

Nintendo 3DS

Master ROM Submission Guidelines

2015/07/09

Version 2.2

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and should be handled accordingly.**

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1 Introduction

This document provides the information required to submit a Nintendo 3DS or New Nintendo 3DS application to Nintendo Lotcheck (Nintendo's inspection of submitted Master ROM data).

Note: The submission procedure for New Nintendo 3DS applications is the same as for Nintendo 3DS applications. There are no differences in the master ROM format (CCI/CIA) or the tools used to create the submission documentation.

1.1 Terms and Supported Files

This document refers to the following materials for submission.

- Master ROM

A file built with the CTR-SDK build system's RELEASE option or an equivalent build option.

- Master ROM Submission Sheet

Two types of data files output by Master Editor in XML and XSLT format.

- Checksheet

A data file output by Checksheet Editor in HTML format.

- Submission Data

All data submitted to Lotcheck.

- Submission Forms

Submission data that excludes the Master ROM.

1.2 Tools for Creating Submission Forms

Forms submitted to Lotcheck must be created using the latest versions of the following tools, available on the Nintendo 3DS page of [WarioWorld](#). For details on using these tools, see the individual tool manuals.

- CTR Master Editor
CTR Master Editor User's Manual
- CTR Checksheet Editor
CTR Checksheet Editor User's Manual

Note: Use SaveDataFiler to create the save data for submission. SaveDataFiler is included in CTR-SDK.

2 Data to Submit

2.1 Submission Types and Forms

This section describes the forms to submit with the master ROMs. The submission reasons listed from Table 2-1 to Table 2-3 are fields you select when creating the Master ROM Submission Sheet. For more information, see Section 6.1 Submission info (required) in the CTR Master Editor User's Manual. See Sections 2.2 Master ROM through 2.7 Making a Card Application Support Dual Distribution After Release for detailed descriptions of the submission data.

Warning: The **amiibo Application Sheet** is required when submitting an application that uses amiibo. Create the form using the latest versions of the tools, available on the Nintendo 3DS page of [WarioWorld](#). For more information on filling out the form, see the descriptions on the sheet.

Table 2-1 Submitting Nintendo 3DS Card-Based Applications/Downloadable Applications/Patches

○: Submission is required ▲: Submit as needed (Note 1)

Submission Reason	Master ROM Submission Sheet (Note 2)	Checksheets	Rating-Related Documentation	Nintendo 3DS Data Title (Downloadable Content) (Note 3)
Precheck Submission	○	○	▲	▲
New Submission	○	○	○	○
Revised Submission	○	○	○	▲
Remaster Submission (Note 4)	○	○	○	▲
Update without changing the application itself (Note 5)	○	▲	▲	▲

Note: See Section 2.7 Making a Card Application Support Dual Distribution After Release for information on Lotcheck submissions due to changes in sales format.

Note 1: Make these submissions when necessary for testing, when there are changes in content, or when you are instructed to do so by Nintendo.

Note 2: Master ROM Submission Sheets for Nintendo 3DS card-based applications are required to list a sales format. For more information on what to enter, see Section 2.3.4 Applications With a Format Code of "P".

- Note 3:** Used for testing if the application supports downloadable content. Downloadable content can be received even if it is not completely finished. Submit this according to the details in Table 2-3.
- Note 4:** Remastered submissions are not recommended for very large Nintendo 3DS downloadable applications (or the downloadable side of a dual distribution application). Consider making the update with patches instead. For more information, see *Nintendo 3DS Overview – Section 5.6.1.1 What Is a Patch?* and *Nintendo 3DS Programming Manual: How to Create Applications – Section 8.3 If You Need to Revise Your Application After Launch*.
- Note 5:** When selecting this submission reason, Nintendo recommends using the dedicated CTR-ROM Editor tool available on [VarioWorld](#). This applies when the e-manual or rating changes after release.

Table 2-2 Submitting Demo Versions of Nintendo 3DS Applications

○: Submission is required ▲: Submitted as needed (Note 1)

Submission Reason	Master ROM Submission Sheet	Checksheets	Title ROM Information File	Title Banner (Networked Type Only)	Rating Icon (Americas, Networked Type Only)	Package Images (Americas Only)
Precheck Submission	○	○	○	○	○	○
New Submission	○	○	○	○	○	○
Revised Submission	○	○	○	○	○	○
Remaster submission	○	○	○	○	○	○
Update without changing the application itself	○	▲	▲	▲	▲	▲

- Note:** See Chapter 5 Submission Data in *Nintendo 3DS Demo Creation Procedures* for a detailed description of the submission data for Nintendo 3DS demos.
- Note 1:** Make these submissions when necessary for testing, when there are changes in content, or when you are instructed to do so by Nintendo.

Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content)

○: Submission is required ▲: Submitted as needed (Note 1)

Submission Reason	Master ROM Submission Sheet	Checksheets	Catalog Submission (Note 2)
Precheck Submission (Note 3)	○	▲	○
New Submission (Note 4)	○	○	○
Revised Submission	○	○	○
Remaster submission (Note 5)	○	○	○

Note: The naming conventions differ from those of other Nintendo 3DS applications. See Section 2.2.1.3 Submission Version for details.

Note 1: Make these submissions when necessary for testing, when there are changes in content, or when you are instructed to do so by Nintendo.

Note 2: Submit catalogs through IMAS (Item Management Server). For information about how to use IMAS, see *IMAS Operations Manual for Developers* (a reference document available after logging into IMAS).

Note 3: This applies in cases where unfinished downloadable content is submitted so that a related application that supports downloadable content can go through Lotcheck, or when specially instructed to do so by Nintendo. Checksheets are unnecessary when submitting downloadable content for the purpose of checking an application.

Note 4: Even in cases where the Master ROM is the same as the one used in the precheck submission, submit all of the forms again along with the Master ROM.

Note 5: If you have changed any content in the originally submitted Master ROM, please add the reason for the change in the content index. You may use a checksheet for this.

Note: Submit Nintendo 3DS data titles separately. Do not include them in the submission data for the corresponding application.

Note: Make sure that the amount of content does not decrease from the previous submission, no matter what the submissions reason (including precheck submissions). See Section 7.6.2 Structure of Update Data in *Nintendo 3DS Overview: E-Commerce*.

2.2 Master ROM

Ensure that you are using a version of the CTR-SDK that is certified for master submission. You can reference the [CTR-SDK Version Table on WarioWorld](#) for current CTR-SDK versions. To create a master ROM, build your application using the CTR-SDK build system's RELEASE option (or an

equivalent build option). See the 3DS support web site (<http://www.warioworld.com/>) for more information about SDK versions certified for master submission.

When the ROM is opened in the CTR Master Editor tool, confirm that there are no errors and that any warnings satisfy the conditions for being ignored. Rename the file in accordance with the naming conventions in Section 2.2.1 Filename Naming Conventions and submit the data.

Note: There is a feature in CTR Master Editor for changing the filenames of Master ROMs into ones that follow the correct naming conventions. For more information, see *CTR Master Editor User's Manual*.

2.2.1 Filename Naming Conventions

Master ROM filenames must be set according to the following conventions.

Nintendo 3DS Applications

- For applications

```
C[Format Code]_[Initial Code]_[Remaster Version].[Submission Version][Precheck Flag].[Extension]
```

- For add-on/downloadable content

```
CM_[Initial Code]_[Variation]_[Data Title Version].[Submission Version][Precheck Flag].[Extension]
```

New Nintendo 3DS Applications

- For applications

```
K[Format Code]_[Initial Code]_[Remaster Version].[Submission Version][Precheck Flag].[Extension]
```

- For add-on/downloadable content

```
KM_[Initial Code]_[Variation]_[Data Title Version].[Submission Version][Precheck Flag].[Extension]
```

2.2.1.1 Remaster Version

The initial remaster version submitted for Lotcheck approval must be 00. After the title has been released, increment the remaster version by one each time an updated version is submitted for Lotcheck approval. Always express this number as a two-digit decimal such as 00, 01, 02, and so on, up to 63.

2.2.1.2 Data Title Version

Beginning from 00, increment this number by one each time you submit a file to Lotcheck. Express this number as a two-digit decimal such as 00, 01, 02, and so on. If three or more digits are required, express this number with the appropriate number of digits.

2.2.1.3 Submission Version

Beginning from 00, increment this number by one each time you submit a master ROM file to Lotcheck. This includes the initial submission to Lotcheck, as well as any submissions that contain revisions to specifically address changes requested by Lotcheck. Express this number as a two-digit decimal such

as 00, 01, 02, and so on. Starting from precheck versions, continue incrementing the submission version and only return to 00 if the remaster version or data title version has increased.

Normally, for add-on/downloadable content, the data title version increases with each submission, so the submission version is 00. If there is some special situation in which the data title version cannot be increased, please increment the submission version by one each time. See Table 2-4 and Table 2-5 for example settings.

2.2.1.4 Precheck Flag

Append the letter “E” to the end of the submission version when submitting an application or add-on/downloadable content as a precheck version for Lotcheck confirmation.

Do not append anything to versions other than the precheck versions.

2.2.1.5 Extensions

Use .cci for card-based software and .cia for downloadable applications.

2.2.1.6 Variation

Express the data title's variation as a two-digit hexadecimal number. When variations are not being used, denote it as 00.

2.2.1.7 Sample Filenames

Sample filenames based on the submission count are listed in Table 2-4 (for card-based software applications) and Table 2-5 (for add-on/downloadable content) for your reference.

Table 2-4 Sample Filenames for Card-Based Nintendo 3DS Applications (XXXX is Initial Code)

Submission Count (Submitted Content)	Remaster Version	Submission Version	Filename
First (Precheck Submission)	0	0	CP_XXXX_00.00E.cci
Second (Precheck Submission)	0	1	CP_XXXX_00.01E.cci
Third (New Submission) Submit Official Version	0	2	CP_XXXX_00.02.cci
Fourth (Revised Submission)	0	3	CP_XXXX_00.03.cci
Fifth (Remaster Submission)	1	0	CP_XXXX_01.00.cci
Sixth (Remaster Submission)	2	0	CP_XXXX_02.00.cci
Seventh (Revised Submission)	2	1	CP_XXXX_02.01.cci

Table 2-5 Sample Filenames for Nintendo 3DS Application Downloadable Content (YYYY Is Initial Code, No Variations)

Submission Count (Submitted Content)	Data Title Version	Submission Version	Filename
First (Precheck Submission)	0	0	CM_YYYY_00_00.00E.cia
Second (Precheck Submission)	1	0	CM_YYYY_00_01.00E.cia
Third (New Submission) Submit Official Version	2	0	CM_YYYY_00_02.00.cia
Fourth (Revised Submission)	3	0	CM_YYYY_00_03.00.cia
Fifth (Remaster Submission)	4	0	CM_YYYY_00_04.00.cia
Sixth (Revised Submission) Special Situations	4	1	CM_YYYY_00_04.01.cia
Seventh (Revised Submission)	5	0	CM_YYYY_00_05.00.cia

2.2.2 Master ROMs With E-Manual Replacements

When submitting a master ROM for an application for which only the e-manual is replaced, submit the master ROM without incrementing the remaster version. Instead, increment the submission version.

If there are changes other than the e-manual, handle the submission in the same way as indicated in "Remastered Submissions" in Table 2-1.

Note: When replacing the e-manual, Nintendo recommends using the dedicated tool, CTR-ROM Editor, which is available on [WarioWorld](#).

2.2.3 Master ROMs With Rating Replacements

When submitting a master ROM to Lotcheck for which only the rating is replaced, refer to Table 2-6 and make the version settings based on whether the application in question has been released.

If there are changes other than the rating or remaster version, handle the submission in the same way as indicated in "Remastered Submissions" in Table 2-1.

Table 2-6 Making Version Settings when Replacing the Rating

State of Target Application	Remaster Version	Submission Version
Pre-release	Do not increment	Increment by 1
Released	Increment by 1	Set to 0

Note: If the remaster version is set to the same version as the application that has already been released, the new rating may not be updated.

Note: There is a feature for these submissions in CTR ROM Editor 1.6 or later versions. This dedicated tool is available on [WarioWorld](#). For details, see *CTR Master Editor User's Manual*.

2.2.4 Applications With a Format/Configuration Code of “P”

Regardless of how titles with a Format/Configuration Code of “P” are to be sold (e.g., as card-based software or downloadable applications), be sure to build the master ROM in the CCI format.

2.3 Master ROM Submission Sheet

Open the master ROM file with CTR Master Editor. Complete the **Submission info** and **Company info** tabs before creating your submission documents. Submit both the XML and the XSLT data files generated by CTR Master Editor along with your master ROM file. More information can be found in the *CTR Master Editor User's Manual*.

2.3.1 Entering Company Codes

Enter the four-digit code issued by Nintendo into the **Company code** field in the **Company info** section of CTR Master Editor.

If the company code is two digits, add “00” to the beginning of the code and enter all four digits into the field. If the company code is embedded in the master ROM, CTR Master Editor automatically converts it into a four-digit code and enters it into the **Company info** tab.

Table 2-7 Example of Entering Company Codes in CTR Master Editor

Company Code Issued		Embedded in Master ROM	Entry into CTR Master Editor	Input Value
2 characters	XX	Yes	Automatic	00XX
		No	Manual	
4 characters	YYZZ	—	Manual	YYZZ

2.3.2 Master ROMs With E-Manual Replacements

When submitting a master ROM to Lotcheck for which only the e-manual is replaced, refer to Table 2-8 and determine the submission reason based on whether the application in question has been released.

If there are changes other than the e-manual, handle the submission in the same way as indicated in “Remastered Submissions” in Table 2-1.

For downloadable applications that are already released and for which only the e-manual has been replaced, determine whether Nintendo 3DS systems that have already imported the target application are able to import the updated version and then check the “User Requires Update” check box in CTR Master Editor if necessary.

For details, see the *CTR Master Editor User's Manual*.

Table 2-8 Master ROM Submission Sheet Entries Corresponding to Target Application's Release State

State of Target Application		Submission Reason	Changed Content	User Requires Update
Pre-release		Revised submission	E-Manual only	—
Released	Card-based software application or imported but non-updatable downloadable application	Update without changing the application itself	E-Manual only	—
	Imported and updatable downloadable application	Update without changing the application itself	E-Manual only	Select the check box

2.3.3 Master ROMs With Rating Replacements

When submitting a master ROM to Lotcheck for which only the rating is replaced, refer to Table 2-9 and determine the submission reason based on whether the application in question has been released.

If there are changes other than the rating or remaster version, handle the submission in the same way as indicated in "Remastered Submissions" in Table 2-1.

Table 2-9 Content to Enter in the Master ROM Submission Sheet When Only the Rating Has Been Replaced

State of Target Application	Submission Reason	Modified Item	Comments
Pre-release	Revised Submission	Other	Enter "Rating Change"
Released	Update without changing the application itself	Other	Enter "Rating Change"

Note: If only the rating is replaced after release, it is necessary to increment the remaster version. For more information, see Section 2.2.3 Master ROMs With Rating Replacements.

2.3.4 Applications With a Format/Configuration Code of "P"

If "General sales" has been selected as the application's purpose, it is necessary to select how the application is to be sold. Unless there is a special reason not to select "Card sales," it should always be

selected. “Download sales” should only be selected after Nintendo has confirmed that the application is to be sold as a downloadable application.

Also, if the way the application is to be sold changes after the master ROM has been submitted to Lotcheck, the application must be submitted to Lotcheck again. Therefore, resubmit the Master Data checklist listing all of the ways you would like to sell the application.

2.4 Checksheets

For the specifications implemented by the application, fill out only the applicable items using the CTR Checksheet Editor to create the data needed for submission.

Submit this data file in HTML format. You may submit the resulting folder in a compressed format such as a ZIP file.

Warning: Do not edit the generated HTML file with any tool other than the Checksheet Editor. Problems occur when attempting to reload the file that would require you to re-enter all of the information.

Note: Checksheet Editor includes a feature to recover the content of fields from a checksheet or a temporary save file. See the *Checksheet Editor User's Manual* for instructions.

2.5 Save Data

If you have filled in a filename for save data for testing purposes using the CTR Checksheet Editor, submit save data in a format that can be used to quickly confirm the information provided on the checksheet.

You may submit a single instance of save data that can be used to check more than one scenario.

2.6 Rating-Related Forms

2.6.1 Form for Confirming Rating Inspection Results

If your game has been inspected by a rating organization and received a rating, submit the inspection result form issued by the organization in PDF or Word format.

Note: Master ROM submissions for NOA Lotcheck approval will not be accepted without an ESRB Rating Certificate. However, Precheck submissions can be submitted without a rating certificate.

2.6.2 Rating Requirement Waiver When a Rating Survey Is Not Required [Required Only for Japanese Market Titles]

If a rating is not required, for Japanese titles only, fill out and submit the form entitled `Rating_Requirements_Waiver_Sheet-ja.doc`.

2.7 Making a Card Application Support Dual Distribution After Release

Be sure to submit a Master ROM Submission Sheet. Select “General sales” for card applications as the purpose for the application, and then select the check box for “Card sales” and “Download sales.”

See Table 2-1 for instructions on what to do for other submission data depending on the state of the master ROM.

Warning: There is information you should be aware of when using this application. See Section 8.2 Selling a Previously Launched Card Application as a Downloadable Application in the separate *Nintendo 3DS Programming Manual: How to Create Applications*.

2.7.1 If the Master ROM Is the Same as the Card Application After Release

In this situation you only need to submit the Master ROM Submission Sheet. You do not need to submit the master ROM file or checksheets. Handle in the same way as “Update without changing the application itself” in Table 2-1.

Warning: If the version of the checksheet submitted last time is two or more versions earlier than the latest version, the inspection cannot be done with the latest guidelines. Resubmit the checksheet.

However, if you implemented specifications in a card application that operate in the download version, create a checksheet that includes the checksheets with the relevant specifications, and handle the submission in the same way as for “Revised Submissions.” This is required because the specifications of card-based and downloadable applications differ. For example, this requirement covers functions that prevent save data rollbacks or features that access the card application’s save data.

2.7.2 If the Only Change in the Card Application After Release Is to the E-Manual

Handle this situation in the same way as when replacing the e-manual in a master ROM.

However, handle the checksheet as described in Section 2.7.1 If the Master ROM Is the Same as the Card Application.

2.7.3 If the Only Change in the Master ROM After Release Is to the Rating

Handle this situation in the same way as when replacing the rating in a master ROM.

However, handle the checksheet as described in Section 2.7.1 If the Master ROM Is the Same as the Card Application.

2.7.4 If the Only Change in the Card Application After Release Is to Other Data

If you are submitting a Master ROM in which the data that changed is not covered by Section 2.7.2 or Section 2.7.3, handle the submission in the same way as “Remastered Submissions” in Table 2-1.

3 How to Submit

Submit all data detailed in Chapter 2 Data to Submit to Lotcheck.

For details on how to make your submission, contact submissions@noa.nintendo.com (for North American market titles) or submissions.noe@nintendo.de (for European/Australian market titles).

Revision History

Version	Revision Date	Category	Description
2.2	2015/07/02	Added	<ul style="list-style-type: none"> Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content) Added Note 5.
		Changed	<ul style="list-style-type: none"> 1 Introduction Added description of Lotcheck. 2.2 Master ROM Added information about the 3DS support web site. Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content) Note 2: Added explanation of where to find IMAS Operations Manual for Developers Table 2-4 Sample Filenames for Card-Based Nintendo 3DS Applications (XXXX is Initial Code) Changed "(Official Submission)" to "(New Submission) Submit Official Version". Table 2-5 Sample Filenames for Nintendo 3DS Application Downloadable Content (YYYY Is Initial Code, No Variations) Changed "(Official Submission)" to "(New Submission) Submit Official Version".
2.1	2014/12/11	Added	<ul style="list-style-type: none"> 1 Introduction Added a note. 2.1 Submission Types and Forms Added a note on submitting applications that use amiibo. 2.2.1 Filename Naming Conventions Added information on New Nintendo 3DS applications. 2.7 Making a Card Application Support Dual Distribution After Release Added a note on reference materials.

Version	Revision Date	Category	Description
		Changed	<ul style="list-style-type: none"> Overall Made changes throughout the documentation to replace “CTR” (which had been used to indicate the entire Nintendo 3DS family) with “Nintendo 3DS.” Replaced “Nintendo support” with “Nintendo Licensing” for consistency. Table 2-1 Submitting Nintendo 3DS Card-Based Applications/Downloadable Applications/ Note 2: Revised reference target in Section 2.3.4 Applications With a Format Code of “P”. Note 5: Changed reference materials. Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content) Added official name of IMAS. Changed reference materials in note text. 2.2 Master ROM Moved note from Section 2.2.1 Filename Naming Conventions. Added information on warnings. 2.2.1.1 Remaster Version Noted that the maximum remaster version is 63. Table 2-5 Sample Filenames for Nintendo 3DS Application Downloadable Content (YYYY Is Initial Code, No Variations) Corrected the extension in the Filename column to CIA. 2.4 Checksheets Revised the note text.
2.0	2014/03/04	Added	<ul style="list-style-type: none"> 1.1 Terms and Supported Files 2.1 Submission Types and Forms Table 2-1 Submitting CTR Card-based applications/downloadable applications/patches Table 2-2 Submitting Demo Versions of CTR Applications Table 2-3 Submitting CTR Data Title (Downloadable Content) 2.2.3 Master ROMs With Rating Replacements Table 2-6 Making Version Settings when Replacing the Rating 2.3.3 Master ROMs With Rating Replacements Table 2-9 Content to Enter in the Master ROM Submission Sheet When Only the Rating Has Been Replaced 2.7.3 If the Only Change in the Master ROM After Release Is to the Rating 2.7.4 If the Only Change in the Card Application After Release Is to Other Data
		Changed	<ul style="list-style-type: none"> Overall Revised the way "master ROM" is written in the original Japanese. Revised the way "application" is written in the original Japanese. Revised instances of "title" to read "application."

Version	Revision Date	Category	Description
			<p>Revised instances of "already on sale" or "already launched" to "after release" in the original Japanese.</p> <p>Revised the way "remaster submission" is written in the original Japanese.</p> <ul style="list-style-type: none"> • 1.2 Tools for Creating Submission Forms Added notes. • 2.2.1.3 Submission Version Added information about table references. • Table 2-4 Sample Filenames for Card-Based Software Applications (Initial Code of XXXX) Changed instances of "Submission Count (Submitted Content)" to "Submission Count (Submission Reason)." • Table 2-5 Sample Filenames for Add-On/Downloadable Content (No Variations and Initial Code of YYYY) Changed instances of "Submission Count (Submitted Content)" to "Submission Count (Submission Reason)." • 2.2.2 Master ROMs With a Replacement E-Manual Changed the title to Master ROMs With E-Manual Replacements. Abbreviated the descriptions of table content. • Table 2-8 Master ROM Submission Sheet Entries Corresponding to Target Application's Release State Changed the title. • 2.3 Master ROM Submission Sheet Changed the way "enter" is written in the original Japanese. Revised the description • 2.3.2 Master ROMs With a Replacement E-Manual Changed the title to Master ROMs With E-Manual Replacements. • 2.3.4 Applications With a Format/Configuration Code of "P" Made revisions to the way "Master Data Checklist" is written in the original Japanese. • 2.4 Checksheets Added notes and supplemental information. • Table 2-7 Example of Entering Company Codes in CTR Master Editor Changed the title. • 2.7 Making a Card Application Support Dual Distribution After Release • Added information about cases where checksheets need to be resubmitted.
		Deleted	<ul style="list-style-type: none"> • 2.6.3 If Something Other Than the E-Manual Has Changed in Master ROM Since the Card Application Was Launched
1.9	2013/09/17	Changed	<ul style="list-style-type: none"> • 2.3 Checksheets Deleted information related to special master ROM submissions in line with changes to Checksheet Editor.

Version	Revision Date	Category	Description
		Deleted	<ul style="list-style-type: none"> • 2.3.1 Add-On/Downloadable Content • 2.3.2 Update Data Checksheet • 2.5 Document for Checking Nintendo Approved Specifications • 2.6 Materials/Data for Change Confirmation • 2.7 Operating Instructions
1.8	2013/04/18	Changed	<ul style="list-style-type: none"> • Overall Added minor edits to Japanese version of the document. Changed Checksheet Editor to CTR Checksheet Editor. • 2.4 Save Data Deleted the description about special master ROM submissions. • 2.6 Materials/Data for Change Confirmation Modified instruction about documenting minor fixes when submitting separate documents.
		Deleted	<ul style="list-style-type: none"> • 2.4.1 Patches and Save Data
1.7	2013/01/17	Added	<ul style="list-style-type: none"> • 2.1.1.7 Sample Filenames • 2.1.3 Titles With a Format Code of "P" • 2.2.3 Titles With a Format Code of "P" • 2.9 Making a Previously Launched Card Application Support Dual Distribution
		Changed	<ul style="list-style-type: none"> • 2.1.1.3 Submission Version Changed the explanation about add-on content settings to the format used for notes. • Table 2-1 Sample Filenames for Card-Based Software Applications (Initial Code of XXXX) Changed title, moved to 2.1.1.7 Sample Filenames. • Table 2-2 Sample Filenames for Add-On Content (No Variations and Initial Code of YYYY) Changed title, moved to 2.1.1.7 Sample Filenames. • 2.1.2 Master ROMs With a Replacement E-Manual Changed the explanation about the tool for replacing e-manuals to the format used for notes. • 2.3.2 Update Data Checksheet Revised the name of the checksheet. • 2.5 Document for Checking Nintendo-Approved Specifications Changed the title, revised the content to indicate that a document detailing the discussions should be submitted. • 2.6 Materials/Data for Change Changed the title, added information indicating that the documents to be submitted for patches and revisions differ.

Version	Revision Date	Category	Description
1.6	2012/08/09	Added	<ul style="list-style-type: none"> Table 2-2 Sample Filenames for Add-On Content (No Variations and Initial Code of YYYY) 2.2.1 Entering Company Codes Table 2-3 Example of Entering Company Codes in CTR Master Editor
		Changed	<ul style="list-style-type: none"> 2.1.1.2 Data Title Version moved to 2.1.1.2. 2.1.1.3 Submission Version Added information on reverting to 00 even in cases where the data title version changes. Also added information about incrementing the submission version in cases with special circumstances.
1.5	2012/05/16	Added	<ul style="list-style-type: none"> 2.4.1 Patches
		Changed	<ul style="list-style-type: none"> 2.3.1 Add-On Content Revised to note that it is not necessary to submit the Program Specifications Checksheet when only submitting add-on content. Added note about entering variation together with product code.
1.4	2012/04/23	Added	<ul style="list-style-type: none"> 2.3.2 Update Data Checksheet
1.3	2012/02/22	Added	<ul style="list-style-type: none"> 2.1.1.5 Variation 2.1.1.6 Data Title Version 2.1.2 Master ROMs With a Replacement E-Manual 2.2.1 Master ROMs With a Replacement E-Manual 2.3.1 Add-On Content
		Changed	<ul style="list-style-type: none"> 1.1 Tools for Creating Submission Forms Noted that documents should be created using the latest versions of tools. 2.1.1 Filename Naming Conventions Added content specific to add-on content. 2.1.1.3 Precheck Flag Added content specific to add-on content. 2.5 Document for Checking Specifications With Special Exemptions Noted that the approval content was to be entered in the Specially Approved Specifications Checklist, instead of the Comments field.
1.2	2011/04/05	Changed	<ul style="list-style-type: none"> 2.1 Master ROM Noted that the SDK-SDK build system's RELEASE option is the standard RELEASE option. 2.1.1.1 Remaster Version Changed file naming conventions. 2.5 Document for Checking Specifications With Special Exemptions Revised the section heading and noted that an overview of the approved specifications, along with other information, must be provided in the checklists.
		Added	<ul style="list-style-type: none"> 2.1.1.4 Extension

Version	Revision Date	Category	Description
1.1	2010/12/28	Changed	<ul style="list-style-type: none">• 2.3 Checklist Noted that multiple HTML files may be submitted in a compressed format such as a ZIP file.• 2.8 Ratings-Related Forms Added a title for each type of form to help clarify which forms are required, and noted that the Rating Requirement Waiver is required only for Japanese titles.
		Added	<ul style="list-style-type: none">• 2.1.1 Filename Naming Conventions
1.0	2010/12/21		Initial version.

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