

# CTR Electronic Manual Creation Guide

## Part 2 – Template Units

Version 4.4

2016/11/30

**The content of this document is highly confidential  
and should be handled accordingly.**

**Confidential**

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# 1 Introduction

Software applications are required to include built-in electronic manuals.

This electronic manual creation guide is divided into two parts:

- “Part 1 – Manual Creation Workflow” explains how to create Nintendo 3DS electronic manuals using the CTR-ManualEditor, including operating environment, preparations, manual creation and template insertion.
- “Part 2 – Template Units” (the current document) includes detailed information about each template unit and how the template units should be merged in an electronic manual.

For both documents, note that except where otherwise stated, “Nintendo 3DS” refers to all devices in the Nintendo 3DS family, including the Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS.

## 1.1 Grace Period

The specifications in this document, *CTR Electronic Manual Creation Guide* version 4.4, are mandatory for master submissions on or after June 1, 2017. It is always prudent to use the latest released version of the templates, but a grace period allows most of the specifications from earlier versions of the *CTR Electronic Manual Creation Guide* to be accepted as follows:

- *CTR Electronic Manual Creation Guide* version 4.3 can be used until May 31, 2017.

Note, however, that critical items — underlined items in sections identified with a "◆" symbol — in this document’s [Revision History](#) must be addressed prior to submission, even during the grace period.

The following guidelines govern the templates used for master submissions.

Release Type	Acceptable Template Version	Action Required
New Title	Latest release	No research required
	Earlier release within grace period	Address critical items from subsequent releases
Re-released Title	Earlier release (even if the grace period has expired)	Address critical items from subsequent releases
Card-based titles being released as downloads, or vice-versa	Earlier release (even if the grace period has expired)	Address critical items from subsequent releases

If your software was developed as a card-based application and you then wish to sell it as a downloadable application, follow the rules in the "Creating a Downloadable Application" section of *CTR Programming Manual: How to Create Applications*.

## 1.2 Template Units

Template units are fixed pieces of text that must be included in the manual, depending on the functionality of the software. In order to standardize the format of electronic manuals, Nintendo has designated certain content that should appear on the first page and last page of each manual. E-manual designers are free to decide where to place all other content. Design elements of the template can be changed to match the style of your software (for example, header design, background color, border design, bullet points, and so on). Content other than what is provided in the templates may be included at the discretion of the developer.

**Note:** When templates are merged together using the template manager, the background color of the first template unit will be applied to all other templates being merged, which may cause some changes in the background color of the subsequent template units.

### Ranks

Ranks are defined as follows. The ranks are not always correlated with whether or not edits are required. See the Text Edits column for a particular template to determine whether or not edits are required.

**Table 1-1 Ranks**

Rank	Description	What happens if there are errors or edits made to the “edits prohibited” portions
A	Notation used for critically important content that must be included or content that is mandated by the software guidelines (Appendix A).	The product cannot be released unless the issue is fixed. Corrections are mandatory.
B	Notation used for important content that should be included.	Nintendo will request that the issue be fixed. Developers must do their best to fix these issues.
-	Notation used for content that is left to the developer’s discretion as to whether edits are required and what edits to make. This includes items that are marked as being required.	The developer decides what is best for their manual.

**Note:** The only page for which ranks are applied to the category and title is Important Information.

### Text Edits

Within the figures in this document, template units have different colors of callouts depending on whether or not edits to the text are allowed. See the **Text Edits** column for a particular template for detail about what to edit.

**Table 1-2 Callout Colors**

Color	Description
Red	<ul style="list-style-type: none"> <li>Edits are prohibited except to the blue text.</li> <li>Edits to the blue text are required to explain the software properly. When making the edits, delete the color tags.</li> </ul>
Blue	<p>Indicates sample text. Adjustments and rewrites made to accommodate the software's design are allowed.</p> <ul style="list-style-type: none"> <li>When editing, make sure not to significantly change the fundamental intended meaning of the text.</li> <li>The text you use should convey the appropriate information to the user based on the design of the software.</li> </ul> <p>If this text is unnecessary, delete the entire text box.</p>

### Design Changes

Check the Design column of the template in question. If it is listed as “Changes Allowed,” it is acceptable to change the design of the text boxes, even for text that cannot be changed. “Changing the design” means changing the size, color, background color, or spacing between text boxes, as well as adding, changing, or deleting frames.

### Page Titles and Categories

The page titles and page categories for certain template units are determined by Nintendo and are not allowed to be modified. These classifications provide consistency that enables consumers to navigate e-manuals more quickly. For other template units, e-manual designers can customize the page titles and page categories as they see fit. (Nintendo sometimes provides a recommendation, but not always.)

In this document, the following symbols are used as shorthand; please make sure you understand them, and don't change page titles and page categories for which Nintendo requires certain text.

Symbol	Meaning
	Changes to these page titles or categories are prohibited.
	Changes to these page titles or categories are allowed, but Nintendo provides a recommendation.
	Page title or category is entirely up to the e-manual designers.

## 1.3 Document Layout

### Overview

Begin by checking through the tables in Section 2.1 Template Units – Requirements/Insertion Order (First Page), Chapter 3 Template Units: Explanation/Editing (Other Pages) and Chapter 4 Template Units: Explanation/Editing (Final Page) to determine which template units are required for your title. Next, use the template manager to merge the required template units. For further information, see “Part 1 – Manual Creation.” Finally, perform any required content edits to specific template units. For more information about these, consult the relevant subsection for each template unit.

Appendix A Guideline Checklist includes some rules about what content belongs in an e-manual.

Appendix B Region-Specific Information gives details on language requirements for the American and European regions, along with information about region-specific content.

### Virtual Console

For Virtual Console titles, consult Chapter 5 Virtual Console–Specific Edits for the required template units and edits.

**Note:** Screenshots and images in this document correspond to the NOA English templates, unless stated otherwise.

**Note:** The screenshots in this document may at times be slightly different than the text in the latest templates. For questions about the exact wording to use, always refer to the templates themselves, not the screenshots within this document.

**Figure 1-1 Sample Template Structure**



## 2 Template Units: Explanation/Editing (First Page)

These are the template units that must be merged to create the first page of the manual.

Unless stated otherwise below, changes to the text in the first page template units are prohibited.

**Note:** The content of the following template units can be placed on the final page of the e-manual instead of the first page if the e-manual designer prefers this approach. (Nintendo generally recommends placing this content on the first page, but certain legal lines are quite lengthy, and including them in the first page may cause users to have to scroll for a long time in order to verify the e-manual code at the bottom of the page, something they may be asked to do by consumer support staff.)

- 2.5 Standard Copyright Statement
- 2.6 Font Copyrights
- 2.7 Middleware Copyrights

After merging and exporting the template units, open **Page Settings** and change the page title to “Important Information,” making sure the page category is blank. The page should be saved as `page_01.ncpg`.

### 2.1 Template Units – Requirements/Insertion Order (First Page)

The order of the units should follow the order shown in the appropriate table.

Nintendo-published titles and licensee titles both follow the same basic order of template units within the first page, although the content of the support template unit will differ for each publisher type.

**Table 2-1 Template Unit Insertion Order (First Page)**

No.	Template Unit	Category	Filename	Rank
1	Health and Safety Information	warning	health_safety.ncpg	A
2	Stylus Use Caution	warning	stylus_caution.ncpg	A
3	Terms of Use	warning	illegal_copy.ncpg	A
4	Standard Copyright Statement	copyright&trademark	standard_copyright.ncpg	B
5	Font Copyrights (See note below)	font	LCfont_1.ncpg LCfont_2.ncpg	A
6	Middleware Copyrights	middleware	QR_code_reader.ncpg mpeg4.ncpg nuance.ncpg unity.ncpg gameware.ncpg	A
7	Copyright statement for Open Source Software	oss	libnx_oss.ncpg libnx_oss_LZ4.ncpg	A
8	Intellectual Property Cross-Reference	copyright&trademark	xref.ncpg	A

No.	Template Unit	Category	Filename	Rank
9	E-Manual Code	emanual_code	emanual_code.ncpg	-
10	Language Selection	language	lang_3in1_NOA.ncpg	-

**Note:** The text within the font- and middleware-related e-manual template units provided in this package was created following the legal agreements between Nintendo and the named companies and follows the regulations set forth by the named companies. Regarding title of software manufacturers, make adjustments as necessary according to the contract with the named companies for the software and with their stipulations. For example, for the right notification required for using QR Code reader, follow the stipulation of the Denso Wave Corp.

If your manual contains multiple languages, it is acceptable to include items 4-7 in the English version only and insert a cross-reference for all other languages. See Section 2.9 Intellectual Property Cross-Reference for more information.

**Note:** It is not necessary to change the content of any template to specifically accommodate software that is exclusive to the New Nintendo 3DS system.

## 2.2 Health and Safety Information

(1)	English	French	Spanish	Portuguese
Title	Important Information (⚠)	Informations importantes (⚠)	Información importante (⚠)	Informações importantes (⚠)
Category	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)

Required for all e-manuals.

(2) Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Item	Rank	Design	Text Edits
(1)	A	Changes Prohibited	Editing this text is prohibited.
(2)	A	Changes Prohibited	Editing this text is prohibited. For software that has unusual specifications (for example, a service that will be discontinued after a certain period of time or a game that is exclusive to the New Nintendo 3DS system), it is acceptable to add supplemental information explaining the situation to consumers in advance.

## 2.3 Stylus Use Caution

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (ⓧ)	Informations importantes (ⓧ)	Información importante (ⓧ)	Informações importantes (ⓧ)
<b>Category</b>	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)

This text is required for titles that involve extensive and/or rapid use of the stylus. This text is not required for titles that do not involve extensive and/or rapid stylus use. Licensees should contact Lotcheck if they are uncertain whether their title requires this template. Editing this template is prohibited.

**(1)** **⚠ CAUTION - STYLUS USE**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Item	Rank	Design	Text Edits
(1)	A	Changes Prohibited	Editing this text is prohibited.

## 2.4 Terms of Use

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (ⓧ)	Informations importantes (ⓧ)	Información importante (ⓧ)	Informações importantes (ⓧ)
<b>Category</b>	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)

Required for all e-manuals. Editing this template beyond the modifications outlined in the table below is prohibited.

(1)

**Important Information**

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit [www.nintendo.com/ippolicy](http://www.nintendo.com/ippolicy) to view the full policy and understand your rights.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

## 2.5 Standard Copyright Statement

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (⚠)	Informations importantes (⚠)	Información importante (⚠)	Informações importantes (⚠)
<b>Category</b>	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)

Required for all e-manuals.

**Note:** This content can appear on the final page instead. Nintendo recommends doing this only if the text is so long that it would cause considerable scrolling to be required in order to verify the e-manual code at the bottom of the first page. Adjust the page title and category accordingly.

© xxxx [Game-specific notice here] (1)  
 Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo. (2)

Item	Rank	Design	Text Edits
(1)	<b>B</b>	Changes Allowed	Include a copyright notice. <ul style="list-style-type: none"> <li>• First-party titles use the year this software was released.</li> <li>• Licensees are free to decide on their own standard for the copyright year notation.</li> </ul>
(2)	<b>B</b>	Changes Allowed	Editing this text is prohibited.

## 2.6 Font Copyrights

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (⚠)	Informations importantes (⚠)	Información importante (⚠)	Informações importantes (⚠)
<b>Category</b>	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)

You are responsible for listing any required copyright or attribution notices for fonts used by your title. Nintendo only dictates the attribution notice for the LC Font, as this is mandated by Nintendo's contract with Sharp Corporation.

**Note:** The legal lines in the subsections below are based on contracts between Nintendo and other companies, as well as other companies' guidelines. For Nintendo-published titles, editing the templates provided for fonts is prohibited. For licensee-published titles, adjust these templates as necessary based on any contracts with other companies or those companies' guidelines.

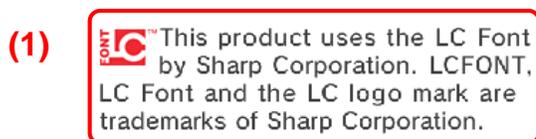
**Note:** This content can appear on the final page instead. Nintendo recommends doing this only if the text is so long that it would cause considerable scrolling to be required in order to verify the e-manual code at the bottom of the first page. Adjust the page category and title fields as

follows:

	English	French	Spanish	Portuguese
<b>Title</b>	Support Information (ⓧ)	Assistance (ⓧ)	Información de asistencia (ⓧ)	Assistência técnica (ⓧ)
<b>Category</b>	Troubleshooting (ⓧ)	Dépannage (ⓧ)	Solución de problemas (ⓧ)	Soluções de problemas (ⓧ)

### 2.6.1 LC Font Only / LC Font Used for Minority of Text

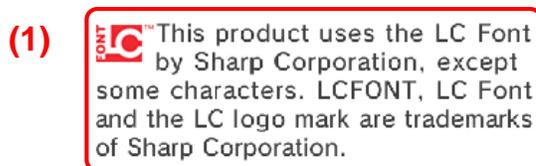
For software that a) incorporates only the LC Font and no other fonts or b) incorporates the LC Font and any other fonts where the LC Font is used for less than 50% of the text, use the following template:



Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

### 2.6.2 LC Font Used for Majority of Text

For software that incorporates the LC Font and any other fonts where the LC Font is used for 50% or more of the text, use the following template:



Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

## 2.7 Middleware Copyrights

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (✖)	Informations importantes (✖)	Información importante (✖)	Informações importantes (✖)
<b>Category</b>	[blank] (✖)	[blank] (✖)	[blank] (✖)	[blank] (✖)

**Note:** The legal lines in the subsections below are based on contracts between Nintendo and other companies, as well as other companies' guidelines. For Nintendo-published titles, editing the templates provided for middleware is prohibited. For licensee-published titles, adjust these templates as necessary based on any contracts with other companies or those companies' guidelines.

**Note:** This content can appear on the final page instead. Nintendo recommends doing this only if the text is so long that it would cause considerable scrolling to be required in order to verify the e-manual code at the bottom of the first page. Adjust the page category and title fields as follows:

	English	French	Spanish	Portuguese
<b>Title</b>	Support Information (✖)	Assistance (✖)	Información de asistencia (✖)	Assistência técnica (✖)
<b>Category</b>	Troubleshooting (✖)	Dépannage (✖)	Solución de problemas (✖)	Soluções de problemas (✖)

### 2.7.1 QR Code Reader

For Nintendo published titles, add the legal line below (`QR_code_reader.ncpg`) for software that uses the QR Code Decoder.

(1)

"QR Code reader" includes software deliverables of Information System Products Co., Ltd. and Institute of Super Compression Technologies, Inc.  
QR Code is a registered trademark of DENSO WAVE INCORPORATED.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

### 2.7.2 M4A Mux Library (MPEG-4 Encoder)

Add the template below for software that uses the M4A Mux Library (MPEG-4 encoder). This data is available in the file `mpeg4.ncpg`.

(1)

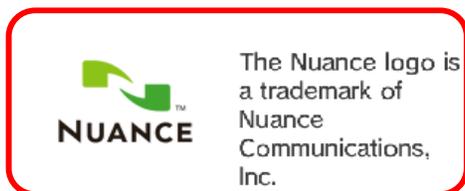
THIS PRODUCT IS LICENSED UNDER THE MPEG-4 SYSTEMS PATENT PORTFOLIO LICENSE FOR ENCODING IN COMPLIANCE WITH THE MPEG-4 SYSTEMS STANDARD. EXCEPT THAT AN ADDITIONAL LICENSE AND PAYMENT OF ROYALTIES ARE NECESSARY FOR ENCODING IN CONNECTION WITH (i) DATA STORED OR REPLICATED IN PHYSICAL MEDIA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND/OR (ii) DATA WHICH IS PAID FOR ON A TITLE BY TITLE BASIS AND IS TRANSMITTED TO AN END USER FOR PERMANENT STORAGE AND/OR USE. SUCH ADDITIONAL LICENSE MAY BE OBTAINED FROM MPEG LA, LLC. SEE [HTTP://WWW.MPEGLA.COM](http://www.mpegla.com) FOR ADDITIONAL DETAILS.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

### 2.7.3 Nuance Speech Synthesis Library

Add the template below for software that uses the Nuance speech synthesis library. This data is available in the file `nuance.ncpg`.

(1)



Item	Rank	Design	Text Edits
(1)	A	Changes prohibited. Modifying the size, color, or appearance of the logo is prohibited. A protective clearspace has been created on all four sides of the logo. Do not place any other objects or text within this clearspace. (The required clearspace will be maintained if the template is merged and used directly, without any changes to the objects' positions.)	Editing this text is prohibited.

### 2.7.4 Unity

Add the template below for software that uses Unity. This data is available in the file `unity.ncpg`.



Item	Rank	Design	Text Edits
(1)	A	Changes prohibited. Modifying the size, color, or appearance of the logo is prohibited. A protective clearspace has been created on all four sides of the logo. Do not place any other objects or text within this clearspace. (The required clearspace will be maintained if the template is merged and used directly, without any changes to the objects' positions.)	Editing this text is prohibited.

### 2.7.5 Gameware

Add the template below for first- and second-party titles that use Autodesk Beast. This data is available in the file `gameware.ncpg`.



Item	Rank	Design	Text Edits
(1)	A	Changes prohibited. Modifying the size, color, or appearance of the logo is prohibited. A protective clearspace has been created on all four sides of the logo. Do not place any other objects or text within this clearspace. (The required clearspace will be maintained if the template is merged and used directly, without any changes to the objects' positions.)	Editing this text is prohibited.

## 2.8 Copyright Statement for Open Source Software

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (✖)	Informations importantes (✖)	Información importante (✖)	Informações importantes (✖)
<b>Category</b>	[blank] (✖)	[blank] (✖)	[blank] (✖)	[blank] (✖)

For licensee-published titles, adjust these templates as necessary based on any contracts with other companies or those companies' guidelines. For Nintendo-published titles, editing the templates provided for middleware is prohibited. For licensee-published titles, adjust these templates as necessary based on any contracts with other companies or those companies' guidelines.

This content can appear on the final page instead. In that case, change the page category names and pages title names as follows:

	English	French	Spanish	Portuguese
<b>Title</b>	Support Information (✖)	Assistance (✖)	Información de asistencia (✖)	Assistência técnica (✖)
<b>Category</b>	Troubleshooting (✖)	Dépannage (✖)	Solución de problemas (✖)	Soluções de problemas (✖)

**nlib OSS library (libnx\_oss.a) - bsdiff**

Add the following legal content (`libnx_oss.ncpg`) for software that uses the bsdiff component of the nlib OSS library (`libnx_oss.a`).

**Note:** See the following section for the legal content to use for LZ4 in the nlib OSS library (`libnx_oss_LZ4.a`).

(1)

■ bsdiff  
 Copyright 2003-2005 Colin Percival  
 All rights reserved  
 Redistribution and use in source and binary forms, with or without modification, are permitted providing that the following conditions are met:  
 1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.  
 2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.  
 THIS SOFTWARE IS PROVIDED BY THE AUTHOR ``AS IS'' AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

**nlib OSS library (libnx\_oss.a) – LZ4**

Add the following legal content (`libnx_oss_LZ4.ncpg`) for software that uses the LZ4 component of the nlib OSS library (`libnx_oss.a`).

(1)

■ LZ4 Library  
Copyright (c) 2011-2014, Yann Collet  
All rights reserved.  
Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:  
  
Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.  
  
Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.  
  
THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT HOLDER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

**Note:** See the previous section for the legal content to use for `bsdifff` in the nlib OSS library (`libnx_oss.a`).

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

## 2.9 Intellectual Property Cross-Reference

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (ⓧ)	Informations importantes (ⓧ)	Información importante (ⓧ)	Informações importantes (ⓧ)
<b>Category</b>	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)

If your manual contains multiple languages, it is acceptable to include the copyright notices for the software together with notices about middleware components and open source software components in the English version only. In this case, include the following cross-reference template for all other languages.

(1)

For intellectual property rights information relating to this software, including notices relating to middleware components and open source software components if any have been used, refer to the English version of this manual.

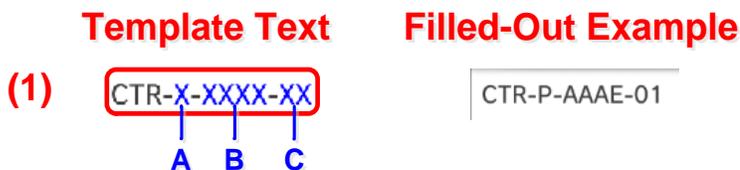
**Note:** In contrast to the intellectual property-related templates in Sections 2.5-2.8, this template is an information template and must therefore be provided in translated form. This is already provided for all languages included in the template package.

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

## 2.10E-Manual Code

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (ⓧ)	Informations importantes (ⓧ)	Información importante (ⓧ)	Informações importantes (ⓧ)
<b>Category</b>	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)	[blank] (ⓧ)

A code is required for all e-manuals. Replace the portions in blue with the e-manual code that is based on the product code issued by your Nintendo contact. Remove the color tags.



Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Edits are prohibited for everything other than the blue text.</p> <p>A. This varies depending on the type of software. Determine what to list according to the following rules:</p> <ul style="list-style-type: none"> <li>• <b>P</b> for card-based titles (including “dual-media” titles released both on Nintendo eShop and on Game Cards)</li> <li>• <b>N</b> for download-only applications</li> <li>• <b>T</b> for demos (only use this if the e-manual for the demo is different from the e-manual of the retail version of the application)</li> </ul> <p>B. Enter the initial code that was issued by Nintendo.</p> <p>C. Indicates the e-manual version Use “-00” for the initial version and “-01,” “-02,” “-03,” and so forth for subsequent versions.</p> <p>Delete the color tags.</p>

**Note:** The e-manual code standard changed in February 2013. Use the new standard for all new titles or new revisions to existing titles. A summary of the changes is listed below for your reference:

	Version	Region Code
<b>Old</b>	No revision number for the initial version. Subsequent revisions use “1,” “2,” and so on.	Added based on the region.
<b>New</b>	Revision number for the initial version is “00.” Subsequent revisions use “01,” “02,” and so on.	Deleted from the e-manual.

**Note:** It is acceptable to reuse an e-manual that was created for the full version in a demo verbatim. When making an e-manual for a demo, make sure to use the e-manual code format for demos. If you end up implementing the full version’s e-manual verbatim in your demo, do not update the e-manual code. If any changes whatsoever are made, update the e-manual code.

For example, suppose you implemented the e-manual for a full version in a demo and released it, and used the code “CTR-P-XXXX-00.” Later, suppose you decide to change a portion of the e-manual and implement it in the full version. This would constitute a revision to the full version’s e-manual, so you would update the suffix at the end of the e-manual code and use “CTR-P-XXXX-01” as the new code.

## 2.11 Language Selection

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (🚫)	Informations importantes (🚫)	Información importante (🚫)	Informações importantes (🚫)
<b>Category</b>	[blank] (🚫)	[blank] (🚫)	[blank] (🚫)	[blank] (🚫)

This template unit is required for software titles that use English-language screenshots in non-English e-manuals.

Language Selection

**(1)** This title supports three different languages: English, French, and Spanish.

The in-game language depends on the one that is set on the system. You can change the system language in System Settings.

- ◆ In-game screenshots in this manual are of the English version of the software.
- ◆ Where necessary for clarity, references to on-screen text in these screenshots will include both the English text from the screenshot and the localized text used in the software.

Translations of the bulleted text appear in the French, Spanish, and Portuguese templates. This text does not appear in the English template.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	This text may be edited to match your software expectations.

## 3 Template Units: Explanation/Editing (Other Pages)

This chapter describes the template units that can be used for pages other than the first or last page in the manual. Certain template units require edits to specific portions (indicated in blue), which are also described in detail below. The template units described in this chapter must be edited as necessary, then applied to an appropriate page within the e-manual.

### 3.1 Template Units (Other Pages)

The table below lists all feature-specific templates that can appear anywhere within the e-manual except for the first page and the last page. The templates shown in the table below are **required** for titles that support the features in question. Titles should include all applicable template units listed in the table; the specific requirements for each one are described in detail in the sections specific to each template.

**Table 3-1 List of Feature-Specific Template Units**

Template Unit	Category	Filename	Rank
amiibo	accessory	amiibo.ncpg	-
Information-Sharing Precautions ▼	warning	ugc.ncpg	A
Internet Enhancements	communications	internet.ncpg	B, -
Parental Controls ▼	warning	parental_control.ncpg	-
Nintendo 3DS Local Play	communications	local.ncpg	-
Nintendo 3DS Download Play	communications	download.ncpg	-
Internet Communication	communications	internet_connection.ncpg add_contents.ncpg timeticket.ncpg	-
StreetPass	communications	streetpass.ncpg	-
SpotPass	communications	spotpass.ncpg	-
Check Your Surroundings	warning	gyro_motion.ncpg ar_cards.ncpg	B
Save Data Precautions	warning	backup.ncpg	B
Enhanced Modes for New Nintendo 3DS	warning	new3ds.ncpg	-

**Note:** These template units can be exported to any other page. Templates units in the table above marked with ▼ must be created as independent pages. Once exported and edited, all other template units in the table above can appear with other content on the same page. (In other words, there is no need to implement the content in each of these templates as separate pages). These templates can be incorporated anywhere within pages that describe the related features.

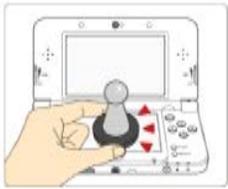
**Note:** If your e-manual has a page dedicated to explaining communication features, it can be placed anywhere you like within the manual other than the first or last page.

## 3.2 amiibo

	English	French	Spanish	Portuguese
<b>Title</b>	amiibo (🔒)	amiibo (🔒)	amiibo (🔒)	amiibo (🔒)
<b>Category</b>	Getting Started (🔒)	Pour commencer (🔒)	Primeros pasos (🔒)	Primeiros passos (🔒)

This template is required for software titles that support amiibo.

You do not need to create a separate page for this notice; it can be included on any page.

(1) 

This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at [www.nintendo.com/amiibo](http://www.nintendo.com/amiibo).

(A) 

- ◆ In order to create new game data on an amiibo that has existing data from other games, you must first delete existing game data. To delete your game data, open  on the HOME Menu and then reset the data under amiibo Settings.
- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open  on the HOME Menu and then reset the data under amiibo Settings.

(B) 

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory.

**Precaution about amiibo**

- Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Either use the sample text verbatim, or use text with the same intent. If your software allows the user to delete game data on an amiibo from within the software, guide the user to the relevant feature within the software instead of pointing users to <b>amiibo Settings</b> under the HOME Menu Settings in the HOME Menu.</p> <p><b>Notes</b></p> <p>1. We recommend deleting the text above noted by “A” for amiibo-compatible software that does not support writing data.</p>

Item	Rank	Design	Text Edits
			2. The Nintendo 3DS NFC Reader/Writer accessory cannot be used with New Nintendo 3DS exclusive software. For New Nintendo 3DS exclusive software, delete the “B” portion of the template.

### 3.3 Information-Sharing Precautions (UGC)

All titles that support the exchange of UGC (user-generated content) with others are required to display warnings about UGC. Please note that the user name of the system and Mii characters alone do not count as UGC in this context and do not require these warnings.

Create an independent page for these template units.

Make sure you set the page title in the **Page Settings** dialog box as follows, and that you implement this template as its own page.

See the *Nintendo 3DS Guidelines: UGC > UGC Definitions* for information about what constitutes UGC.

#### 3.3.1 Precautions

	English	French	Spanish	Portuguese
<b>Title</b>	Information-Sharing Precautions (⚠)	Partage d'informations (⚠)	Intercambio de información (⚠)	Compartilhamento de dados (⚠)
<b>Category</b>	Getting Started (👉)	Pour commencer (👉)	Primeros pasos (👉)	Primeiros passos (👉)

The text shown below is required for all applications that make it possible to exchange UGC with other users. Required for all software titles that support the exchange of UGC (other than the system user name, Mii characters, and Mii nicknames that are sent as text data).

(1) User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

**Information-Sharing Precautions**

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited.

### 3.3.2 Prior Notice

Starting in version 5.3 of the *Nintendo 3DS Guidelines*, there is no longer a requirement to provide prior notice within e-manuals, since prior notice is now required within the application itself. Handle this as appropriate based on your application's specifications.

## 3.4 Internet Enhancements

	English	French	Spanish	Portuguese
<b>Title</b>	Internet Enhancements (🌐)	Fonctions en ligne (🌐)	Funciones en línea (🌐)	Funções online (🌐)
<b>Category</b>	Getting Started (🌐)	Pour commencer (🌐)	Primeros pasos (🌐)	Primeiros passos (🌐)

The content in this template is required for all titles that have features that use the Internet (in other words, all titles that support Nintendo Network).

(1) This software allows you to connect to the Internet to enjoy cooperative play and posting your thoughts to Miiverse. For more details, see the page about cooperative play.

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.
- ◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

(2) This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

(3) **Protecting Your Privacy**

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure to include the following information.</p> <ul style="list-style-type: none"> <li>• What benefits connecting to the Internet brings to the title.</li> <li>• Explanation of the fact that Internet usage requires users to set up an Internet connection on their console (guide users to their console's Operations Manual for instructions)</li> <li>• Required software-specific precautions (for example, explain Miiverse setup for titles that allow direct Miiverse access to post and view content)</li> </ul> <p>If a detailed explanation appears on another page, it is acceptable to provide only an overview and a cross-reference to the page with more details, and also explain that an Internet connection must be set up to connect to the Internet.</p>
(2)	-	Changes Prohibited	Editing this text is prohibited.
(3)	<b>B</b>	Changes Allowed	<p>Editing this text is prohibited.</p> <p>For licensee titles that use their own independent game servers (or other similar situations), it is acceptable to add items to better describe the functionality of the application.</p>

### 3.5 Parental Controls

	English	French	Spanish	Portuguese
Title	Parental Controls (🚫)	Contrôle parental (🚫)	Control parental (🚫)	Controle dos pais (🚫)
Category	Getting Started (👶)	Pour commencer (👶)	Primeros pasos (👶)	Primeiros passos (👶)

This template is required for titles that include features that can be restricted via Parental Controls. Create an independent page for these template units. If there is any additional information that you want to share with parents or guardians, feel free to add such content to this page. For details about Parental Controls, please see the **System Features > System Applications > System Settings** section of the *Nintendo 3DS Family Overview*.

**Note:** The Miiverse section only needs to be included for software that allows users to access Miiverse directly in-game without starting the Miiverse application from the HOME Menu.

(1)

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.

(2)

- **Internet Browser**  
Restricts the ability to launch the Internet browser.
- **Nintendo 3DS Shopping Services**  
Restricts the purchase of downloadable content.
- **Miiverse**  
Restricts users from viewing or posting content on Miiverse. When set to **Restrict Posting**, text and handwritten messages cannot be posted. When set to **Restrict Viewing and Posting**, text and handwritten messages cannot be posted or viewed.
- **Sharing Images / Audio / Video / Long Text Data**  
Restricts the sending and receiving of photos and the use of Game Chat.
- **Online Interaction**  
Restricts all online matches with other players over the Internet.
- **StreetPass**  
Restricts the exchange of characters between users via StreetPass.
- **Friend Registration**  
Restricts the ability to add new friends.
- **Viewing Distributed Videos**  
Restricts viewing of distributed in-game videos to those suitable for all ages.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Guide the user about using Parental Controls, and include text that refers users to their console’s Operations Manual. Either use the sample text verbatim, or use text with the same intent.
(2)	-	Changes Allowed	If some of the title’s features can be restricted with the Nintendo 3DS system’s Parental Controls, list all of those features and their effect on the playing experience. However, do not include the <b>Software Rating</b> (rating set by the ESRB) and <b>Display of 3D Images</b> items, as these are system level settings and cannot be implemented in a game-specific way.  Edit the descriptions to reflect what can actually be restricted using Parental Controls within your application. Please delete all unnecessary items.

### 3.6 Nintendo 3DS Local Play

**Page Category:** Optional (R) / **Page Title:** Optional (R)

The content in this template is required for all titles that support Nintendo 3DS Local Play. If the software has modes that can be played using both Nintendo 3DS Local Play and Nintendo 3DS Download Play, it is acceptable to combine the template content relevant to the corresponding play modes into one explanation.

(1)

**Competitive Play (Local Play)** 

This game lets you enjoy competitive play among up to four people via wireless communication. All players must own the software. Competitive play is unlocked after you achieve certain goals in single-player mode.

- **Requirements:**
  - One system in the Nintendo 3DS family per player
  - Each player must own the software
- **Procedure**  
 Competitive play begins when one player creates a group and one or more other players join the group.
 

[Creating a Group]

  1. From the title menu, select **Multiplayer**, and then **Create a Group**.
  2. Once all the participants' names appear, select **Start**.

[Joining a Group]

  1. From the title screen, select **Multiplayer**, and then **Join Group**.
  2. Choose the group you want to join.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Make sure you include the following information: <ul style="list-style-type: none"> <li>• Heading that indicates a description of Local Play (use the icon)</li> <li>• The maximum number of people that can be involved in the communication</li> <li>• The type of online play (battle/exchange)</li> <li>• If there are conditions to be met before the online play in question becomes possible, when can it start?</li> <li>• The number of systems and licensed versions of the software required</li> <li>• Procedure</li> </ul>

## 3.7 Nintendo 3DS Download Play

**Page Category:** Optional (R) / **Page Title:** Optional (R)

The content in this template is required for all titles that support Nintendo 3DS Download Play. If the software has modes that can be played using both Nintendo 3DS Local Play and Nintendo 3DS Download Play, it is acceptable to combine the template content relevant to the corresponding play modes into one explanation.

(1)

### Competitions (Download Play)

This game lets you enjoy competitive play among up to four people via wireless communication. At least one player must own the software. Competitive play is unlocked after you achieve certain goals in single-player mode.

#### ● Requirements:

- Each player must own a system in the Nintendo 3DS family (maximum of four systems).
- At least one player must own the software.

#### ● Procedure

To start competitive play, a player that owns the game must form a group and one or more other players must enter that group.

#### [Creating a Group]

1. From the title menu, select **Multiplayer**, and then **Create a Group**.
  2. Once all the participants' names appear, select **Start**.
- ◆ Players that created the group can select their characters or courses.

#### [Joining a Group]

1. Select the **Download Play** icon on the HOME Menu, and then tap **Open**.
  2. Select the Nintendo 3DS logo.
  3. Tap the name of the software.
- ◆ A system update may be required. If so, follow the on-screen instructions to update your system. If you see the message, "The connection was interrupted," and the system update fails, try updating the system via **System Settings**. For detailed instructions, refer to the "System Update" page within your system's operations manual.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure you include the following information.</p> <ul style="list-style-type: none"> <li>• Heading that indicates a description of Download Play (use the icon)</li> <li>• The number systems for the participants involved</li> <li>• The fact that at least one person must own the software</li> <li>• The maximum number of people that can be involved in the communication</li> <li>• The type of online play (battle/exchange)</li> <li>• If there are conditions to be met before the online play in questions becomes possible, when can it start?</li> <li>• The difference of the user experience for those who do and do not own the software (if such differences exist)</li> <li>• The number of systems and licensed versions of the software required</li> <li>• Procedure</li> </ul> <p>The procedure should be explained in a way that lets users understand the difference in what users who own the game should do, versus what users who don't own the game should do. Also, mention in the procedure for players who don't own the software that a system update may be required.</p>

## 3.8 Internet Communication

### 3.8.1 Selecting Internet Communication Template Units

Nintendo provides three different NCPG files that relate to Internet communication. Select all that apply to your application and use them in the application's e-manual. Use the table below as a reference to the categories of software specifications when choosing which templates to use.

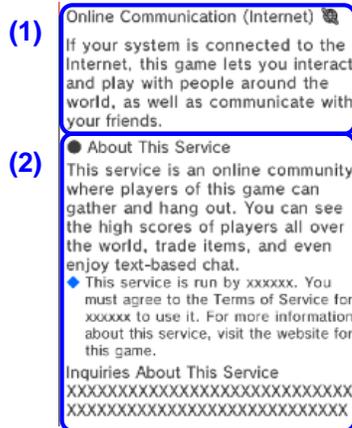
**Table 3-2 Internet Communication-Related Template Units**

Template Unit	Category	Filename	Rank
Internet Communication	communications	internet_connection.ncpg	-
Downloadable Content	communications	add_contents.ncpg	-
Passes	communications	timeticket.ncpg	-

### 3.8.2 Internet Communication

**Page Category:** Optional (P) / **Page Title:** Optional (P)

The content in this template is required for all titles that can connect to the Internet.



Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Make sure you include the following information. <ul style="list-style-type: none"> <li>• Heading that indicates a description of Internet communication (use the icon)</li> <li>• Internet enhancements</li> </ul>
(2)	-	Changes Allowed	If the software includes any proprietary network services operated by the publisher, include the following content: <ul style="list-style-type: none"> <li>• Service name</li> <li>• Service content</li> <li>• Service provider</li> <li>• License agreement</li> <li>• Where detailed information about the service can be found (if there is a homepage or other source of information about the service in question)</li> <li>• Contact for inquiries about the service (if there is a specific point of contact)</li> </ul>

### 3.8.3 Downloadable Content

**Page Category:** Optional (P) / **Page Title:** Optional (P)

If users must pay to use the content, we recommend including “(Paid)” in the page title. If not present in the page title, you can place “paid” elsewhere on the page.

The content in this template is required for all titles that allow users to purchase downloadable content.

### 3.8.3.1 Purchasing Downloadable Content

**(1) Purchasing DLC**  
This game allows you to purchase downloadable content (DLC) via the Internet and Nintendo eShop.

**How to Purchase**

● Procedure

- On the title screen, select **Purchase DLC**. sample
- Select the DLC you would like, then select **Purchase**.
  - Confirm the notes about the content shown on the screen, and then select **Next**.
- Select **Purchase**.
  - Read any additional information that is available.
- Select **Purchase** again.
  - The download begins.
- On the title screen, select **Continue** and start the game.
- Pick up the DLC in-game.
  - You must collect any DLC in the game within 30 days; otherwise, it will be deleted. If this occurs, follow the above procedure to re-download the DLC.

**(2) About Purchasing DLC**

- You can check your purchased DLC in the Account Activity section of Nintendo eShop.
- Purchased DLC is non-refundable and may not be exchanged for other products or services.
- Once purchased, DLC can be re-downloaded for free except as described below.
  - You cannot re-download software if you select the **Delete Account** option or if you erase your Nintendo Network ID.
  - You cannot re-download software if it is an item that has been temporarily or permanently discontinued.
- Purchased DLC will be saved to the SD Card.
- Purchased DLC is only compatible with the Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, items you have purchased will not be available on that system.

**(3) In-game currency (IGC) means virtual coins, orbs, jewels, or other items within the game that can be purchased or otherwise obtained by players. IGC is made available by Nintendo as a digital product in the form of a license (right) to trade or exchange for other digital products within the game.**

- IGC, as well as other digital products traded or exchanged for IGC, can only be used within the game, cannot be transferred to a third party (unless a transfer is permitted within the game), and cannot be exchanged for legal tender or any item or right outside of the game.

**(4) Adding Funds to Your Account**

You must have sufficient funds in your Nintendo eShop account to cover the purchase price of the DLC. If you do not have enough funds in your account, select **Add Funds** when prompted to add funds to your account.

A Nintendo eShop Card or credit card is needed to add funds to your account.

- You can store your credit-card information, which lets you add funds to your account by simply entering the password you established when you first entered the credit-card information.
- You can delete the credit-card information at any time by accessing **Settings / Other** in Nintendo eShop.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure you include the following information:</p> <ul style="list-style-type: none"> <li>Heading that indicates a description of purchasing DLC</li> <li>What the purchase of downloadable content adds to the experience</li> <li>How to purchase downloadable content</li> </ul> <p>Make it clear if this is a paid service. In addition, in an appropriate place (such as within the purchase procedure), urge the user to tap and confirm “Additional Information” before purchasing.</p>
(2)	-	Changes Allowed	<p>Either use the sample text verbatim, or use text with the same intent. We recommend replacing instances of the phrase “DLC” with the in-game name of the downloadable content (DLC).</p> <p><b>Note:</b> If the DLC is a consumable ticket (i.e. it expires after use), delete the “A” portion.</p>
(3)	-	Changes Allowed	<p>Insert for software that uses DLC items as in-game currency (IGC).</p> <p>Where appropriate, replace instances of “IGC” with the in-game name of the item (such as “Jewels”) and the name of the service provider, respectively.</p>
(4)	-	Changes Allowed	<p>If this is a paid service, either use the sample text verbatim, or use text with the same intent.</p> <p>We recommend replacing instances of “DLC” and “Add Funds” with the in-game name of the content/service and the name of the button that the user taps to add funds, respectively.</p>

### 3.8.4 Passes

**Page Category:** Optional (P) / **Page Title:** Optional (P)

If users must pay to use the content, we recommend including “(Paid)” in the page title. If not present in the page title, you can place “paid” elsewhere on the page.

The content in this template is required for all titles that allow users to purchase passes. Follow the rules listed in Section 3.8.3 Downloadable Content when explaining consumable tickets.

### 3.8.4.1 Purchasing Passes

**(1) Purchasing Passes (Paid)**  
This game allows you to connect to the Internet, go to Nintendo eShop, and purchase a "pass" that will give you access to premium content for a specified period of time. Once you have a pass, you gain access to multiplayer co-op.

**Durations of Passes**  
Passes are activated immediately after purchase. If you purchase another pass before a currently active pass expires, the number of days left on your current pass will be added to the new one.

**Purchasing a 30-day pass**  
Purchase at 8:00 p.m. on September 1st (pass is valid immediately)

Pass is valid | Pass is expired

At 8:00 p.m. on October 1st, the pass expires

To extend the validity period, you'll need to purchase another pass

**Purchasing a 30-day pass before the current pass expires**  
Purchase at 8:00 p.m. on September 1st (pass is valid immediately)

Pass is valid | Pass extended

Purchase an additional 30-day pass

The pass will now last until 8:00 p.m. on October 31st

- The purchase screen shows a list of the types and prices of the available passes.
- To purchase passes or extra items, you must first add funds to your account in Nintendo eShop.
- Once a pass expires, it will not be renewed automatically, even if you have enough funds in your account to do so. If you wish to continue service, you must purchase another pass.

**How to Purchase Passes**

● Procedure

- On the title screen, tap **Purchase Pass**.
- Select a duration for the pass you want to purchase, and select **Purchase**.
  - ◆ Confirm the notes about the content shown on the screen, and then select **Next**.
- Select **Purchase**.
  - ◆ Read any additional information that is available.
- Select **Purchase** again.
  - The download begins.

**(2) Notes About Passes**

- You can check purchase information, such as the transaction date, in the **Account Activity** section of Nintendo eShop.
- After purchase, passes cannot be returned, refunded, or exchanged.
- It is not possible to purchase a pass that lasts more than 360 days.
- These passes can only be used with this software title.

**(3) Adding Funds to Your Account**  
You must have sufficient funds in your Nintendo eShop account to cover the purchase price of the pass. If you do not have enough funds in your account, select **Add Funds** when prompted to add funds to your account.

A Nintendo eShop Card or credit card is needed to add funds to your account.

**(4)**

- ◆ You can store your credit-card information, which lets you add funds to your account by simply entering the password you established when you first entered the credit-card information.
- ◆ You can delete the credit-card information at any time by accessing **Settings / Other** in Nintendo eShop.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure you include the following information.</p> <ul style="list-style-type: none"> <li>Heading that indicates a description of purchasing passes</li> <li>What the purchase of passes adds to the experience</li> <li>The durations of the passes available (explained as clearly as possible if the passes have a finite duration)</li> <li>Procedure for purchasing passes</li> </ul> <p>Make it clear that this is a paid service. In addition, in an appropriate place (such as within the purchase procedure), urge the user to tap and confirm "Additional Information" before purchasing.</p>
(2)	-	Changes Allowed	<p>Either use the sample text verbatim, or use text with the same intent. We recommend replacing instances of the phrase "pass" with the in-game name of the pass.</p>
(3)	-	Changes Allowed	<p>Fill in detailed information about the passes.</p>
(4)	-	Changes Allowed	<p>Either use the sample text verbatim, or use text with the same intent. We recommend replacing instances of the phrases "pass" and "Add Funds" with the in-game name of the pass and the name of the button that the user taps to add funds, respectively.</p>

### 3.9 StreetPass

**Page Category:** Optional (P) / **Page Title:** Optional (P)

The content in this template is required for all titles that support StreetPass.

(1)

Exchanging data with people nearby (StreetPass™ )

If you pass by other systems on which StreetPass has been activated for this software, your data will be sent automatically and you can receive presents!

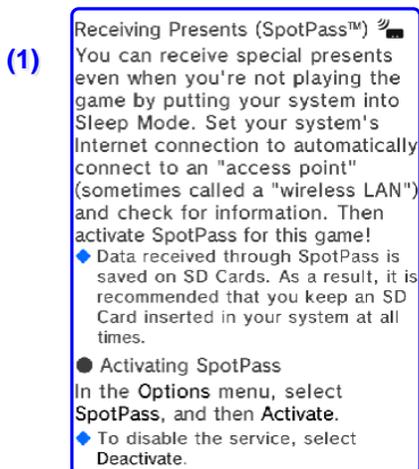
- Activating StreetPass  
In the Options menu, select StreetPass, and then Activate.
- ◆ To disable the service, select Deactivate.
- ◆ You can disable StreetPass functionality via Parental Controls.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure you include the following information.</p> <ul style="list-style-type: none"> <li>Heading that indicates a description of StreetPass (use the icon)</li> <li>What can be done with StreetPass</li> <li>The fact that all players must activate StreetPass for this software in order to communicate</li> <li>Procedures for activating and deactivating StreetPass (if there is no procedure for deactivating StreetPass in the software, explain how it can be deactivated in Data Management)</li> </ul>

### 3.10 SpotPass

**Page Category:** Optional (P) / **Page Title:** Optional (P)

The content in this template is required for all titles that support SpotPass. However, this is not required for software that only uses SpotPass in so-called “immediate execution” mode.



Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure you include the following information.</p> <ul style="list-style-type: none"> <li>• Heading that indicates a description of SpotPass (use the icon)</li> <li>• What can be done with SpotPass</li> <li>• The fact that data received through SpotPass is saved on SD Cards</li> <li>• Procedures for activating and deactivating SpotPass</li> </ul> <p>When guiding users to screens in the activation process that cannot be displayed anytime the user wants (for example, screens that are automatically displayed when the user progresses to a certain point in the game), be sure to also explain to the user how to change the settings at any time.</p>

### 3.11 Check Your Surroundings

Changes to the text of the following template units are prohibited.

#### 3.11.1 Gyroscope/Accelerometer Support

**Page Category:** Optional  / **Page Title:** Optional 

This text is required for titles that support the system's gyroscope or the accelerometer, and involve extensive motion. Licensees should contact Lotcheck if they are uncertain whether their title requires this template.

Nintendo recommends that it be placed on the same page that describes the related features (that is, the page that explains how motion control works for the title).

**Note:** Be sure to also explain how to use motion control with your title, including which game modes or content support motion control within the title's e-manual. Any additional relevant precautions must be clearly explained as well.

**Note:** NCL has a similar template, but the conditions for using the Japanese version of this template are different. NCL requires that all titles that support the gyroscope or accelerometer to display this text, not just those that involve extensive motion.

**(1)**

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Editing this text is prohibited.

### 3.11.2 AR Card Support

**Page Category:** Optional (R) / **Page Title:** Optional (R)

This text is required for titles that support the use of AR Cards and require users to move around while using the AR Cards. This text is not required for titles that require little or no user movement. Licensees should contact Lotcheck if they are uncertain whether their title requires this template.

**(1)**

When playing AR Card games, you may have to move around the area while holding the Nintendo 3DS system. Make sure you have enough room, and hold the system firmly with both hands while playing.

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Editing this text is prohibited.

### 3.12 Save Data Precautions

**Page Category:** Optional (R) / **Page Title:** Optional (R)

This text is required in e-manuals for all titles that have the ability to save data to a Game Card or SD Card.

(1)

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Item	Rank	Design	Text Edits
(1)	B	Changes Allowed	Editing this text is prohibited.

### 3.13 Enhanced Modes for New Nintendo 3DS

**Page Category:** Optional (R) / **Page Title:** Optional (R)

This text is required for titles that are enhanced for Nintendo 3DS and contain modes that can only be played on New Nintendo 3DS and New Nintendo 3DS XL systems. Nintendo recommends that it be placed on pages related to the texture in question.

(1)

This mode is only available on New Nintendo 3DS and New Nintendo 3DS XL systems.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Explain the specifics of how certain modes can be played only on New Nintendo 3DS systems in your title.

### 3.14 Text for Circle Pad Pro-Compatible Software

Some of the template units in this section are required for titles that support the Circle Pad Pro accessory. Certain template units require edits to specific portions. This text is not required for software that is playable exclusively on New Nintendo 3DS systems.

### 3.14.1 Template Selection

**Page Category:** Optional (P) / **Page Title:** Optional (P)

Place the contents of the following templates on a page of your choice in the instruction manual. It is acceptable to change the design.

**Table 3-3 List of Template Units**

Template Unit	Category	Filename	Required?	Rank
Circle Pad Pro Instructions	accessory	circle_pad1_ref.ncpg	Yes	-
Standby Mode	accessory	circle_pad2_sby.ncpg	Recommended	-
Right Circle Pad Calibration	accessory	circle_pad3_cal.ncpg	Yes	-

*Circle Pad Pro Instructions*  
(circle\_pad1\_ref.ncpg)

(1) See the Circle Pad Pro Operations Manual for more details about how to use this accessory. This accessory is not necessary if you are using a New Nintendo 3DS or New Nintendo 3DS XL system.

*Standby Mode*  
(circle\_pad2\_sby.ncpg)

(2) If the Circle Pad Pro accessory is not used for five minutes, it will enter standby mode. To end standby mode, press [ZL]/[ZR].

*Right Circle Pad Calibration*  
(circle\_pad3\_cal.ncpg)

If you are unable to control the Right Circle Pad properly... (3)



Right Circle Pad

If the system behaves as though the Right Circle Pad is being used even when you aren't touching it or if the controls don't seem to operate correctly, you will need to calibrate the Right Circle Pad by following the procedure below.

- Procedure
- 1. Select **Options** at the title screen, and then select **Calibrate Circle Pad**.
- 2. Follow the instructions on the screen to calibrate the Right Circle Pad.
- ◆ To calibrate the Circle Pad on the Nintendo 3DS system, use the calibration procedure in **System Settings** on the HOME Menu.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.
(2)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.
(3)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent. Replace step 1 of the procedure with a description that tells users how to get to the Right Circle Pad calibration screen. It is acceptable to add more steps to the procedure as necessary.

## 3.15 Illustrations for Nintendo 3DS Family-Compatible Software

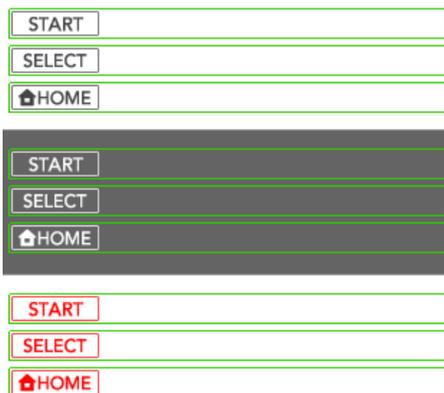
The textures for the buttons and styluses used for systems in the Nintendo 3DS family are described below.

**Table 3-4 List of Template Units**

Template Unit	Category	Filename	Rank
START/SELECT/HOME	button	button.ncpg	-
ZL / ZR / C Stick	button	Button2.ncpg	-
Stylus	button	touchpen.ncpg	-

### 3.15.1 START / SELECT / HOME

Illustrations for START, SELECT, and the HOME Button are common to all systems in the Nintendo 3DS family, and should be used for all software compatible with the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS systems.



### 3.15.2 ZL / ZR / C Stick

Illustrations for the ZL Button, ZR Button, and C Stick are common to the New Nintendo 3DS and New Nintendo 3DS XL systems, and should be used for software that is exclusive to or enhanced for these systems.



### 3.15.3 Stylus

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The illustration of the stylus is common to all systems in the Nintendo 3DS family, and should be used for all software compatible with the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS systems.



## 4 Template Units: Explanation/Editing (Final Page)

This chapter describes the template units that are required for the final page. Certain template units require edits to specific portions.

### 4.1 Required Templates (Final Page)

The content of an e-manual's final page should contain the support information that tells consumers how to contact the publisher in case of any software-specific questions or problems.

One of the following three templates is required for all e-manuals.

### 4.2 Support Information

#### 4.2.1 Internal Support Information

	English	French	Spanish	Portuguese
<b>Title</b>	Support Information (✖)	Assistance (✖)	Información de asistencia (✖)	Assistência técnica (✖)
<b>Category</b>	Troubleshooting (✖)	Dépannage (✖)	Solución de problemas (✖)	Soluções de problemas (✖)

This template is required in all e-manuals for Nintendo-published titles.



Item	Rank	Design	Text Edits	Filename
(1)	<b>B</b>	Changes Allowed	Editing this text is prohibited.	support_nintendo.ncpg

#### 4.2.2 Licensee Support Information

	English	French	Spanish	Portuguese
<b>Title</b>	Support Information (✖)	Assistance (✖)	Información de asistencia (✖)	Assistência técnica (✖)
<b>Category</b>	Troubleshooting (✖)	Dépannage (✖)	Solución de problemas (✖)	Soluções de problemas (✖)

This template is required in all e-manuals for licensee-published titles. Fill in the publisher's support information.

(1) **Contact Name (Required)**  
**Contact Information (Required)**  
**Phone Support Hours**  
**(Optional)**  
**E-mail address, support URL,**  
**or official URL (Optional)**

◆ We do not provide gameplay tips.

Item	Rank	Design	Text Edits	Filename
(1)	B	Changes Allowed	<p>Make sure to include the following information.</p> <ul style="list-style-type: none"> <li>• Contact name for licensee (required) List the company name, the name of the customer support center, etc.</li> <li>• Contact information for licensee (required) List at least one means for users to get in touch with the company's support system, for example through a telephone number or an e-mail address.</li> <li>• Phone support hours (required if including a phone number)</li> <li>• Support URL, official URL, etc. (optional)</li> <li>• Supplemental (optional)</li> </ul>	support.ncpg

### 4.2.3 Virtual Console Support Information

	English	French	Spanish	Portuguese
<b>Title</b>	Support Information (⚠)	Assistance (⚠)	Información de asistencia (⚠)	Assistência técnica (⚠)
<b>Category</b>	Troubleshooting (⚠)	Dépannage (⚠)	Solución de problemas (⚠)	Soluções de problemas (⚠)

This text is required for Virtual Console titles. It is the same for all Virtual Console titles, regardless of whether the original publisher was Nintendo or a licensee.

**(1)**

**Company Name**

.....

For help about Nintendo 3DS services in general or for inquiries regarding a specific title, open Nintendo eShop, and then tap Menu. Choose the **Settings / Other** option and then choose **Customer Support**. This section of Nintendo eShop lists contact information for all publishers.

◆ We do not provide gameplay tips.

Item	Rank	Design	Text Edits	Filename
(1)	<b>B</b>	Changes Allowed	Edits are prohibited for everything other than the blue text. Replace the blue text with the name of your company. Delete the color tags.	support_vc.ncpg

## 5 Virtual Console–Specific Edits

The following templates have been prepared especially for Virtual Console manuals.

- Virtual Console-specific design templates (headers, callouts, tables)
- *Disclaimer for Ports* (Virtual Console-specific template)
- *Ending the Game* (Virtual Console-specific template)
- *Virtual Console Functions* (Virtual Console-specific set of templates)
- *Switching Controllers* (Virtual Console-specific set of templates)
- *Download Play* (Virtual Console-specific template)

This section explains how to use these templates to create Virtual Console electronic manuals. For Virtual Console titles, the design templates should be used as is, without modifications.

Creating e-manuals for Virtual Console titles requires many of the same template units outlined in Chapter 2 Template Units: Explanation/Editing, as well as several pages that explain Virtual Console-specific features.

### 5.1 Important Information Page

Required for all Virtual Console titles. Use the template manager to combine the template units listed below. Do not change the order of the pages. Save the merged template as `page_01.ncpg`, and modify the page title to the appropriate text, using Table 2-1 for reference. The instructions for editing the individual template units listed in Chapter 2 Template Units: Explanation/Editing apply to Virtual Console titles as well.

**Note:** Be careful not to use the order specified in Table 2-1; Virtual Console titles do not need to include data such as middleware notices and online precautions.

**Table 5-1 Virtual Console Template Unit Insertion Order (Page 1)**

Order	Template Unit	Category	Filename	Rank
1	Health and Safety Information	warning	health_safety.ncpg	A
2	Terms of Use	warning	illegal_copy.ncpg	A
3	Disclaimer for Ports	vc	vc_disclaimer.ncpg	A
4	Standard Copyright Statement	copyright&trademark	standard_copyright.ncpg	B
5	E-Manual Code	emanual_code	emanual_code.ncpg	-

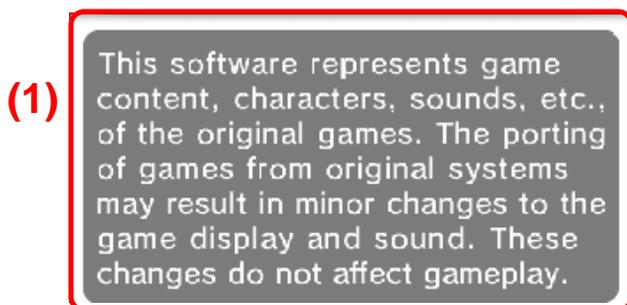
**Note:** The "Disclaimer for Ports" template (`vc_disclaimer.ncpg`), which is the only one of the template units above that is unique to Virtual Console titles, is explained below.

**Note:** Starting in version 2.0 of the CTR e-manual template package, the location of the "Support Information" template has been moved to the final page.

### 5.1.1 Disclaimer for Ports

	English	French	Spanish	Portuguese
<b>Title</b>	Important Information (⚠)	Informations importantes (⚠)	Información importante (⚠)	Informações importantes (⚠)
<b>Category</b>	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)	[blank] (⚠)

This template is required for all Virtual Console titles. It is not necessary for titles in the 3D Classics series, since those titles undergo a higher degree of customization and are not mere ports.



Item	Rank	Design	Text Edits
(1)	A	Changes Allowed	Editing this text is prohibited

### 5.2 Switching Controllers for Virtual Console

	English	French	Spanish	Portuguese
<b>Title</b>	Switching Controllers (🎮)	Changer de manette (🎮)	Alternar controles (🎮)	Alternar controles (🎮)
<b>Category</b>	[optional]	[optional]	[optional]	[optional]

\* This is the recommended title when creating a dedicated page for this content. This content doesn't need to be placed in its own dedicated page.

Virtual Console titles have a feature that lets users switch between P1 and P2. Choose the appropriate template from the figure below based on the game's specifications.

vc\_switch\_ctrl\_single.ncpg  
(For *single-player* titles)

(1)

This game was originally released on the Nintendo Entertainment System™, a console that supports two separate controllers. In keeping with this original functionality, you can switch between Controller 1 and Controller 2 while playing this game.

Press  while holding down  +  to switch between Controller 1 and Controller 2 on a single system. If you are unable to control the game with Controller 2, switch back to Controller 1.

vc\_switch\_ctrl\_simultaneous.ncpg  
(For *multi-player* titles)

(2)

This game was originally released on the Nintendo Entertainment System™, a console that supports two separate controllers. In keeping with this original functionality, you can switch between Controller 1 and Controller 2 while playing this game.

Press  while holding down  +  to switch between Controller 1 and Controller 2 on a single system.

- ◆ You cannot control the game using both controllers on a single system simultaneously. To allow multiple players to play simultaneously, use Download Play on a second Nintendo 3DS system (see the page in the manual explaining Download Play for details).
- ◆ You cannot use Controller 2 to play the game during a single-player game. Be sure that Controller 1 is selected.
- ◆ You cannot switch controllers during Download Play.

vc\_switch\_ctrl\_alternate.ncpg  
(For *multi-player* titles)

(2)

This game was originally released on the Nintendo Entertainment System™, a console that supports two separate controllers. In keeping with this original functionality, you can switch between Controller 1 and Controller 2 while playing this game.

Press  while holding down  +  to switch between Controller 1 and Controller 2 on a single system.

During a two-player game, you must switch between controllers as each player takes his or her turn: activate Controller 1 for Player 1 and Controller 2 for Player 2.

- ◆ You cannot use both controllers at the same time.
- ◆ You cannot use Controller 2 to play the game during a single-player game. Be sure that Controller 1 is selected.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Explain how to switch between P1 and P2. Either use the sample text verbatim, or use text with the same intent.
(2)	-	Changes Allowed	Explain how to switch between P1 and P2. Either use the sample text verbatim, or use text with the same intent. Instances of “single-player mode name” and “two-player mode name” should be replaced with the in-game name for these modes.

### 5.3 Download Play for Virtual Console

Page Category: Optional () / Page Title: Optional ()

This template (vc\_download\_play.ncpg) is required for all Virtual Console titles that support Download Play.

**(1)**

**Download Play** 

This software supports multiplayer games via wireless communication. If one player has the game, he or she can distribute it wirelessly to other players and they can enjoy Download Play together.

**Setup**

You will need one system in the Nintendo 3DS family per player (maximum of four systems). Please ensure that wireless communication is enabled on all participating systems.

- ◆ At least one player must own the software.

**Starting Download Play**

● **For the system with the software installed**

1. Tap **Start Download Play** on the Virtual Console menu. 
2. Verify that all participating systems are connected. 
3. Select **Download Play** on the title screen.

● **For a system receiving the software**

1. Tap the **Download Play** icon on the HOME Menu, and then tap **Open**. 
2. Tap the Nintendo 3DS logo. 
3. Select the name of the software to start the download.

**Ending Download Play**

You can resume single-player mode by tapping the **Stop Download Play** button on the Virtual Console Menu.

**Sleep Mode**

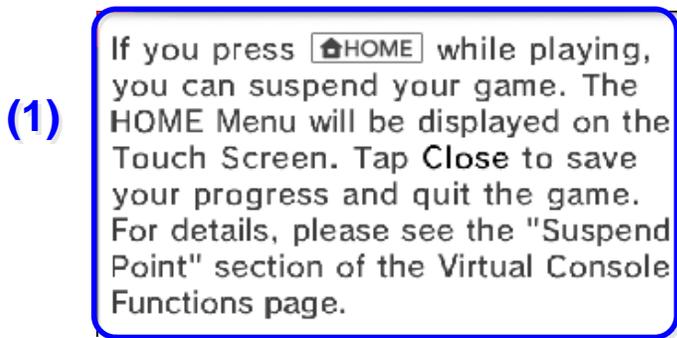
The system will not go into Sleep Mode during Download Play.

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	<p>Make sure to include the following information.</p> <ul style="list-style-type: none"> <li>• Heading that indicates a description of Download Play (use the icon)</li> <li>• The number of systems for the participants involved</li> <li>• The fact that a licensed version of the software is required</li> <li>• The maximum number of people that can be involved in the communication</li> <li>• The type of online play (battle/exchange)</li> <li>• The number of systems and licensed versions of the software required</li> <li>• How to start and end Download Play</li> <li>• Supplemental note about Sleep Mode</li> </ul> <p>If using the sample text, make sure to rewrite the text to include the number of systems required, the name of the software, and the procedures for getting started based on how the game actually works.</p>

## 5.4 "Ending the Game" Page

	English	French	Spanish	Portuguese
<b>Title</b>	Ending the Game (☞)	Terminer la partie (☞)	Abandonar la partida (☞)	Sair do jogo (☞)
<b>Category</b>	[optional]	[optional]	[optional]	[optional]

Required for all Virtual Console titles. The content in this template (`vc_end.ncpg`) must be implemented as its own page (in other words, it must not be combined with any other content).



Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

## 5.5 "Virtual Console Functions" Page

With Virtual Console titles, the game screen is displayed on the upper screen, and the "Virtual Console Menu" is displayed on the lower screen. The "Virtual Console Functions" template units describe how to use the Virtual Console Menu and explain its features.

### 5.5.1 Selecting the Appropriate "Virtual Console Functions" Templates

	English	French	Spanish	Portuguese
<b>Title</b>	Virtual Console Functions (☞)	Fonctions du Virtual Console (☞)	Funciones de Virtual Console (☞)	Funções do Virtual Console (☞)
<b>Category</b>	[optional]	[optional]	[optional]	[optional]

Choose either one or two NCPG file(s) from the eight provided, based on the specifications of your software title.

- Game Boy and Game Boy Color titles require one template each from items 1 and 2 below, whereas Nintendo Entertainment System (NES) titles only require one template from item 1.
- For item 1, choose the template with `_save` in the filename if the original version of your title supported an in-game save feature. Otherwise, use the template without `_save` in the filename.

**Table 5-2 Template Unit Selection (Virtual Console Functions)**

Item	Description	Category	Hardware	Filename	Rank
1	Main Virtual Console Functions	vc	Game Boy Game Boy Color	vc_menu.ncpg vc_menu_save.ncpg	-
			Nintendo Entertainment System	vc_menu_nes.ncpg vc_menu_save_nes.ncpg vc_menu_nes_dlplay.ncpg vc_menu_save_nes_dlplay.ncpg	
2	Special Features	vc	Game Boy Game Boy Color	vc_extras_gb.ncpg vc_extras_cgb.ncpg	-

### 5.5.1.1 Main Virtual Console Functions

Choose the appropriate template based on a) the original platform of the title and b) whether the original version of the title featured an in-game save feature.

Game Boy & Game Boy Color	NES (without Download Play support)	NES (with Download Play support)
vc_menu.ncpg (Without in-game save feature)	vc_menu_save.ncpg (With in-game save feature)	vc_menu_nes.ncpg (Without in-game save feature)
vc_menu_save.ncpg (With in-game save feature)	vc_menu_save_nes.ncpg (With in-game save feature)	vc_menu_nes_dplay.ncpg (Without in-game save feature)
vc_menu_save_nes_dplay.ncpg (With in-game save feature)		vc_menu_save_nes_dplay.ncpg (With in-game save feature)

**Savepoint Point**

If you press **Start**, while playing a Virtual Console game, the game will be paused and progress will be temporarily saved. This function allows you to continue a game from where you left off, even if you switch to a different application or the HOME Menu or turn the system off while the game is paused.

- Press the **Start** button to save the system off while the game is paused.
- Press the **Start** button to resume the virtual game when the console is powered on.

**Virtual Console Menu**

If you tap the Touch Screen or hold **Start** while playing a Virtual Console game, the Virtual Console menu will be displayed. The game will be paused and the menu changes depending on whether the restore-point feature has been activated or deactivated.

- Press the **Start** button to see more information about restore points.

**Restore Points**

This function lets you save your progress and your complete game state at any point during the game. Restore point data is replaced every time you create a new restore point. You can load your restore point any time you wish to continue a game from the same place. Do not save your progress right before you create a restore point.

**Creating a Restore Point**

When you want to create a restore point, tap the Touch Screen to bring up the Virtual Console menu. Then, with the restore-point function activated, tap **Create Restore Point**. The image on the top screen will be used to create a screenshot that represents your current progress. Tap **Yes** to create the restore point.

**Loading a Restore Point**

To restore the game from the restore point, tap **Load Restore Point**. For each Virtual Console game, you can have only one restore point saved at a time. The last one you created is the one that will be restored.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

**Savepoint Point**

If you press **Start**, while playing a Virtual Console game, the game will be paused and progress will be temporarily saved. This function allows you to continue a game from where you left off, even if you switch to a different application or the HOME Menu or turn the system off while the game is paused.

- Press the **Start** button to save the system off while the game is paused.
- Press the **Start** button to resume the virtual game when the console is powered on.

**Virtual Console Menu**

If you tap the Touch Screen or hold **Start** while playing a Virtual Console game, the Virtual Console menu will be displayed. The game will be paused and the menu changes depending on whether the restore-point feature has been activated or deactivated.

- Press the **Start** button to see more information about restore points.

**Restore Points**

This function lets you save your progress and your complete game state at any point during the game. Restore point data is replaced every time you create a new restore point. You can load your restore point any time you wish to continue a game from the same place. Do not save your progress right before you create a restore point.

**Creating a Restore Point**

When you want to create a restore point, tap the Touch Screen to bring up the Virtual Console menu. Then, with the restore-point function activated, tap **Create Restore Point**. The image on the top screen will be used to create a screenshot that represents your current progress. Tap **Yes** to create the restore point.

**Loading a Restore Point**

To restore the game from the restore point, tap **Load Restore Point**. For each Virtual Console game, you can have only one restore point saved at a time. The last one you created is the one that will be restored.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

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If you press **Start**, while playing a Virtual Console game, the game will be paused and progress will be temporarily saved. This function allows you to continue a game from where you left off, even if you switch to a different application or the HOME Menu or turn the system off while the game is paused.

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If you tap the Touch Screen or hold **Start** while playing a Virtual Console game, the Virtual Console menu will be displayed. The game will be paused and the menu changes depending on whether the restore-point feature has been activated or deactivated.

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**Restore Points**

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**Creating a Restore Point**

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**Loading a Restore Point**

To restore the game from the restore point, tap **Load Restore Point**. For each Virtual Console game, you can have only one restore point saved at a time. The last one you created is the one that will be restored.

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When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

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When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

**When restore points are deactivated**

When restore points are deactivated, the Virtual Console menu will look like the above screen. Tap **Resume Game** to go back to the game and go to the title screen. You can activate restore points by pressing **START** + **D** + **3** while the menu is displayed.

(1)

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

### 5.5.1.2 Special Features

Use `vc_extras_gb` for Game Boy software, or `vc_extras_cgb.ncpg` for Game Boy Color software.

`vc_extras_cgb.ncpg`

`vc_extras_gb.ncpg`

Item	Rank	Design	Text Edits
(1)	-	Changes Allowed	Either use the sample text verbatim, or use text with the same intent.

## 5.5.2 Merging and Exporting “Virtual Console Functions” Templates

As stated in Section 5.5.1 above, NES titles only require the one template Virtual Console Functions template unit, but Game Boy and Game Boy Color titles require two. For Game Boy and Game Boy Color titles, you will need to merge the two required items using the Template Manager. To do this, select **File > Template Manager**, then select the “vc” category. Determine the required templates using Table 5-2 above for reference, add the two appropriate templates to the “Templates to Merge” area in the prescribed order, and export the merged page.

**Note:** No edits are required to any of these template units.

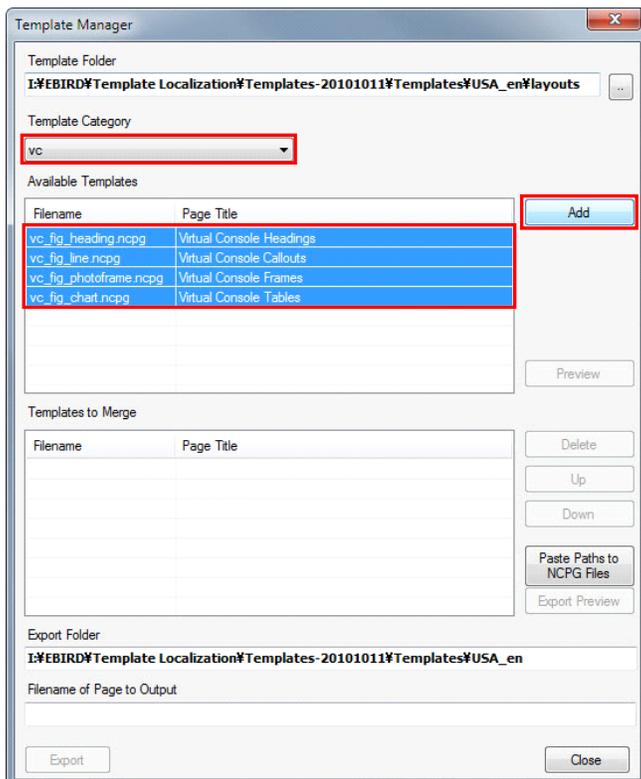
## 5.6 Using Virtual Console-Specific Design Templates

This section explains how to make headers, callouts and tables in Virtual Console e-manuals using the Virtual Console-specific design templates. For more information about basic manual creation, see Section 4.6 Creating the Main Body in the *CTR Electronic Manual Creation Guide Part 1*.

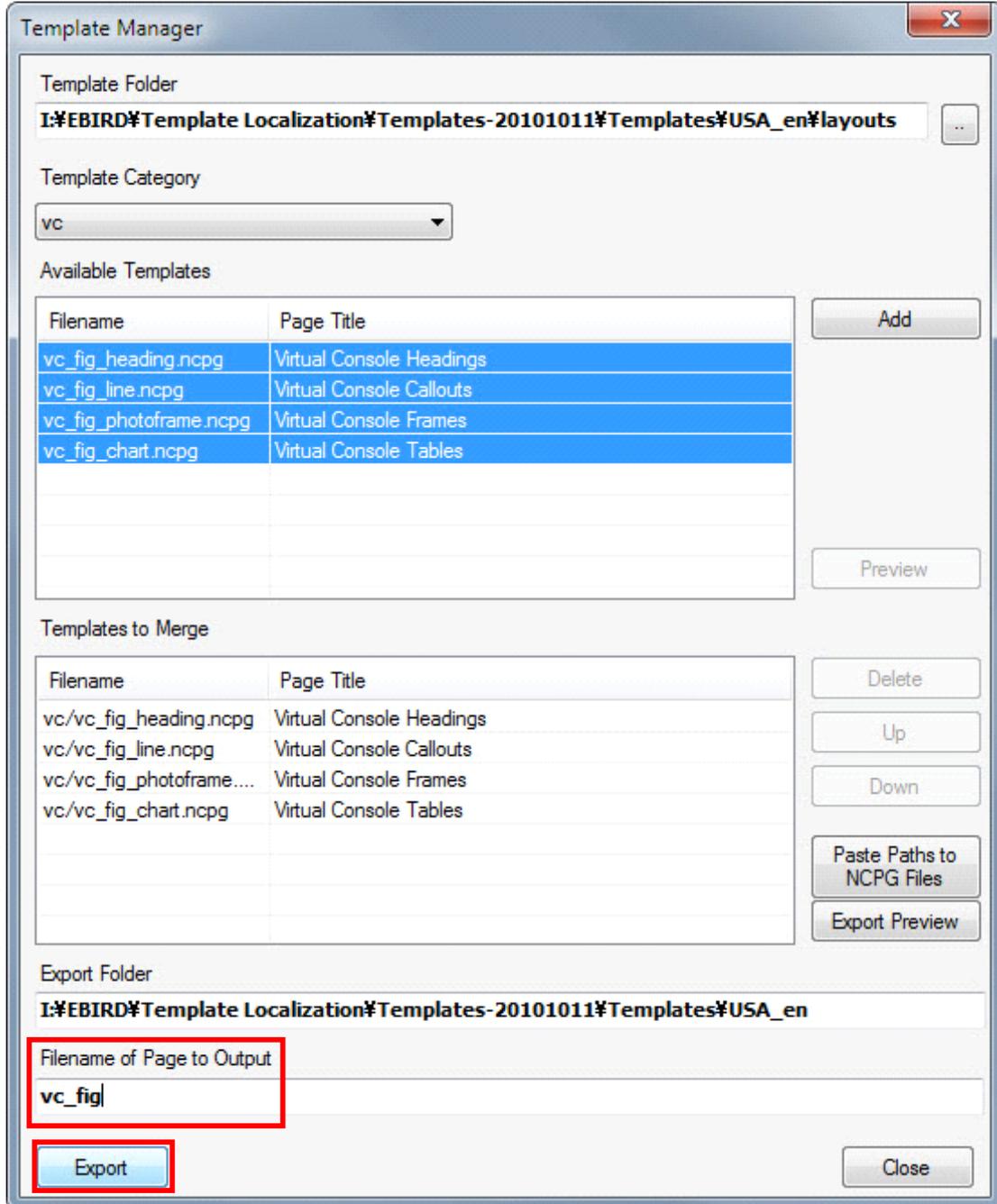
## 5.6.1 Preparing Design Templates

This section explains how to use the template manager to export Virtual Console-specific design templates.

1. Select `vc` as the template category, select Virtual Console Headers, Virtual Console Callouts, Virtual Console Tables, and Virtual Console Frames, then click **Add**.

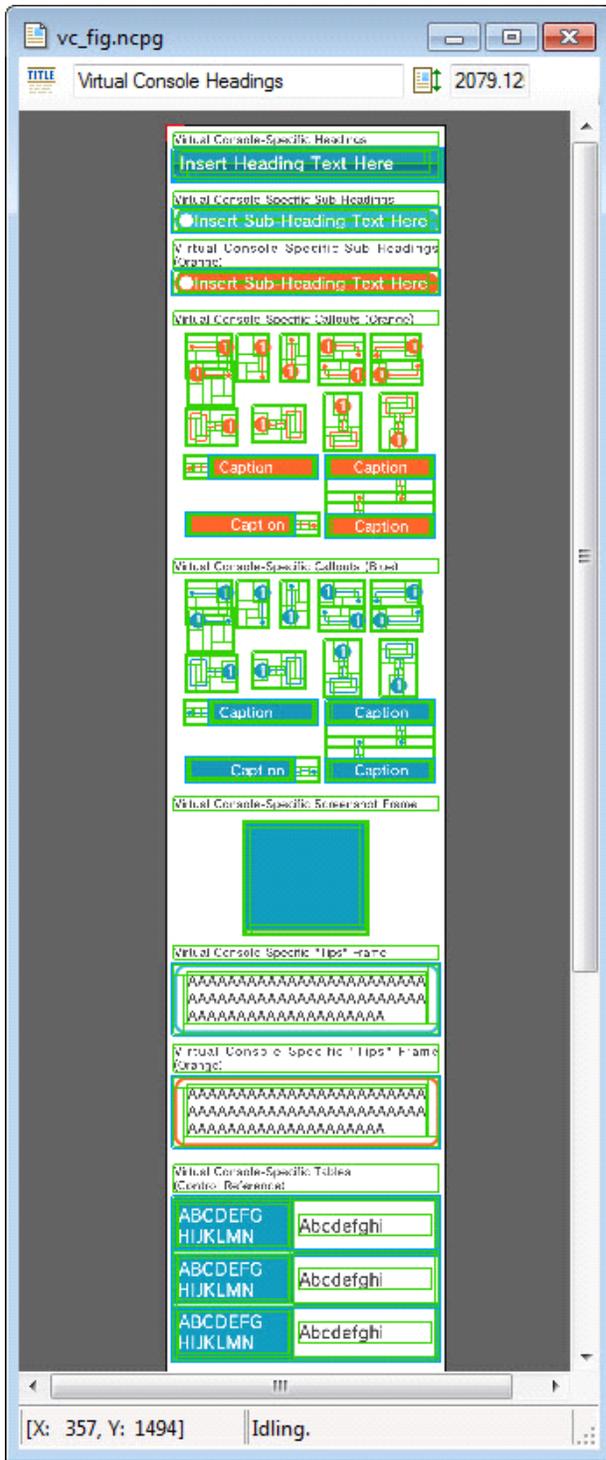


2. Enter the output file name and click **Export**.



**Note:** The exported NCPG file will be a composite template page. This page should be deleted before the completion of the manual, so the file name is not important.

3. Open the exported NCPG file. Copy the relevant portions from this page and use them in the main body of the manual.



For further information on using these design templates in the manual, see Chapter 5 Using Design Templates in *Part 1 – Manual Creation of the CTR Electronic Manual Creation Guide*.

## Appendix A Guideline Checklist

The *Nintendo 3DS Guidelines* (a separate package available on the Nintendo Developer Portal) include some rules about what content goes into an e-manual. The following is a brief checklist aimed at letting you know the relevant issues. For more details about any of the issues, see the *Nintendo 3DS Guidelines* or the *Nintendo 3DS Programming Precautions*.

**Table A-1 Content Required in Manuals**

Check	Rank	Guideline
	A	<b>All Software</b>
		Have you included all the required legal notices? References: <ul style="list-style-type: none"> <li>• 2.6 Font Copyrights</li> <li>• 2.7 Middleware Copyrights</li> <li>• Nintendo 3DS Guidelines: General &gt; Common Items &gt; Legal Notices</li> </ul>
	A	Have you followed the terminology set forth by the <i>Nintendo 3DS Family Terminology</i> , <i>Nintendo Network Terminology</i> , and <i>amiibo Terminology</i> lists? Reference: <ul style="list-style-type: none"> <li>• Nintendo 3DS Guidelines: General &gt; Common Items &gt; Standardizing Terminology</li> </ul>
	A	Have you included any mentions of features that use SELECT?  <b>Note:</b> It is acceptable to mention SELECT when (1) explaining that both START and SELECT perform the same function, and (2) the application type is Virtual Console. Reference: <ul style="list-style-type: none"> <li>• Nintendo 3DS Guidelines: General &gt; Buttons &gt; SELECT Button</li> </ul>
	A	Have you included any warnings about the exchange of UGC? References: <ul style="list-style-type: none"> <li>• 3.3 Information-Sharing Precautions (UGC)</li> <li>• Nintendo 3DS Guidelines: UGC</li> </ul>

Check	Rank	Guideline
	A	<p><b>Applications that can upload data using data stores</b></p> <p>Have you mentioned that the user will not be able to use the uploaded data when accessing from a different system, or after the user’s current system has been initialized using the Format System Memory option?</p> <p><b>Example:</b> “You will not be able to use the uploaded data when accessing from a different system, or after initializing your current system with Format System Memory.”</p> <p><b>Note:</b> Text like the above doesn’t need to be mentioned for downloadable applications, applications in which the uploaded data cannot be viewed by the user, or applications in which the deletion of uploaded data does not adversely affect the game progress. Applications that <i>do</i> require this wording must also display a similar message directly within the application the first time data is uploaded.</p> <p>Reference:</p> <ul style="list-style-type: none"> <li>• Nintendo 3DS Programming Precautions: Internet Communication &gt; Initial Upload of Data to a CTR-NEX Data Store</li> </ul>
	A	<p><b>Applications that use a URL</b></p> <p>Does the manual include a URL or advertisement that has not been approved in advance by Nintendo?</p> <p>It is acceptable to include the following URLs without approval:</p> <ul style="list-style-type: none"> <li>• URLs for the publisher’s official site</li> <li>• URLs for support sites</li> <li>• URLs appearing that appear in the user terms of service agreement within the game</li> <li>• URLs contained in official legal notices</li> </ul> <p>In this case, make sure the target is clearly shown.</p> <p><b>Example:</b> Check the official Nintendo website (<a href="http://www.nintendo.com">http://www.nintendo.com</a>)</p> <p>Reference:</p> <ul style="list-style-type: none"> <li>• Nintendo 3DS Guidelines: General &gt; Other &gt; Displaying URLs and Advertisements in Applications</li> </ul>

Table A-2 Required Content in Either Software or in E-manuals

Check	Rank	Guideline
	A	<b>Applications that use means other than a message (such as an icon) to indicate that data is being written</b>
		Have you explained in the manual about the indication used when data is being written?  <b>Example:</b> “A ★ symbol will be displayed when a save is in progress.” Reference: <ul style="list-style-type: none"><li>• Nintendo 3DS Guidelines: File System &gt; Save Data &gt; Screen Display While Writing Data</li></ul>
	A	<b>Applications that can disclose data uploaded to a data store to other users</b>
		Have you explained in the manual the extent of the data disclosure?  <b>Example:</b> “Images you have uploaded can be viewed by your friends.” Reference: <ul style="list-style-type: none"><li>• Nintendo 3DS Guidelines: Internet Communication &gt; NEX: Data Stores &gt; Extent of Data Disclosure</li></ul>

Table A-3 Recommended Content in Either Software or E-manuals

Check	Rank	Downloadable Applications that Prevent Save Data Rollback
	-	Have you notified the user that rollbacks are prohibited?  <b>Example:</b> “If you try to alter your save data, for example by trying to overwrite the save data on the SD Card with save data from another source, your save data may revert back to the initial state, and you may lose your progress. Copying files to and from an SD Card is not a supported way of backing up your save data.” Reference: <ul style="list-style-type: none"><li>• Nintendo 3DS Guidelines: File System &gt; Save Data &gt; Save Data Rollback Prevention Feature for Downloadable Applications</li></ul>

## Appendix B Region-Specific Information

### B.1 Manual Language Requirements

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The following table outlines the required/recommended languages for titles sold in the Americas.

**Table B-1 Manual Language Requirements**

Publisher Type	Language Requirements
First-Party Second-Party	<ul style="list-style-type: none"> <li>English <b>required</b>.</li> <li>French/Spanish/Portuguese <b>recommended</b>.</li> </ul>
Third-Party	<ul style="list-style-type: none"> <li>English <b>required</b>.</li> <li>French/Spanish/Portuguese <b>recommended</b>.</li> </ul>

### B.2 Regional Template Packages

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Templates are provided for the following languages:

- NOA Template Package
  - US English, Canadian French, Latin American Spanish, Brazilian Portuguese
- NOE Template Package
  - UK English, German, Italian, European French, European Spanish, Dutch, European Portuguese, Russian

Use the NOA templates to produce manuals for North and South America. Use the NOE templates to produce manuals for the entire PAL region, including Oceania. Be sure to localize the comprehensive contact information in the "How to Contact Us" section for each region.

For languages where templates are not provided, it is acceptable to use a direct translation of the English text.

## Revision History

If you are not using the latest version of the templates, underlined items in sections identified with "◆" must be addressed prior to master submission. (For more information, see Section 1.1 Grace Period.)

Version	Revision Date	Category	Description
4.4	2016/11/30	Added	<ul style="list-style-type: none"> <li>2.7.4 Unity New section about Unity copyright statement (<code>unity.ncpg</code>).</li> <li>2.7.5 Gameware New section about Autodesk Gameware copyright statement (<code>gameware.ncpg</code>).</li> </ul>
		Changed	<p>Changed references from <i>CTR Guidelines</i> to <i>Nintendo 3DS Guidelines</i>.</p> <ul style="list-style-type: none"> <li>1.1 Grace Period Updated the dates when specific template versions are valid.</li> <li>1.2 Template Units Explained additional content that E-manual designers can add.</li> <li>2.1 Template Units – Requirements/Insertion Order (First Page) Added <code>unity.ncpg</code> and <code>gameware.ncpg</code> to middleware row of Table 2-1.</li> <li>3.2 amiibo Changed template text (<code>amiibo.ncpg</code>) to reflect that multiple games can write data.</li> <li>3.4 Internet Enhancements Added example for software-specific precautions.</li> <li>3.8.2 Internet Communication Added Service Provider and License Agreement to the list of suggesting information and added sample text to the template (<code>internet_connection.ncpg</code>).</li> <li>3.8.3.1 Purchasing Downloadable Content Updated template (<code>add_contents.ncpg</code>) to address in-game currency.</li> <li>3.8.4.1 Purchasing Passes Updated template (<code>timeticket.ncpg</code>) to tell users to connect to the Internet and then go to the Nintendo eShop to purchase a pass.</li> <li>3.10 SpotPass Updated template (<code>spotpass.ncpg</code>) to explain the need for an Internet connection.</li> </ul>
4.3	2015/06/05	Added	<ul style="list-style-type: none"> <li>2.8 Copyright Statement for Open Source Software New section about LZ4 (<code>libnx_oss_LZ4.a</code>).</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>1 Introduction Added that applications must implement e-manuals.</li> <li>1.2 Template Units Modified Type A description in Table 1-1 Ranks.</li> <li>2.8 Copyright Statement for Open Source Software Added information specific to <code>bsdifff</code>.</li> <li>2.10 E-Manual Code Added note about e-manual codes for demos.</li> </ul>

Version	Revision Date	Category	Description
			<ul style="list-style-type: none"> <li>3.2 amiibo Added two recommendations: 1) When not writing data and 2) New Nintendo 3DS exclusive software.</li> <li>3.5 Parental Controls Corrected a reference to Wii U.</li> <li>Appendix A Guideline Checklist Added reference to amiibo Terminology list.</li> </ul>
4.2.1	2014/11/14	Added	<ul style="list-style-type: none"> <li>3.2 amiibo Added content to describe the usage of the new amiibo template.</li> <li>3.13 Enhanced Modes for New Nintendo 3DS Added content to allow description of modes that are exclusive to New Nintendo 3DS systems.</li> <li>3.15 Illustrations for Nintendo 3DS Family-Compatible Software Added a new section for textures and buttons related to START/SELECT/HOME, ZL/ZR/C Stick, and Stylus.</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>1.1 Grace Period Updated dates and version numbers related to the Grace Period.</li> <li>2.7.2 M4A Mux Library (MPEG-4 Encoder) Re-titled section and called out the name of the M4A Mux Library.</li> <li>2.8 Copyright Statement for Open Source Software Deleted “For Nintendo-published titles,” as this notice is also required for licensees.</li> <li>Table 3-1 List of Feature-Specific Template Units Added the new amiibo template to the list. Added the new Enhanced Modes for New Nintendo 3DS template. Deleted the Sleep Mode template from the list.</li> <li>3.3 Information-Sharing Precautions (UGC) Added a sentence to indicate that in certain circumstances Mii characters and the system user name do not require UGC warnings.</li> <li>3.5 Parental Controls Added a sentence that refers users to the System Settings section of the <i>Nintendo 3DS Family Overview</i>. Added “using Parental Controls” to the second Text Edits box.</li> <li>3.14 Text for Circle Pad Pro-Compatible Software Added a sentence that indicates “this text is not required for software that is playable exclusively on New Nintendo 3DS systems.”</li> <li>4.2.2 Licensee Support Information Added note to “fill in publisher’s support information.”</li> <li>Table 5-2 Template Unit Selection (Virtual Console Functions) Changed column heading from “Content” to “Description.”</li> <li>Appendix A Added reference to <i>Nintendo 3DS Programming Precautions</i>. Recaptioned Table A-1. Updated reference in Table A-1. Added Table A-3.</li> </ul>
		Deleted	<ul style="list-style-type: none"> <li>Deleted section about Sleep Mode.</li> </ul>
4.1	2014/04/24	Added	<ul style="list-style-type: none"> <li>2.9 Intellectual Property Cross-Reference Added content to explain the optional <code>xref.ncpg</code> template that can</li> </ul>

Version	Revision Date	Category	Description
			be used to point non-English language users to the English templates for full intellectual property rights information.
		Changed	<ul style="list-style-type: none"> <li>• General Deleted bracketed text “Required for All Software)” and “[Required for Applicable Software)” in section headings.</li> <li>• 1.1 Grace Period Updated grace period content. Added cases for selling a card application as a downloadable application and vice-versa.</li> <li>• Table 2-1 Template Unit Insertion Order (First Page) Added new item (8) to the table to account for the new Intellectual Property Cross-Reference template (<i>xref.ncpg</i>). Added a new note to describe usage of the new Intellectual Property Cross-Reference template.</li> <li>• 2.7.1 QR Code-Reader Added a clause indicating that the legal line for QR Code-Reader is for Nintendo published titles.</li> <li>• 2.8 Copyright Statement for Open Source Software Added a clause indicating that the legal line for the nlib OSS library is for Nintendo published titles.</li> <li>• 3.4 Parental Controls In the Title/Category table, change the Portuguese title from “Informações para pais e tutores legais” to “Controle dos pais.” Added note describing usage of the Miiverse portion of the Parental Controls template, i.e. the Miiverse portion of the template only needs to be used if Miiverse can be accessed directly from within the game.</li> <li>• 3.13.1 Template Selection Restructured the Visio image of the Circle Pad Pro templates for clarity.</li> </ul>
4.0	2014/01/14	Added	<ul style="list-style-type: none"> <li>• 1.1 Grace Period Added text explaining the template transition timeline.</li> <li>• 2.8 Copyright Statement for Open Source Software Added the “nlib OSS Library” section.</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>• General Changed the rules for text colors within the templates and callouts within the figures in the cookbook. Deleted the filled-in examples, and changed the template unites to be more useful sample text. Added “Rank” and “Design” columns to the tables for each template unit. Added page categories and page titles for each template unit. Renamed the “Instructions” column in the table to “Text Edits.”</li> <li>• 1 Introduction Standardized the notation for whether edits are allowed to match the Wii U e-manual templates. Added descriptions of the ranks, text, edits, and design changes.</li> <li>• 2.2 Health and Safety Information Incorporated the information in the “Health and Safety Information” template.</li> <li>• 2.4 Terms of Use</li> </ul>

Version	Revision Date	Category	Description
			<p>Changed the phrase “Nintendo 3DS” to “system in the Nintendo 3DS family” throughout the templates.</p> <ul style="list-style-type: none"> <li>• 3.3 Internet Enhancements Changed the introductory sentence within the template, and revised the explanation of Nintendo Network.</li> <li>• 3.4 Parental Controls Added the “Miiverse” item and changed the sample text within the template.</li> <li>• 3.5 Nintendo 3DS Local Play Added text explaining the rules to follow when explaining modes that can be played using both Local Play and Download Play. Changed the phrase “Nintendo 3DS” to “system in the Nintendo 3DS family.” Changed the sample procedure.</li> <li>• 3.7.3 Downloadable Content Merged the “Purchasing DLC,” “Precautions about Purchasing DLC,” and “Adding Funds to Your Account” templates together. Changed the sample procedure. Added an explanation about consumable tickets.</li> <li>• 3.7.4 Passes Merged the “Purchasing Passes,” “Notes about Passes,” and “Adding Funds to Your Account” templates together. Changed the sample procedure.</li> <li>• 3.8 StreetPass Changed the sample procedure.</li> <li>• 3.9 SpotPass Changed the sample procedure. Added a description about games that only use the “immediate execution” mode of SpotPass Added supplemental information about explaining activation and deactivation procedures.</li> <li>• 3.10.1 Gyroscope/Accelerometer Support Made edits prohibited for this template</li> <li>• 3.10.2 AR Card Support Made edits prohibited for this template</li> <li>• 3.11 Sleep Mode Rephrased the template to remove the phrase “closing the system.”</li> <li>• 3.13 Text for Circle Pad Pro-Compatible Software Text for Circle Pad Pro-Compatible Software Changed the sample procedure.</li> <li>• 4.2.2 Licensee Support Information Changed the template</li> <li>• Table 2-1, Table 3-1, Table 3-2, Table 3-3, Table 5-1, Table 5-2 Renamed the “Edits” column to “Rank.”</li> <li>• Appendix A Added a section about displaying URLs. Added “Rank” to the table.</li> </ul>
		Deleted	<ul style="list-style-type: none"> <li>• 2.2 Greetings Deleted the template and merged into 2.2 Health and Safety Information</li> </ul>

Version	Revision Date	Category	Description
			<ul style="list-style-type: none"> <li>3.7.5 Adding Funds to Your Account Deleted the template and merged into 3.7.3 Downloadable Content and 3.7.4 Passes</li> </ul>
3.3	2013/06/13	Added	<ul style="list-style-type: none"> <li>1 Introduction Added “bullet points” to the list of design elements that can be modified within the templates.</li> <li>Appendix A Added Guideline Checklist to help developers keep track of template elements that are required by the CTR Guidelines</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>1.3 Document Layout Updated the Document Layout Overview to account for structural changes in this document. Updated the screenshot for Figure 1-1 Sample Template Structure to add User-Generated Content in the image.</li> <li>2.1 Template Units – Requirements/Insertion Order (First Page) Deleted information about Mobiclip rights.</li> <li>2.2 Greetings Updated screenshot Changed introductory text to include the admonition that editing this template is prohibited. Deleted the table of instructions.</li> <li>2.2 Health and Safety Information Changed introductory text to include the admonition that editing this template is prohibited.</li> <li>2.3 Stylus Use Caution Changed introductory text to include the admonition that editing this template is prohibited.</li> <li>2.4 Terms of Use Inserted introductory text: “Required for all e-manuals. Editing this template beyond the modifications outlined in the table below is prohibited.”</li> <li>2.5 Standard Copyright Statement Inserted text: “Required for all e-manuals.” Moved note regarding copyright placement from the end of the section to immediately below the inserted text.</li> <li>2.6 Font Copyrights Inserted note regarding required usage per relevant user contracts.</li> <li>2.7 Middleware Copyrights Inserted note regarding required usage per relevant user contracts. Deleted information about Mobiclip rights.</li> <li>2.8.1 Speech Rate Converter Deleted information about Speech Rate Converter rights.</li> <li>2.7.3 Nuance Speech Synthesis Library Updated the nuance.ncpg image. Removed the Region Codes from the e-manual codes. Inserted text: “Required for all e-manuals.” Inserted note and table regarding the use of a region code.</li> <li>3 Template Units: Explanation/Editing (Other Pages) Inserted text: “[Required for Applicable Software]” in section heading.</li> <li>3.1 Template Units (Other Pages)</li> </ul>

Version	Revision Date	Category	Description
			<p>Updated Table 3-1 List of Feature-Specific Template Units and its first note to account for templates that now must be created as independent pages.</p> <p>Inserted note regarding the location of a page dedicated to explaining communication features.</p> <ul style="list-style-type: none"> <li>• 3.2 Information-Sharing Precautions (UGC) This section was moved from section 3.9 and updated extensively, including screenshots and tables.</li> <li>• 3.2.1 Precautions Updated the screenshot of the ugc.ncpg template</li> <li>• 3.2.2 Prior Notice Deleted template example images and the table of instructions.</li> <li>• 3.3 Internet Enhancements Updated screenshots and item (2) in the template instructions table.</li> <li>• 3.4 Parental Controls Updated the section introduction with regards to setting the page title. Changed image and description because items that can be restricted and feature descriptions were added to the template. Updated the template instructions.</li> <li>• 3.7.2 Internet Communication Updated the screenshot and filled-out example for this template.</li> <li>• 3.8 StreetPass Updated the screenshot and filled-out example for this template.</li> <li>• 3.9 SpotPass Updated the screenshot and filled-out example for this template.</li> <li>• 3.12 Save Data Precautions Inserted text: "Editing this template is prohibited."</li> <li>• 4 Template Units: Explanation/Editing (Final Page) Inserted text: "[Required for All Software]" in section heading.</li> <li>• 4.1 Required Templates (Final Page) Inserted text: "One of the following three templates is required for all e-manuals."</li> <li>• 4.2.1 Internal Support Information Inserted text: "This template is required in all e-manuals for Nintendo-published titles. Editing this template is prohibited."</li> <li>• 4.2.2 Licensee Support Information Inserted text: "This template is required in all e-manuals for licensee-published titles."</li> <li>• 4.2.3 Virtual Console Support Information Deleted Item (1) from the table of instructions regarding the need to list the software title's name.</li> <li>• 5.1 Important Information Page Deleted "Yes" from the Edit Required column for Item 1 in Table 5-1 Virtual Console Template Unit Insertion Order (Page 1)</li> <li>• 5.1.1 Disclaimer for Ports Inserted text: "Editing this template is prohibited."</li> <li>• 5.5.1.1 Main Virtual Console Functions Inserted text: "Editing the template is prohibited."</li> <li>• 5.5.1.2 Special Features Inserted text: "Editing the template is prohibited."</li> </ul>

Version	Revision Date	Category	Description
			<ul style="list-style-type: none"> <li>Overall</li> </ul> <p>Changed all references to “Add-on Content” to “Downloadable Content”.</p> <p>Changed “Delete the color tags to make the heading appear in black” to “Delete the color tags.”</p> <p>Removed the Region Codes from the project folders and updated the related images.</p>
3.2.1	2013/01/16	Changed	<p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>In section 2 Template Units: Explanation/Editing (First Page) Changed the note text. Deleted the QR Code template from Table 2-2.</li> <li>2.2 Health and Safety Information Restored the note regarding adding text modifiers “the” and “game” to the software title that had been inadvertently deleted in an earlier version of the Cookbook.</li> <li>2.4 Terms of Use Removed the second instruction as it was identical with the first, and unified the blue outline to encompass the entire text.</li> <li>2.7.1 QR Code-Reader Removed image and reference to QR_Code.ncpg template. Added the sentence, “Only increment the e-manual revision number when you have made changes to the e-manual after your title has been released,” to the end of the third instruction. Also updated the image and text note 3.</li> </ul> <p>Chapter 3 Template Units: Explanation/Editing (Other Pages)</p> <ul style="list-style-type: none"> <li>In section 3.9 SpotPass, unified the notation in the images.</li> <li>3.11 Sleep Mode Changed the text over the second image of the filled-out examples to “Software that doesn’t support Sleep Mode during Download Play.”</li> <li>3.13 Text for Circle Pad Pro-Compatible Software Changed “Nintendo 3DS Circle Pad Pro” to “Circle Pad Pro” due to the release of the Circle Pad Pro for Nintendo 3DS LL. Also updated the image to reflect this change.</li> </ul> <p>Overall</p> <ul style="list-style-type: none"> <li>Changed “electronic user’s manual” to “e-manual.”</li> </ul>
3.1	2012/12/18		For NOA: This version was superseded by version 3.2.1 before publication.
3.1	2012/10/10	Added	<p>Chapter 1 Introduction</p> <ul style="list-style-type: none"> <li>Added a sample diagram of the overall template structure.</li> </ul> <p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>Added template for Nuance speech synthesis library in section 2.7 Middleware Copyrights.</li> </ul> <p>Chapter 3 Template Units: Explanation/Editing (Other Pages)</p> <ul style="list-style-type: none"> <li>Merged the legacy “Internet Precautions” and “Nintendo Network” template units into 3.7 Internet Communication.</li> </ul> <p>Chapter 4 Template Units: Explanation/Editing (Final Page)</p> <ul style="list-style-type: none"> <li>Added 4.2.3 Virtual Console Support Information.</li> </ul>
		Changed	Screenshots were added and updated throughout the document to reflect the current working environment.

Version	Revision Date	Category	Description
			<p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>Changed template so that the heading was consistent with other precautions.</li> </ul> <p>Chapter 3 Template Units: Explanation/Editing (Other Pages)</p> <ul style="list-style-type: none"> <li>In section 3.1 Template Units (Other Pages), added a Parental Controls row to the table.</li> <li>In section 3.6 Nintendo 3DS Download Play, added a note about system updates and update the template and filled-out example accordingly.</li> <li>In section 3.4 Parental Controls changed template and filled out example because a text box was added to the heading.</li> <li>In section 3.7.1 Selecting Internet Communication Template Units, revised the table and description because the Internet Communication and Parental Controls templates were separated.</li> <li>In section 3.7.2 Internet Communication, revised the table and description because the Internet Communication and Parental Controls templates were separated.</li> <li>In section 3.8 StreetPass, removed the Parental Controls portion because it is now a separate template. Also, updated template and filled-out example.</li> <li>In section 3.7.2 Internet Communication, revised heading to be consistent with other precautions. and, updated template and filled-out example. Revised the section text, table and made it so the template heading can be changed based on the type of UGC that the game supports.</li> </ul> <p>Chapter 4 Template Units: Explanation/Editing (Final Page)</p> <ul style="list-style-type: none"> <li>In section 4.1 Required Templates (Final Page), revised the Edits entry in the First-Party Support row from “Yes” to blank (none). Also, added the template unit for VC titles.</li> </ul> <p>Chapter 5 Virtual Console–Specific Edits</p> <ul style="list-style-type: none"> <li>In section 5.2 Switching Controllers for Virtual Console, added and updated template.</li> <li>In section 5.3 Download Play for Virtual Console, Made major updates to template/filled-out example. Also, added text about Sleep Mode and adjusted blank space in the text box.</li> </ul>
2.5a	2012/09/07	Changed	<p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>Updated section 2.1 to reflect template changes.</li> </ul> <p>Chapter 4 Template Units: Explanation/Editing (Final Page)</p> <ul style="list-style-type: none"> <li>Updated section 4.1 to reflect template changes.</li> </ul>
2.5	2012/04/24	Added	<p>Chapter 5 Virtual Console-Specific Edits</p> <ul style="list-style-type: none"> <li>Added section 5.2 Switching Controllers for Virtual Console.</li> <li>Added section 5.3 Download Play for Virtual Console.</li> <li>Added templates for NES titles that support Download Play to 5.5 "Virtual Console Functions" Page (Required).</li> </ul>
		Changed	<p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>In section 2.5, added a note stating that this content can be moved from the first page to a page devoted to explaining the title's Internet-based features, if such a page exists.</li> <li>In section 2.6 Terms of Use, updated the screenshot of the “Terms of Use” template unit to show that the former first section has been removed. Also rewrote the instructions that explain when each of the two remaining sections must be included.</li> </ul>

Version	Revision Date	Category	Description
			<ul style="list-style-type: none"> <li>In section 2.7 Software Rating, removed references to the ESRB software rating templates (ESRB ratings are no longer required in e-manuals or printed manuals for software), and rewrote the requirements for Brazilian DJCTQ ratings so that they no longer rely on the ESRB ratings being present within the e-manual.</li> </ul>
2.4	2012/03/22 (Unreleased at NOA; changes were rolled into 2.5)	Changed	General <ul style="list-style-type: none"> <li>Revised template units to make them media-independent as much as possible (in other words, the vast majority of the template units can now be used without modification for card-based applications and downloadable applications).</li> </ul> Chapter 2 Template Units: Explanation/Editing (First Page) <ul style="list-style-type: none"> <li>In section 2.13 E-Manual Code, expanded the definition of the “P” code (it used to refer only to card-based applications, but now also includes applications that are being sold digitally and also have a card-based version).</li> <li>In section</li> </ul>
2.3.1	2012/01/10	Added	Chapter 3 Template Units: Explanation/Editing (Other Pages) <ul style="list-style-type: none"> <li>Added section 3.4 Nintendo Network.</li> <li>Added section 3.5.1 Selecting Internet Communication Template Units.</li> <li>Added section 3.5.3 Add-On Content.</li> <li>Added section 3.5.4 Passes.</li> <li>Added section 3.8 Information-Sharing Precautions.</li> </ul>
		Changed	Chapter 1 Introduction <ul style="list-style-type: none"> <li>Added an expanded description of why certain content is supposed to appear on the first and last page as a rule.</li> </ul> Chapter 2 Template Units: Explanation/Editing (First Page) <ul style="list-style-type: none"> <li>In Table 2-2, simplified the “Required” column to avoid duplicate information about the requirements for downloadable titles versus card-based titles.</li> <li>Added a note about the fact that certain legal lines can be moved to the final page of an e-manual under certain circumstances.</li> <li>In section 2.8 Standard Copyright Statement (Required), added more detail about the copyright notation to use for first-party titles, and added a note stating that this information can be placed on the final page instead.</li> <li>In section 2.9 Font Copyrights (Required), added a note stating that this information can be placed on the final page instead.</li> <li>In section 2.10 Middleware Copyrights, added a note stating that this information can be placed on the final page instead.</li> <li>Added the new code “T” to the e-manual code specification in 2.11 E-Manual Code (Required).</li> </ul> Chapter 3 Template Units: Explanation/Editing (Other Pages) <ul style="list-style-type: none"> <li>Added all of the new template units to Table 3-1.</li> <li>Changed the structure of section 3.5 Internet Communication.</li> <li>Replaced the screenshot of backup.ncpg in 3.11 Save Data Precautions, and added a note explaining when the variable text should be edited.</li> <li>Changed the filenames in 3.12 Text for Nintendo 3DS Circle Pad Pro-Compatible Software.</li> </ul> Chapter 4 Template Units: Explanation/Editing (Final Page)

Version	Revision Date	Category	Description
			<ul style="list-style-type: none"> <li>Updated the screenshot of the internal support page to reflect changes made to the content.</li> <li>Removed the references to the “Official Nintendo Seal” e-manual template, which has been removed from the package.</li> </ul>
2.2a	2011/10/31	Changed	<ul style="list-style-type: none"> <li>Throughout the document, clarified which design elements and text can be modified:</li> <li>Chapter 1 Introduction</li> <li>Chapter 2 Template Units: Explanation/Editing (First Page)</li> <li>Section 2.3 Health and Safety Information</li> <li>Section 3.9 Check Your Surroundings</li> <li>Section 3.12 Text for Nintendo 3DS Circle Pad Pro-Compatible Software</li> <li>Chapter 4 Template Units: Explanation/Editing (Final Page)</li> </ul>
2.2	2011/10/31	Added	Chapter 3 Template Units: Explanation/Editing (Other Pages) <ul style="list-style-type: none"> <li>Added section 3.10 Text for Nintendo 3DS Circle Pad Pro-Compatible Software.</li> </ul>
		Changed	Chapter 2 Template Units: Explanation/Editing (First Page) <ul style="list-style-type: none"> <li>Changed references to the page title for page_01.ncpg from "Health and Safety" to "Important Information."</li> <li>Updated Table 2-2 to require "health_safety.ncpg" for card-based titles as well, and added "mpeg4.ncpg" to the list of middleware notices.</li> <li>Changed the title of section 2.3 from "Health and Safety Information" to "Important Information."</li> <li>Revised the introduction of section 2.3 to clarify that this template unit is required for all e-manuals, regardless of media.</li> </ul> Chapter 3 Template Units: Explanation/Editing (Other Pages) <ul style="list-style-type: none"> <li>In Table 3-1, changed the category of the "sleep_mode.ncpg" template unit from "instruction" to "warning."</li> <li>In section 3.4 Internet Communication, updated the screenshots in the figure to reflect the latest revisions to the template.</li> <li>In section 3.5 StreetPass, updated the screenshots in the figure to reflect the revised indentation for the “Note” in blue.</li> <li>In section 3.6 SpotPass, revised the descriptions of items 1 and 3 for clarity, and updated the screenshots in the figure to reflect the revised text for the “Note” in blue.</li> </ul> Chapter 5 Virtual Console-Specific Edits <ul style="list-style-type: none"> <li>In the introduction to Chapter 5, added "Disclaimer for Ports" to the list of Virtual Console-specific template units.</li> <li>Throughout Chapter 5, standardized references to "Virtual Console Features" to "Virtual Console Functions" for consistency with the actual template units.</li> <li>Changed the title of section 5.1 from "Health and Safety" to "Important Information Page."</li> <li>In section 5.1, added a note that the "Disclaimer for Ports" template unit is the only piece of content used on the "Important Information" page that is unique to Virtual Console titles.</li> <li>Changed the title of section 5.2 from "'Ending the Game' Template" to "'Ending the Game' Page," and clarified that this content must be implemented as its own page.</li> <li>Changed the title of section 5.2 from "'Virtual Console Features'</li> </ul>

Version	Revision Date	Category	Description
			<p>Template" to "'Virtual Console Functions' Page," and added a note explaining the Virtual Console Menu.</p> <ul style="list-style-type: none"> <li>Added section 5.3.1 Selecting the Appropriate "Virtual Console Functions" Templates, and overhauled Table 5-4 to reflect the new structure of the Virtual Console-related template units.</li> <li>Added section 5.3.2 Merging and Exporting "Virtual Console Functions" Templates.</li> </ul>
2.1	2011/08/10	Added	<ul style="list-style-type: none"> <li>Added section 2.10.2 Speech Rate Converter.</li> <li>Added section 2.10.4 MPEG-4 Encoder.</li> </ul>
		Changed	<p>General</p> <ul style="list-style-type: none"> <li>Added parentheses around item numbers within tables.</li> </ul> <p>Chapter 1 Introduction</p> <ul style="list-style-type: none"> <li>Revised the instructions to state more clearly the conditions under which the content of a template may be changed, and added an explanation about background colors.</li> </ul> <p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>In section 2.1 Template Units – Requirements/Insertion Order (First Page), changed "software" to "applications."</li> <li>In section 2.8 Standard Copyright Notice, added specifics about the notation for the copyright notice to use for Virtual Console and 3D Classics titles.</li> <li>In section 2.10.3.1, revised the instructions and removed a spurious line break in the middle of a sentence.</li> <li>In section 2.10.3.2, updated the screenshot of the QR Code Reader template, and revised the accompanying instructions.</li> <li>Updated section 2.11 E-Manual Code to explain how to edit each component of the e-manual code, and removed a spurious bullet point.</li> </ul> <p>Chapter 3 Template Units: Explanation/Editing (Other Pages)</p> <ul style="list-style-type: none"> <li>Changed the phrase "Optional Page" to "Other Pages" to avoid implying that the content is optional (this merely meant that the location was up to the manual designer).</li> <li>Revised section 3.1 Template Units (Other Pages) for clarity.</li> <li>Updated the screenshot in section 3.5 StreetPass to reflect changes to the corresponding template.</li> <li>Updated the screenshot in section 3.6 SpotPass to reflect changes to the corresponding template.</li> <li>Updated the screenshot in section 3.8 Sleep Mode to reflect changes to the corresponding template, and updated the instructions for the Sleep Mode template.</li> <li>Updated the screenshot in section 3.9 Save Data Precautions to reflect changes to the corresponding template.</li> </ul> <p>Chapter 4 Template Units: Explanation/Editing (Final Page)</p> <ul style="list-style-type: none"> <li>Updated the screenshot in section 4.3 Official Nintendo Seal to reflect changes to the corresponding template.</li> <li>Updated Table 4-1 and 4-2 to change the "support" category to "support_info."</li> </ul> <p>Chapter 5 Virtual Console-Specific Edits</p> <ul style="list-style-type: none"> <li>Updated Table 5-3 to clarify which templates should be used for titles that feature in-game saves.</li> <li>Updated the instructions for the "Disclaimer for Ports" template (vc_disclaimer.ncpg) to account for the case in which the Virtual</li> </ul>

Version	Revision Date	Category	Description
			<p>Console title did not originally support a multiplayer mode.</p> <p>Chapter 6 Appendix A: Region-Specific Information</p> <ul style="list-style-type: none"> <li>Removed all NOE-specific information except for text that explains that there are NOA and NOE versions of the templates, and shows which languages are available in each.</li> </ul>
2.0	2011/08/08	Added	<ul style="list-style-type: none"> <li>Added Chapter 6 Appendix A: Region-Specific Information.</li> </ul>
		Changed	<p>General</p> <ul style="list-style-type: none"> <li>Split document into two parts: "Part 1 – Manual Creation" and "Part 2 – Template Units".</li> <li>Moved chapters 5-7 to "Part 2 – Template Units" and updated explanations/text for all templates.</li> <li>Edited the phrase "product code" to read "e-manual code" or "initial code" as appropriate throughout the document.</li> </ul> <p>Chapter 1 Introduction</p> <ul style="list-style-type: none"> <li>Updated to reflect the division of information in the e-manual cookbook into two parts.</li> </ul> <p>Chapter 2 Template Units: Explanation/Editing (First Page)</p> <ul style="list-style-type: none"> <li>In section 2.1, added more information about the meaning of the font-related templates included within this package.</li> <li>In Table 2-2, added an extra column to indicate whether a given template is required for downloadable applications, card-based titles, or both.</li> <li>In Table 2-1 and the surrounding text, changed "Health &amp; Safety" to "Health and Safety" as the page title.</li> <li>In Table 2-2, changed the categories of several of templates to reflect changes in package structure.</li> <li>Added section 2.4 Stylus Use Precaution.</li> <li>In Table 2-2 and section 2.5, changed "Online Precautions" to "Protecting Your Privacy."</li> <li>In Table 2-2 and section 2.10, changed "product code" to "e-manual code," and changed the format of the e-manual code.</li> <li>In section 2.4, changed the display requirements for the "Health and Safety Information" template to indicate that this template is only required for downloadable applications.</li> <li>In section 2.5, revised the specific instructions for all three paragraphs of the "Protecting Your Privacy" template unit.</li> <li>In section 2.6, revised the specific instructions for all three paragraphs of the "Terms of Use" template unit.</li> </ul> <p>Chapter 3 Template Units: Explanation/Editing (Optional Page)</p> <ul style="list-style-type: none"> <li>In Table 3-1, added an extra column to indicate whether a given template is required for downloadable titles, card-based titles, or both, and added rows for three new templates.</li> <li>Added sections 3.7 Check Your Surroundings, 3.8 Sleep Mode, and 3.9 Save Data Precautions.</li> </ul> <p>Chapter 4 Template Units: Explanation/Editing (Final Page)</p> <ul style="list-style-type: none"> <li>Moved the "Support Information (Required)" section to chapter 4.</li> <li>Added section 4.3 Official Nintendo Seal.</li> </ul> <p>Chapter 5 Virtual Console-Specific Edits</p> <ul style="list-style-type: none"> <li>In Table 5-1, added a row for the "Disclaimer for Ports" template unit, and changed "product code" to "e-manual code."</li> <li>In section 5.1, changed the French page title for the "Virtual</li> </ul>

Version	Revision Date	Category	Description
			Console Functions" template.
1.2.2a	2011/06/15	Changed	<ul style="list-style-type: none"> <li>Updated screenshot for 5.1 Greetings (Required).</li> <li>Updated screenshot for 5.2 Health and Safety Information (Required), and added a table explaining the conditional text.</li> <li>Updated screenshot for 5.3 Online Precautions.</li> <li>Updated screenshot for 5.5 Disclaimer / Mini-EULA (Required), and changed the section name "Disclaimer / Mini-EULA" to "Terms of Use."</li> <li>Updated screenshot for 5.10 Product Code (Required).</li> <li>Updated an incorrect procedure number within the table in section 6.1 Nintendo 3DS Local Play.</li> <li>Updated screenshot for 6.5 SpotPass.</li> <li>Updated screenshot for 7.1.2 "Ending the Game" Template (Required).</li> </ul>
1.2.2	2011/03/08	Added	<ul style="list-style-type: none"> <li>Added templates for the QR Code Decoder and QR Codes in section 5.9.2 QR Code-Related.</li> <li>Added section 6.5 SpotPass.</li> <li>Added an entry for "SpotPass" to Table 6 1.</li> <li>Added section 7.1.2 "Ending the Game" Template (Required).</li> <li>Added section 7.1.3 "Virtual Console Features" Template (Required).</li> </ul>
		Changed	<ul style="list-style-type: none"> <li>Changed references to NW4C_Tga format to CTR-ManualTools_Tga throughout.</li> <li>Changed references to NW4C_Photoshop_Plugin to CTR-ManualTools_PhotoshopPlugin in Chapter 2 Operating Environment and section 3.2 Installing the Photoshop Plug-In.</li> <li>Modified the instructions in section 5 Template Units: Explanation/Editing (First Page), and removed NOE-specific content, since NOE-specific instructions are now listed in the NOE version of this "cookbook."</li> <li>Updated the screenshot of the "Greetings" template in section 5.1 Greetings following revisions to the template to reduce redundancy between the "Greetings" and "Health &amp; Safety" templates, which appear next to each other.</li> <li>Created subsection 5.9.1 Mobiclip Library and added to the description about using the Mobiclip templates.</li> <li>Restructured the subsections of 7 Virtual Console–Specific Edits to correspond with the individual pages that e-manual developers must create.</li> <li>Modified the instructions in section 7.1.1 Health and Safety Information (Required).</li> </ul>
		Deleted	<ul style="list-style-type: none"> <li>Removed the "Creating Merged Templates for Virtual Console Titles" section.</li> </ul>
1.1.0	2010/01/19	—	<ul style="list-style-type: none"> <li>Various edits and additions throughout the entire document. Because the English version of this document has not been released yet outside the company, we have omitted the detailed revision history to expedite the release.</li> </ul>
1.0.5	2010/12/10	—	<ul style="list-style-type: none"> <li>Corrected typos in section 1.1.</li> <li>Added section 3.1 Installing CTR-ManualEditor.</li> <li>Updated the content of 3.2 Installing the Photoshop to clarify that</li> </ul>

Version	Revision Date	Category	Description
			<p>the NW4C Photoshop Plugin is installed automatically by the installer.</p> <ul style="list-style-type: none"> <li>• Added section 3.3.2 on the languages in which the e-manual templates are provided.</li> <li>• Added a note to section 4.2 that the naming conventions for e-manuals' project folders have not yet been finalized.</li> <li>• Added a note to section 4.2 that the "Oceania" region covers both Australia and New Zealand, and added information about which region code to use for titles released both in Europe and Oceania.</li> <li>• Corrected typos in Table 4-2.</li> <li>• Split section 4.3 Merging Templates into two sections, one (4.3.1) containing the basic method, and the other (4.3.2) containing an advanced method for speeding up work in the Template Manager.</li> <li>• Added templates for Virtual Console features to Table 4-3.</li> <li>• Added <b>[NOA Only]</b> and <b>[NOE Only]</b> tags to some of the templates listed in Table 4-3.</li> <li>• Added a note to section 4.8 clarifying that binary output files can only contain half-width alphanumerics in their filenames.</li> <li>• Corrected the caption for Table 5-1.</li> <li>• Expanded the information about the standard copyright statement in section 5.5, and updated the screenshot.</li> <li>• Renumbered the appendices as numbers instead of letters to make the numbering consistent between the NCL and NOA/NOE versions of this document.</li> <li>• Added info about Virtual Console features to Chapter 9.</li> <li>• Removed the entries for middleware and font attribution notices in the Virtual Console Template Unit Insertion Order (Table 9-1).</li> <li>• Revised the text in section 9.1.1 to clarify that Table 5-1 contains the appropriate page titles for the Health and Safety Information page.</li> <li>• Added section 9.2 Templates for Virtual Console Features.</li> </ul>
1.0	2010/10/06	—	Revised draft version.

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