Nintendo 3DS

Master ROM Submission Guidelines

2016-03-24

Version 2.3

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and should be handled accordingly.

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Table of Contents

Tables

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

In this document, the following names are used in 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 support website (Nintendo Developer Portal). For more information about 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

Only applications with remaster version 0 when initially distributed to the market on a game application (3DS card application/download application) allow advance download purchases (see Note 1). If you want to enable advance download for any other cases, contact Nintendo's Licensing Department in advance.

Note 1: *Advance download* is the name of the feature for downloading pre-ordered software before official release. A small amount of data (content to be distributed on the release date) will be downloaded, enabling users to immediately start playing with the content.

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. For detailed descriptions of the submission data, see all of the sections from 2.2 Master ROM through 2.7 Making a Card Application Support Dual Distribution After Release.

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 website for 3DS support (Nintendo Developer Portal). For more information about filling out the form, see the descriptions on the sheet.

Warning: Only applications with remaster version 0 when initially distributed to the market on a game application (3DS card application/download application) allow advance download purchases (see Note 1). If you want to enable advance download for any other cases, contact Nintendo's Licensing Department in advance.

Note 1: *Advance download* is the name of the feature for downloading pre-ordered software before official release. A small amount of data (content to be distributed on the release date) will be downloaded, enabling users to immediately start playing with the content.

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

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

Submission Reason	Master ROM Submission Sheet (Note 2)	Checksheets	Rating-Related Forms	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: For information about Lotcheck submissions due to changes in the sales format, see Section 2.7 Making a Card Application Support Dual Distribution After Release.

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 about what to enter, see Section 2.3.4 Applications With a Format/Configuration 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* –5.6.1.1 What Is a Patch? and *Nintendo 3DS Programming Manual: Creating Applications* –8.3 Revising Your Application After Release.

Note 5: When selecting this submission reason, use the dedicated CTR-ROM Editor tool available on the Nintendo Developer Portal. 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: For a detailed description of the submission data for Nintendo 3DS demos, see Chapter 5 Submission Data in *Nintendo 3DS Demo Creation Procedures*.

Note 1: Make these submissions when necessary for testing, when content changes, or when Nintendo instructs you to submit them.

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. For more information, see Section 2.2.1.3 Submission Version.

Note 1: Make these submissions when necessary for testing, when content changes, or when Nintendo instructs you to submit them.

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

Note 3: Applies in cases where unfinished downloadable content is submitted so that a related application that supports downloadable content can go through Lotcheck, or when specifically 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.

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 for verifying operations). Refer to the patterns that cannot be submitted in the Catalog Submission section in *Registration Flow* or the Catalog Registration and Submission diagram in the Using IMAS section of the *IMAS Operations Manual.* (Note that this document can be viewed after logging in to IMAS.)

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 Nintendo Developer Portal](#) 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). For more information about SDK versions certified for master submission, see the 3DS support website ([Nintendo Developer Portal](#)).

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 according to the naming conventions in Section 2.2.1 Filename Naming Conventions, and submit the data.

Note: CTR Master Editor has a feature for changing the filenames of Master ROMs to 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 or 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 or 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. As shown in Table 2-4, continue with the remaster version of the card application even for patches. Always express this number as a two-digit decimal such as `00`, `01`, `02`, and so on, up to `63` (maximum value).

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 in the filename as decimal number such as `00`, `01`, `02`, and so on, up to `4095` (maximum value).

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, in addition to 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, up to `99` (maximum value). 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 or downloadable content, the data title version is increased with each submission, so the submission version is always `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. For examples of settings, see Table 2-4 and Table 2-5.

2.2.1.4 Precheck Flag

Append the letter "`E`" to the end of the submission version when submitting an application as a precheck version or when submitting unofficial versions such as add-on or downloadable content 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 or downloadable content) for your reference.

Table 2-4 Sample Filenames for 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) Patch submission	1	0	CU_XXXX_01.00.cia
Sixth (revised submission) Patch submission	1	1	CU_XXXX_01.01.cia
Seventh (remaster submission) Patch submission	2	0	CU_XXXX_02.00.cia
Eighth (remaster submission)	3	0	CP_XXXX_03.00.cci
Ninth (remaster submission)	4	0	CP_XXXX_04.00.cci
Tenth (revised submission)	4	1	CP_XXXX_04.01.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. For information about submitting items other than Master ROMs, see *Update Without Changing the Application Itself* in Table 2-1.

If there are changes other than the e-manual, submission is not possible with the methods shown in 2.2.2 and 2.3.2. Submit as a "Revised Submission" if the target application has not been released, and as a "Remaster Submission" if it has been released. For submission items other than Master ROMs, see Table 2-1.

> **Note:** When replacing the e-manual, use the dedicated tool, CTR-ROM Editor, which is available on the Nintendo Developer Portal (https://developer.nintendo.com/).

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. For information about submitting items other than Master ROMs, see *Update Without Changing the Application Itself* in Table 2-1.

If there are changes other than the rating, submission is not possible with the methods shown in 2.2.2 and 2.3.2. Submit as a "Revised Submission" if the target application has not been released, and as a "Remaster Submission" if it has been released. For submission items other than Master ROMs, see 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 in the user environment.

> **Note:** CTR ROM Editor 1.6 and later versions have a feature for these submissions. This dedicated tool is available on the Nintendo Developer Portal (https://developer.nintendo.com/). For more information, 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 (for example, as card-based software or downloadable applications), make sure that you 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. For more information, see the *CTR Master Editor User's Manual*.

2.3.1   Entering Company Codes

In CTR Master Editor, in the **Company info** tab, in **Company code**, enter the four-digit code issued by Nintendo.

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 set in the fixed location of the master ROM, CTR Master Editor automatically converts it to 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, see Table 2-8 and determine the submission reason based on whether the application in question has been released. For information about submitting items other than Master ROMs, see *Update Without Changing the Application Itself* in Table 2-1.
If there are changes other than the e-manual, submission is not possible with the methods shown in 2.2.2 and 2.3.2. Submit as a "Revised Submission" if the target application has not been released, and as a "Remaster Submission" if it has been released. For submission items other than Master ROMs, see 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 if necessary, select the **User Requires Update** check box in CTR Master Editor.

For more information, 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, for information about submitting items other than Master ROMs, see *Update Without Changing the Application Itself* in Table 2-1. If there are changes other than the rating, submission is not possible with the methods shown in 2.2.2 and 2.3.2. Submit as a "Revised Submission" if the target application has not been released, and as a "Remaster Submission" if it has been released. For submission items other than Master ROMs, see 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, you must increment the remaster version. For more information, see 2.2.3 Master ROMs With Rating Replacements.

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

If **General sales** is selected as the application purpose in Master Editor, you must select the method in which the application will be sold. Always select at least **Card sales**, and then select **Download sales** if the application will also be sold as a downloadable application.

If the way the application is to be sold changes after the master ROM has been submitted to Lotcheck, you must submit the application to Lotcheck again. For this reason, resubmit the Master Data checklist listing all of the ways you want to sell the application.

2.4 Checksheets

For the specifications implemented by the application, fill in 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. For instructions, see the *Checksheet Editor User's Manual*.

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 with the same name as the filename entered.

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 in and submit the form
`Rating_Requirements_Waiver_Sheet-ja.doc`.

2.7 Making a Card Application Support Dual Distribution After Release

Make sure that you submit a Master ROM Submission Sheet. Select **General sales** for card applications as the purpose for the application, and then select the check boxes for **Card sales** and **Download sales**.

For instructions about what to do for other submission data depending on the state of the master ROM, see

Only applications with remaster version 0 when initially distributed to the market on a game application (3DS card application/download application) allow advance download purchases (see Note 1). If you

want to enable advance download for any other cases, contact Nintendo's Licensing Department in advance.

> **Note 1:** *Advance download* is the name of the feature for downloading pre-ordered software before official release. A small amount of data (content to be distributed on the release date) will be downloaded, enabling users to immediately start playing with the content.

Table 2-1.

Warning: When using this method, see 8.2 Selling a Previously Released Card Application as a Downloadable Application in the separate *Nintendo 3DS Programming Manual: Creating 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

Only applications with remaster version 0 when initially distributed to the market on a game application (3DS card application/download application) allow advance download purchases (see Note 1). If you want to enable advance download for any other cases, contact Nintendo's Licensing Department in advance.

Note 1: *Advance download* is the name of the feature for downloading pre-ordered software before official release. A small amount of data (content to be distributed on the release date) will be downloaded, enabling users to immediately start playing with the content.

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 completed with the latest guidelines. Resubmit the checksheet.

However, in situations where behavior in the card application and download application is different, create a checksheet with the relevant specifications and handle the submission in the same way as for "Revised Submissions."

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 Submitting

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

For more information about submitting, 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
2.3	2016-03-24	Added	• Table 2-1 Submitting Nintendo 3DS Card-Based Applications, Downloadable Applications, and Patches Added a note about the Advanced Download feature.

Version	Revision Date	Category	Description
		Changed	- Overall Revised expressions. Changed "support web site" to the "Nintendo Developer Portal." Changed the instructions to use the CTR ROM Editor. 2.2.1.1 Remaster Version Posted a method for increasing the remaster version when patches are included. 2.2.1.2 Data Title Version Revised expressions. Added the maximum value. 2.2.1.3 Submission Version Added the maximum value. Revised the warning. 2.2.1.4 Precheck Flag Revised expressions. 2.2.2 Master ROMs With E-Manual Replacements Added submission differences before and after release when items other than the e-manual are changed. 2.2.3 Master ROMs With Rating Replacements Split the description of documents for submission from the description of the settings. 2.3.2 Master ROMs With E-Manual Replacements Added submission differences before and after release when items other than the e-manual are changed. 2.3.3 Master ROMs With Rating Replacements Split the description of the documents for submission from the description of the settings. 2.5 Save Data Deleted a warning with content identical to the checksheet editor. 2.7.1 If the Master ROM Is the Same as the Card Application After Release Simplified the description of when a checksheet is required. - Table 2-1 Submitting Nintendo 3DS Card-Based Applications, Downloadable Applications, and Patches Added a warning after submission of pre-Lotcheck content (**Note 3**). - Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content) Changed the reference document for warning text. - Table 2-4 Sample Filenames for Nintendo 3DS Applications (XXXX is Initial Code) Changed the title. Added an example of patch submission.

Version	Revision Date	Category	Description
2.2	2015-07-02	Added	• Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content) Added **Note 5.**
		Changed	• 1 Introduction Added a 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 a description of where to find the IMAS Operations Manual for Developers • Table 2-4 Sample Filenames for 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	• 1 Introduction Added a note. • 2.1 Submission Types and Forms Added a note about submitting applications that use amiibo. • 2.2.1 Filename Naming Conventions Added information about New Nintendo 3DS applications. • 2.7 Making a Card Application Support Dual Distribution After Release Added a note about reference materials.

Version	Revision Date	Category	Description
		Changed	• 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. Only applications with remaster version 0 when initially distributed to the market on a game application (3DS card application/download application) allow advance download purchases (see Note 1). If you want to enable advance download for any other cases, contact Nintendo's Licensing Department in advance. **Note 1:** *Advance download* is the name of the feature for downloading pre-ordered software before official release. A small amount of data (content to be distributed on the release date) will be downloaded, enabling users to immediately start playing with the content. Table 2-1 Submitting Nintendo 3DS Card-Based Applications, Downloadable Applications, and **Note 2:** Revised the reference target in Section 2.3.4 Applications With a Format Code of "P". **Note 5:** Changed the reference materials. • Table 2-3 Submitting Nintendo 3DS Data Titles (Downloadable Content) Added the official name of IMAS. Changed the reference materials in the note text. • 2.2 Master ROM Moved a note from Section 2.2.1 Filename Naming Conventions. Added information about the 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.

Version	Revision Date	Category	Description
2.0	2014-03-04	Added	• 1.1 Terms and Supported Files • 2.1 Submission Types and Forms • Table 2-1 Submitting CTR Card-Based Applications, Downloadable Applications, or 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	• 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." Revised instances of "already on sale" or "already launched" to "after release" in the original Japanese. Revised the way "remaster submission" is written in the original Japanese. • 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 and 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

Version	Revision Date	Category	Description
			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 must be resubmitted.
		Deleted	• 2.6.3 If Something Other Than the E-Manual Has Changed in Master ROM Since the Card Application Was Released
1.9	2013/09/17	Changed	• 2.3 Checksheets Deleted information about special master ROM submissions in line with changes to Checksheet Editor.
		Deleted	• 2.3.1 Add-On or 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	• Overall Added minor edits to the Japanese version of the document. Changed Checksheet Editor to CTR Checksheet Editor. • 2.4 Save Data Deleted the description of special master ROM submissions. • 2.6 Materials/Data for Change Confirmation Modified the instructions for documenting minor fixes when submitting separate documents.
		Deleted	• 2.4.1 Patches and Save Data
1.7	2013/01/17	Added	• 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 Released Card Application Support Dual Distribution
		Changed	• 2.1.1.3 Submission Version

Version	Revision Date	Category	Description
			Changed the description of 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 the title, and moved to 2.1.1.7 Sample Filenames.
			• Table 2-2 Sample Filenames for Add-On Content (No Variations and Inititial Code of YYYY) Changed the title, and moved to 2.1.1.7 Sample Filenames.
			• 2.1.2 Master ROMs With a Replacement E-Manual Changed the description of 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, and revised the content to recommend the submission of a document detailing the discussions.
			• 2.6 Materials/Data for Change Changed the title, and added information indicating that the documents to be submitted for patches and revisions differ.
1.6	2012-08-09	Added	• 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	• 2.1.1.2 Data Title Version moved to 2.1.1.2. • 2.1.1.3 Submission Version Added information about 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	• 2.4.1 Patches
		Changed	• 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 a note about entering the variation together with the product code.
1.4	2012-04-23	Added	• 2.3.2 Update Data Checksheet

Version	Revision Date	Category	Description
1.3	2012-02-22	Added	• 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	• 1.1 Tools for Creating Submission Forms Recommended that documents 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	• 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 the 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	• 2.1.1.4 Extension
1.1	2010-12-28	Changed	• 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	• 2.1.1 Filename Naming Conventions
1.0	2010-12-21		Initial version.

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