E-Manual Icon Style Guide for Application Development (Nintendo 3DS/3DS XL)
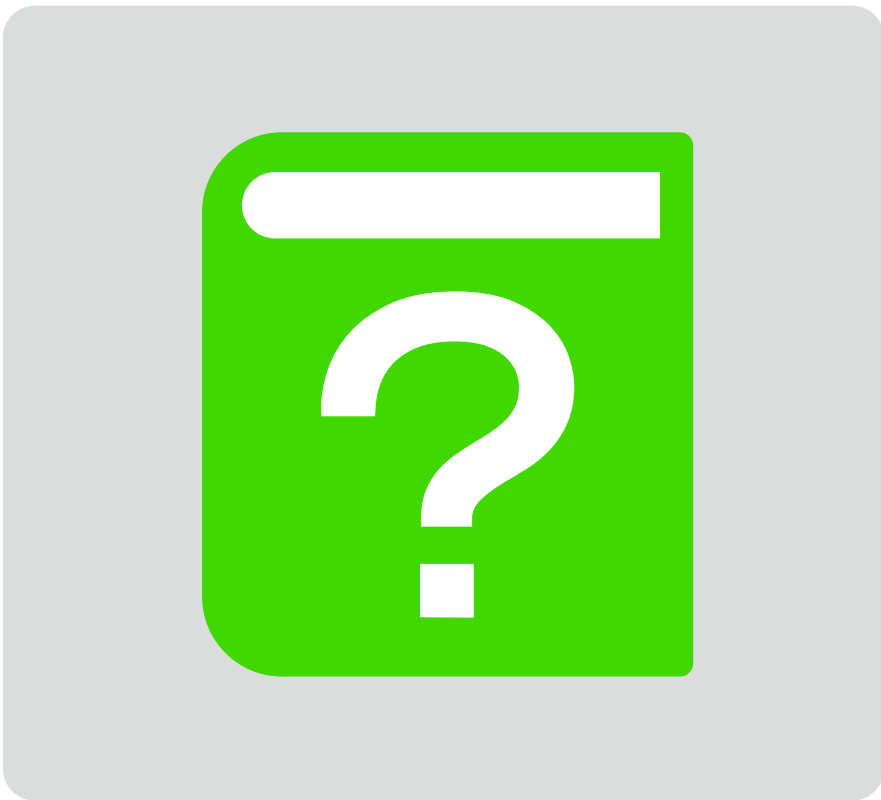
This icon represents the application's e-manual. It is intended to be used as a UI element that will open the e-manual app directly from the running application. Before using the icon, read the following cautions to ensure that it is used correctly.
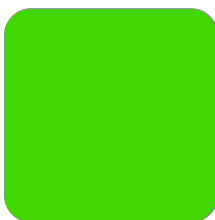
Basic Design

Minimum Margin

When displaying the e-manual icon, provide a minimum margin around the icon to avoid any overlap with other markings. As a general rule, place no text, shapes, or other markings in the minimum margin.

For standards on the minimum margin, see the minimum margin layer in the icon data.

Minimum
Margin

Designated Color

	R	65
	G	215
	B	0

	R	255
	G	255
	B	255

Usage Precautions

In general, icons cannot be modified. When changing the icon temporarily, such as when the icon is clicked, make sure the basic design is still recognizable.

× **The shape cannot be changed.**
Do not add elements or alter the design.

● **The color can be changed.**
A unique color may be used only to fit the application color scheme. If there is no need to use a unique color, use either the specified color or white/black/gray.

● **The size can be changed.**
Use a fixed aspect ratio. The smallest side has a length of **24 px**, not including the minimum margin.

If any of the instructions are unclear, contact your Nintendo representative.