

Swapdoodle

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Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on the one that is set on the system. This title supports seven different languages: English, German, French, Spanish, Italian, Dutch and Portuguese.
If your Nintendo 3DS system

language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

Advisories

This software (including any digital content or documentation you download or use in connection with this software) is licensed by Nintendo only for personal and non-commercial use on your Nintendo 3DS system. Your use of any network services of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or use is prohibited.

This software contains copy protection technology to prevent reproduction and copying of content.

Your Nintendo 3DS system and software are not designed for use with any existing or future unauthorised technical modification of the hardware or software or the use of any unauthorised device in

connection with your Nintendo 3DS system.

After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

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CTR-N-KRJP-00

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code™ patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

- Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.
- Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.
- When uploading content or creating content for upload...
 - Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
 - Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.

- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

This software allows you to connect to the Internet to exchange notes (page 10) and purchase additional content (page 6).

- ◆ Refer to your Nintendo 3DS Operations Manual for information about connecting your system to the Internet.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™

characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending,

posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Nintendo 3DS Shopping Services Restricts the purchase of downloadable content.
- Sharing Images/Audio/Video/Long Text Data Restricts the sending and receiving of notes, replies, and doodles.
- Online Interaction Restricts the exchange of notes with friends.



Swapdoodle is an application that uses SpotPass to exchange handwritten notes with friends. Learn how to draw your favorite characters by taking doodle lessons, and send your doodles to your friends as notes.

- ◆ A Personal Mii and friend card are required to use Swapdoodle.
- ◆ For information regarding registering friends and deleting friend cards, please check the Operations Manual for your system.

In the Lesson Store, you can go online to purchase packs which expand the features of Swapdoodle (page 9). You can also try out lessons in Trial Mode, and download the free Starter Pack.


Lesson Store

To go to the Lesson Store, touch  on the Folder List screen (page 8).



1 Back icon

2 Downloadable content

Items will be marked with  when you add them to the cart. Lesson sets and packs containing lessons include trial versions, each of which offers one fixed lesson. To try a lesson out, select an item and then touch Trial Mode.

◆ You can't save anything in Trial Mode.

3 Lesson Store menu

Here you can update the Lesson Store and redownload already purchased items. You can also download items by entering download codes here.

4 Add to / remove from cart

5 Check out

■ ■ How to purchase DLC

1. Select the lesson set or pack you wish to purchase. Touch "Add to Cart", and then touch "Check Out".
2. Read the message that appears, and if you agree, touch "Agree" to continue.
 - ◆ Review the download details.
3. Touch "Purchase" to begin the download.
4. Purchased lesson sets or packs and their corresponding content will be downloaded.

■ ■ Precautions to take when purchasing DLC

- Past purchases of DLC can be seen in Nintendo eShop under Account Activity.
- There are no returns or exchanges of DLC.
- Once DLC content is purchased, it can be downloaded again even if it is deleted.
 - ◆ If you delete your account activity or Nintendo Network ID, you will not be able to download the content again.

- ◆ Please be aware that discontinued titles may not be available for redownload.
- DLC content is saved to the SD card.
- DLC content can only be used on the system where it was originally downloaded. Even if the SD card containing the DLC is inserted into another system, it will be unusable.

■ Adding Funds


To purchase DLC, you must have the required funds in your Nintendo eShop account balance. If you do not have the required funds, you will be prompted to add funds. Select "Add Funds" to proceed.

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

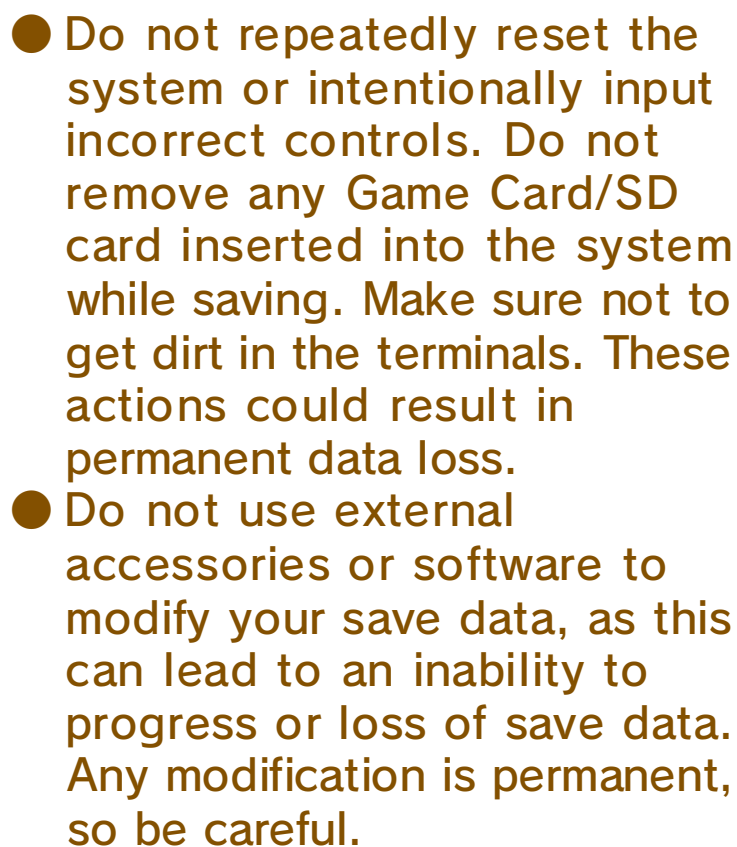
- ◆ If credit card information is registered, funds will be increased with the card information just by entering a password.
- ◆ To delete credit card information, go to Settings / Other in Nintendo eShop.

 Saving Notes



Extra data will be created on the SD card the first time you launch Swapdoodle. Saved note data will be stored here.

Tap  after creating a note to save it. Received notes are saved automatically.

- ◆ Don't use save data from other devices. If that data is read, you will not be able to read notes from friends or Doodle Viewers (page 10) or send replies (page 11) for a fixed amount of time.

- 
- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
 - Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Deleting Notes

In order to delete notes, touch  in the Note List menu (page 8), then select the notes you wish to delete. Replies can be deleted by touching  on the Note Confirmation screen (page 11).

- ◆ Notes marked as favorites (page 11) can't be deleted.
- ◆ **Once deleted, extra data can't be recovered, so please be careful.**
- ◆ Sent notes and replies that have already been received or are on the server can't be deleted.

Storage Capacity

Swapdoodle can save a combined total of 200 notes and replies. Once you hit this limit, you won't be able to write or draw any new notes or doodles until you have deleted some old ones. Each note can have up to 100 replies. If the number of replies exceeds the limit, the oldest replies will be deleted as new replies arrive.

- ◆ With the free Starter Pack and the other paid packs (page 9), the number of items that can be saved will increase. Furthermore, older items will be automatically deleted after exceeding 6300.

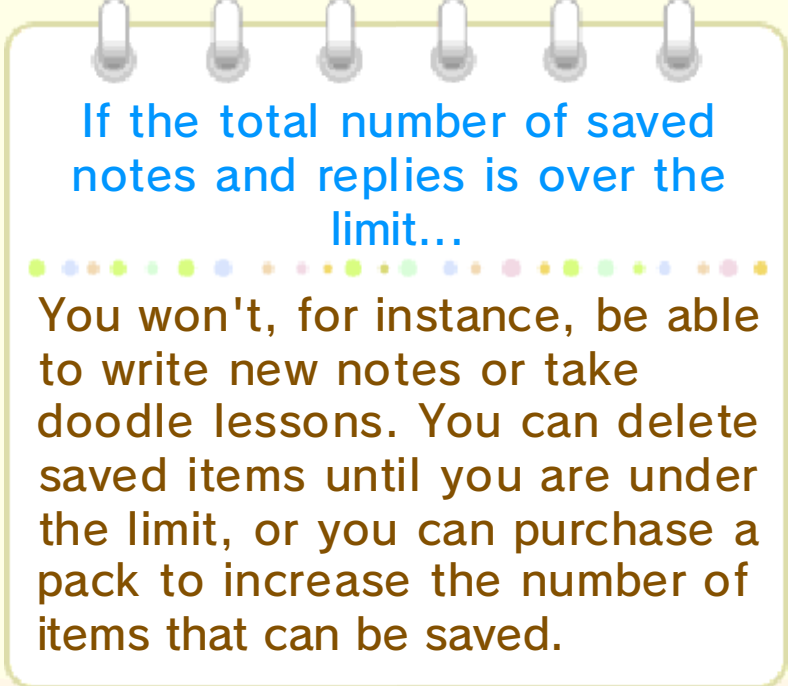
Undelivered Notes

Notes that were sent to your registered friends but not received

by them will be deleted from the server after a certain period of time.

■ About Receiving Notes

You can receive notes and replies that haven't been read by Swapdoodle even when it isn't running. Swapdoodle can read up to 30 items in one go when you next start it up. If the size of the data gets too large before launching the software, items will start being deleted, oldest first.



If the total number of saved notes and replies is over the limit...

You won't, for instance, be able to write new notes or take doodle lessons. You can delete saved items until you are under the limit, or you can purchase a pack to increase the number of items that can be saved.

When you start up Swapdoodle, you'll be presented with the Folder List.

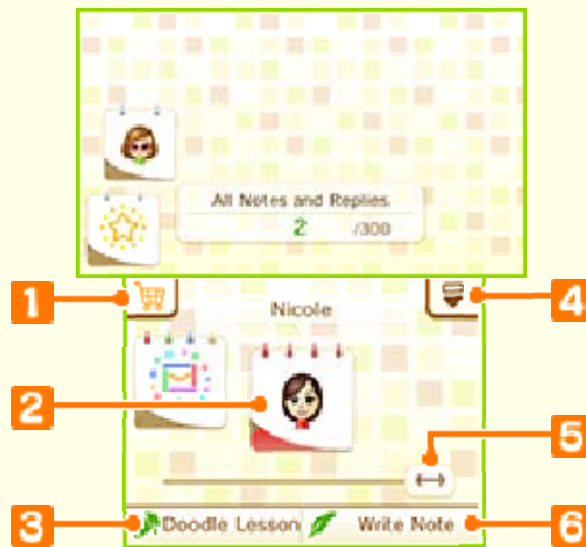
- ◆ The first time you use Swapdoodle, you will be asked to make a few choices regarding your settings.

✍ Controls on the Folder List

Displays the previous/ next Folder	⊕/⊙ (left/ right)
---------------------------------------	----------------------

Confirm	Ⓐ
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✍ Folder List Screen



1 Lesson Store button

2 Note folder

Folders can be selected by swiping left or right on the bottom screen. Also, you can display unread notes with **L/R**.



This folder contains notes you have created.



Each of your friends will have a folder that contains notes you have received from them.



A folder labeled with a silver quill pen contains notes received from Doodle Viewers (page 10).



A folder labeled with two gold quill pens contains notes received from Doodle Pals (page 10).



All saved notes can be seen here.



This folder contains notes marked as favorites.



This folder contains notes received from Nikki.



This folder contains special notes from Nintendo.



This folder contains notes from unknown senders.

3 Doodle Lesson icon (page 12)

4 Note List menu

SpotPass
Delivery Check

Notes awaiting delivery will be sent automatically via SpotPass. Any notes on the server will also be received right away.




Opens this manual.



In the Settings menu you can find communication and notification settings, as well as the option to add Doodle Viewers (page 10) - and the block list.

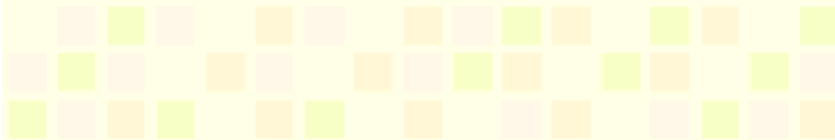


This icon is displayed in the Note List menu in any Folder. You can delete notes by touching it, then touching  above the notes you want to delete and touching "Delete".

◆ Once deleted, extra data can't be recovered, so please be careful.

5 Slide bar

6 Write Note button



Use the stylus to write text or draw doodles.

Controls when Writing Notes

Switch between 2D / 3D



Playback



Undo / Redo previous action



Switch between the thin pen and thick pen (available after purchase)



Note Screen



1 2D / 3D

Can be switched with .

2 Thin pen / Thick pen

Can be switched with .

3 Back button

Erase everything you have written so far.


4 Colored pens

Selects a pen. When you would like to use a color other than Basic Black, touch another colored pen once. Touch a pen twice to choose a different color. If you swap an actively used pen for a different color, the color of what has been written so far will also change.

5 Eraser

Selects the eraser. Erasing something you have drawn will also increase the amount of ink available.

6 Undo / Redo button

Undo or redo previous action. This can also be performed by pressing .

7 Remaining ink

The remaining amount of ink that can be used in a note. The user will start off with 5 units of ink, but the units can be increased by purchasing packs in the Lesson Store.

8 Save button

9 Note Creation Menu

Options in the Note Creation Menu

will become accessible as you save notes.

Stationery

Change the note's stationery.

- ◆ You can use new stationery after adding it by buying new packs, etc.

Set secret pages

Contents of secret pages can only be seen after a reply to the note is sent.

Insert screenshot

Screenshots from other games can be attached to notes.

A game screenshot can be removed from a note by touching it again.


- ◆ To confirm which game screenshots can be used, press the ? button while connected to the Internet.
- ◆ Photos or images containing photos can't be attached.

Date Stamp

The date on a note can be changed. If the date is set to a time in the future, the recipient will not be able to open that note until the set date.

◆ If the system date isn't set correctly, the date stamp won't function correctly.

10 Sticker button

You can place stickers of various things, such as your Personal Mii, on your notes. Scroll through your stickers using .

◆ This feature will become available as you save notes.

11 Change page

12 Page Erase button

Packs

You can purchase additional content that makes Swapdoodle more convenient and fun. There are various packs available, such as the free Starter Pack, the Nintendo Premium Pack, and the Sparkling Premium Pack.

● Included in the Starter Pack

Number of notes you can save	+100
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Stationery	+2
Ink	+2 units
Colored pens	+1 lesson (common) color
Doodle lessons	+4

● Included in the Nintendo Premium Pack

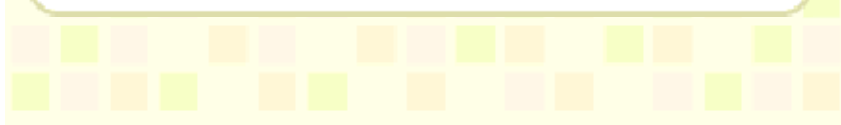
Number of notes you can save	+3,000
Stationery	+6
Ink	+4 units
Colored pens	+5 lesson (common) colors +4 premium colors
Doodle lessons	+6
Other	Thick pen

● Included in the Sparkling Premium Pack

Number of Notes you can save	+3,000
Stationery	+9
Ink	+4 units
Colored pens	+5 lesson (common) colors +6 premium colors

Doodle lessons +14

Other Thick pen



Sending / Receiving Notes (SpotPass)


Once you've completed a note, touch the Save icon, and then select "Save and send." Select which friends you would like to be recipients. The note will be saved for sending and sent automatically via SpotPass.

You can send and receive notes even when the game isn't active. If the system is in sleep mode, it will automatically search for a LAN access point in order to access the Internet via a wireless connection.

- ◆ Your friend may not receive your note if they are not connected to the Internet or are in an environment with poor Internet connectivity. It is also possible that they have not received your note because they have deleted your friend card or blocked you.
- ◆ Data received via SpotPass is saved on the SD card. It is recommended that the SD card remains in the console.
- ◆ Notes will be dated on the day they are written, while replies are dated on the day they were delivered.

■ Using SpotPass with Friends / Deactivating SpotPass

You can set the SpotPass setting to "Yes" to begin sending and receiving notes. You can change this setting when starting the software for the first time and in the following menu.

1. In the Folder List's Settings menu, touch the Settings icon "  ".



2. Touch "SpotPass with Friends" and then adjust the settings accordingly.



Exchanging Notes with Friends

You can exchange notes with friends registered on your system.

After meeting certain conditions, the status of your relationship will change, and the amount of available functions for exchanging notes with friends will increase.

● Doodle Viewers

A Doodle Viewer can be set in the Note List menu. Open the menu, and touch "Add a Doodle Viewer". You will be able to read all notes sent to you by a Doodle Viewer, as well as write and send replies to them freely.

● Doodle Pals

You can become Doodle Pals if both you and your friend set each other as Doodle Viewers. Once you are Doodle Pals, your friend will be able to freely read and reply to all of your notes.

● Friends that have not become your Doodle Pal or Doodle Viewer

These users will not be able to read any of your notes.

11 Looking at Notes

You can replay notes that were created by you or received from a friend.

Controls when Viewing Notes

Increase playback speed



Decrease playback speed



Display entire current page

Ⓐ (during playback)

Select page



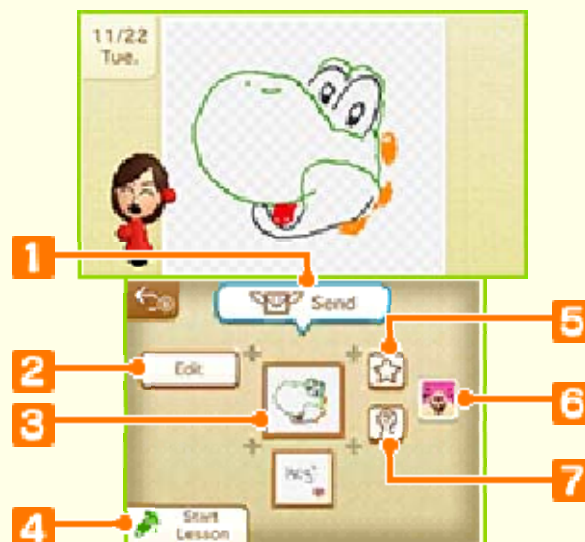
Playback from a selected page of a note

Ⓐ

Back

Ⓑ

Note Confirmation Screen



1 Send button

Select recipients for your note.

2 Edit button

Edit the note you created. A note that has been edited will be saved as a separate, new note.

◆ Once a note is sent, it cannot be edited.

3 Page

Select a page on the bottom screen and the note will be played back from that page.

4 Lesson Store / Start Lesson button

If the note is from a doodle lesson you do not yet have, the Lesson Store button will appear. If you already have that doodle lesson, the Start Lesson button will appear.

5 Favorites button

Marks a note as a favorite. Touch this button again to remove the note from your Favorites folder.

6 Game icon

These are displayed when software stickers are used. Touching one launches Nintendo eShop.


7 Recipient button

Lists the friends a note has been sent to.

Write a Reply

Replies can be written to notes received from Doodle Pals. Replies can be sent to the original sender and other recipients of the original note. Only one reply can be sent to a note from a Doodle Viewer.

If you receive a note with problematic content, including personal information, please contact Nintendo Customer Service (page 13) and inform them of the Note ID.

◆ To check a Note ID, touch the recipient button (page 11) in a note you've received and then touch .

12 Doodle Lessons

Draw your doodle while following the example on the top screen. You can send the doodles you've drawn as notes to your friends.

Choose a Doodle Lesson

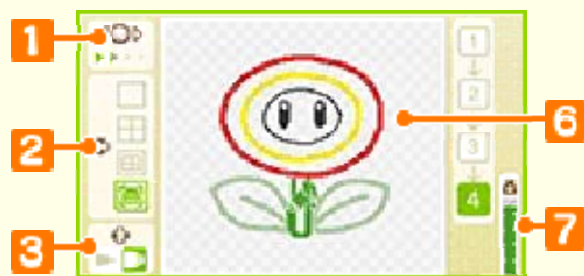
An instructional demonstration of the doodle will be displayed on the top screen.

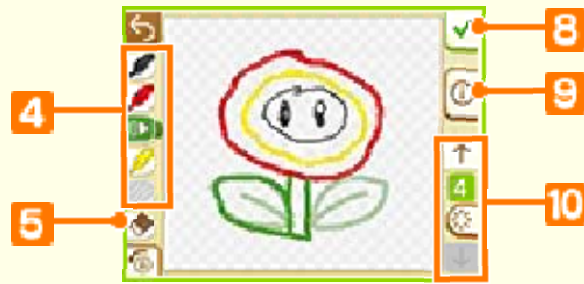


1 Completed lessons



2 Lesson level

Lesson Screen






1 Playback speed

You can change the speed of the demonstration by moving  left and right. By moving  left you can slow down or even stop playback.

2 Types of backgrounds

You can change the background with .

3 Thin / Thick Pen

You can change this with .

4 Colored pens

5 Eraser

6 Example

7 Remaining ink

8 Save button

9 Hint

10 Switch steps

You can touch  to erase what you have drawn in the current step.

For product information, please visit the Nintendo website at:
www.nintendo.com/countryselector

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com