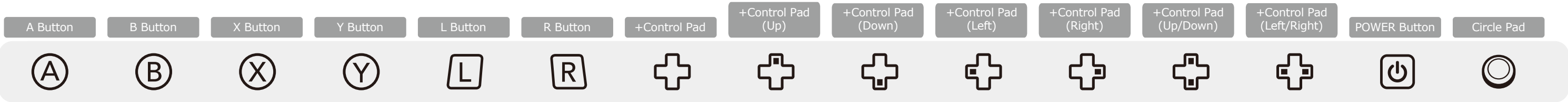
System Icons



Built-In Icons



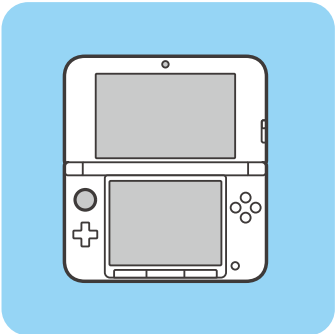
Control Buttons



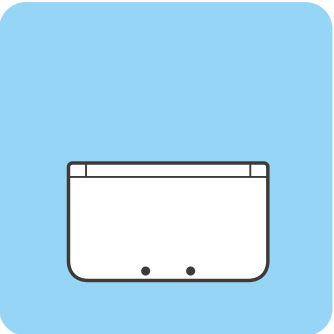
System Icons, Built-In Icons, and Control Buttons

- Size: Any (keep fixed aspect ratio)
- Color: Any
- Effects: Only for control buttons

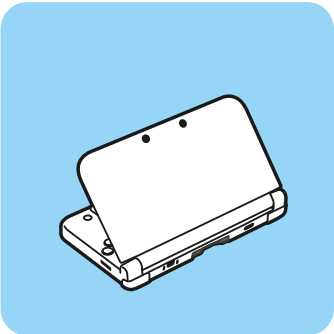
Note: Make sure that the shapes and letters on the buttons are legible.



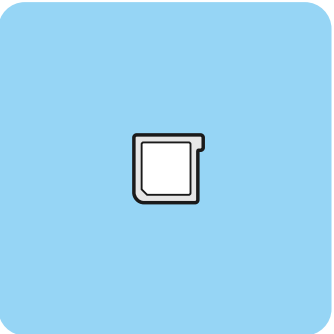
SPRS_illust_S01



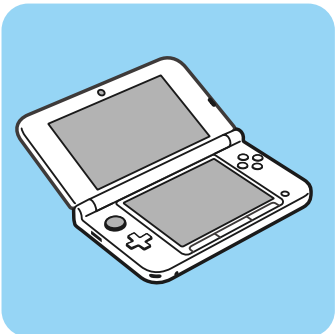
SPRS_illust_S02



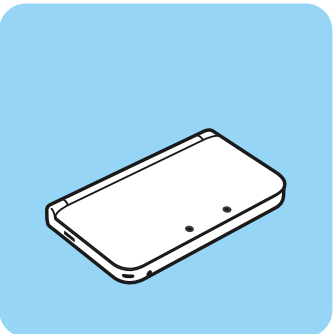
SPRS_illust_S09



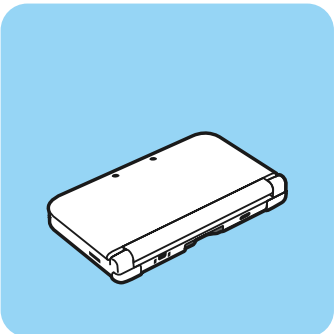
CTRA_illust_M_card



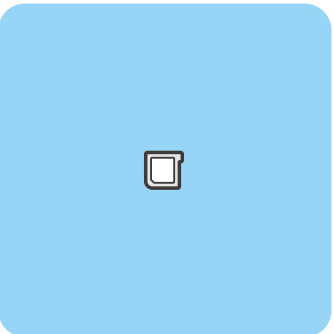
SPRS_illust_S03



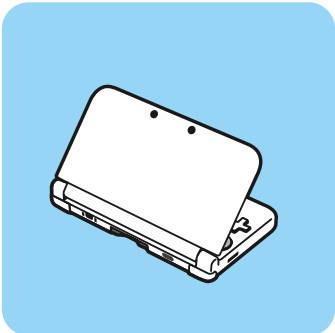
SPRS_illust_S04



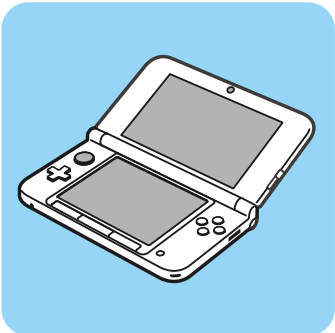
SPRS_illust_S07



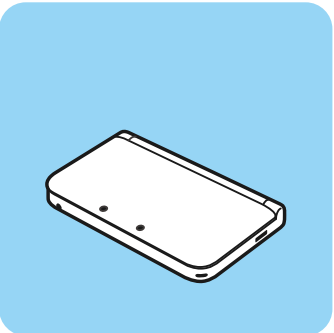
CTRA_illust_S_card



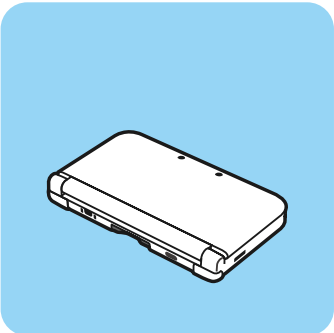
SPRS_illust_S10



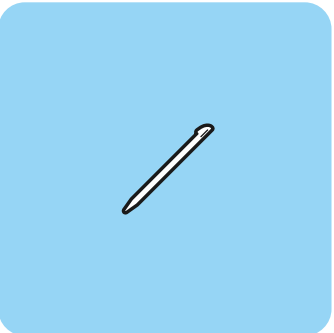
SPRS_illust_S05



SPRS_illust_S06



SPRS_illust_S08



SPRA_illust_S_pen

Note: Momentary changes of shape are allowed, such as during screen transitions or other screen effects.
Note: Check against the other layer to ensure that images fit within the frame of the displayable screen area.