

Nintendo JANSOAD1

Nintendo New 2DS XL Handheld Console Instruction Manual

Model: JANSOAD1

1. INTRODUCTION AND OVERVIEW

The New Nintendo 2DS XL system offers a portable gaming experience with XL screens in a lightweight, clamshell design. It is compatible with a vast library of Nintendo 3DS, New Nintendo 3DS, and most Nintendo DS games, all playable in 2D.

Key features include:

- **XL Screens:** Enjoy an immersive gaming experience with larger displays.
- **Lightweight Design:** Comfortable for extended play sessions and easy portability.
- **Fast Processor:** Ensures short loading times for games and applications.
- **Enhanced Controls:** Features a C Stick for intuitive camera control and additional ZL/ZR buttons for expanded gameplay options in compatible titles.
- **Amiibo Support:** Tap amiibo figures to the Near-Field Communication (NFC) reader on the lower screen to unlock features in compatible games.
- **Extensive Game Library:** Play a wide range of Nintendo 3DS, New Nintendo 3DS, and Nintendo DS games.



Figure 1: New Nintendo 2DS XL (Orange + White) with the home screen visible.

2. SETUP

2.1 Initial Charging

Before first use, fully charge your New Nintendo 2DS XL. Connect the included AC adapter to the charging port on the console and plug it into a wall outlet. The charging indicator light will illuminate. A full charge typically takes a few hours.

2.2 Inserting a Game Card

Locate the Game Card slot on the console. Insert your Nintendo 3DS or Nintendo DS Game Card firmly until it clicks into place. Ensure the card is oriented correctly.

2.3 Stylus Location

The stylus for your New Nintendo 2DS XL is stored within the device. It can be found in a slot located near the headphone jack.

2.4 Inserting/Removing a microSD Card

The New Nintendo 2DS XL uses a microSD card for storing downloaded software, photos, and other data. The microSD card slot is located on the back of the console, often beneath a small cover. To insert, open the cover and gently push the microSD card into the slot until it clicks. To remove, push the card in again until it springs out.



Figure 2: Rear view of the console, highlighting the microSD card slot.

3. OPERATING INSTRUCTIONS

3.1 Powering On/Off

To power on the system, press the POWER Button. To power off, hold the POWER Button until the system shuts down.

3.2 Basic Navigation

Use the Circle Pad or D-Pad to navigate menus and gameplay. The A, B, X, Y buttons are for actions, while START and SELECT buttons provide additional in-game functions. The C Stick allows for intuitive camera control in compatible games, and the ZL/ZR buttons offer extra control options.

3.3 Mii Maker

Create personalized avatars called Miis. These characters can be used in various games and applications on your system. Access Mii Maker from the home menu.

3.4 Nintendo eShop

The eShop is an online store where you can purchase and download digital games, demos, and other

content directly to your system. An internet connection is required to access the eShop.

3.5 3DS Camera

Use the built-in cameras to take photos and record videos. While the quality may not be high-definition, it offers fun features for creative expression.

3.6 3DS Sound

Record and manipulate sounds using the 3DS Sound application. You can apply various filters and effects to your recordings.

3.7 Activity Log

The Activity Log tracks your gameplay time and other system usage statistics. This can be useful for monitoring usage.

3.8 Download Play

With Download Play, you can play multiplayer games with friends who also have a Nintendo DS family system, even if only one person owns the game. This feature also supports downloading DS titles.

3.9 Badge Arcade

(Available via eShop download) The Badge Arcade allows you to collect decorative badges by playing claw machine-style games. These badges can be used to customize your system's home menu.

3.10 StreetPass

Enable StreetPass to exchange data with other Nintendo 3DS family system users you pass by. This feature can unlock special content in compatible games.

3.11 Parental Controls

Parental Controls allow you to restrict certain features and content on the system. These include:

- **Software Rating:** Limit games based on ESRB ratings.
- **Internet Browser:** Restrict access to the web browser.
- **Nintendo 3DS Shopping Services:** Control access to the eShop and Theme Shop.
- **Sharing Images/Audio/Video/Long Text Data:** Prevent sharing with non-friends.
- **Online Interaction:** Limit interaction with other players online.
- **StreetPass:** Disable StreetPass functionality.
- **Friend Registration:** Restrict adding new friends.
- **DS Download Play:** Limit downloading DS titles via Download Play.
- **Viewing Distributed Videos:** Restrict watching videos.

A PIN is required to change Parental Control settings.

4. MAINTENANCE

4.1 Cleaning the System

Use a soft, dry cloth to clean the exterior of the system. For screens, use a screen-specific cleaning cloth. Avoid using harsh chemicals or abrasive materials.

4.2 Battery Care

To prolong battery life and ensure optimal performance, avoid exposing the system to extreme temperatures during charging or operation. The ideal ambient temperature range for charging and use is 41°F - 95°F (5°C - 35°C). Cold temperatures can increase recharge time and reduce battery usage time.

4.3 Storage

When not in use, store the New Nintendo 2DS XL in a clean, dry place away from direct sunlight and extreme temperatures. Consider using a protective case to prevent scratches and damage.

5. TROUBLESHOOTING

If you encounter issues with your New Nintendo 2DS XL, refer to the following common troubleshooting steps:

Troubleshooting

The system won't charge or the recharge LED doesn't light up or stay lit.

- Make sure you are using the correct AC adapter, Model No. WAP-002(HKG)/WAP-002(ASI).
- Disconnect the system from the AC adapter and unplug the adapter from the wall outlet. Wait approximately 30 seconds and then reconnect the components. (Review the battery-charging procedure on page 13.)
- Make sure you are charging the battery pack within an ambient temperature range of 41°F - 95°F (5°C - 35°C). The battery pack may not charge properly outside of this range.
- If the recharge LED is blinking or won't stay lit, see the last page of this manual to find the help desk of the re-seller.

It takes a long time to charge the battery pack or a battery charge doesn't last very long.

- Make sure you aren't exposing the system to or charging the system in temperatures below the ambient temperature range of 41°F - 95°F (5°C - 35°C). Cold temperatures can increase the recharge time and decrease the usage time of a charged battery.
- Over time and after repeated charging, the performance of the battery will decrease.

The system seems too warm.

- Make sure you are neither exposing the system to nor charging the system in temperatures above the ambient temperature range of 41°F - 95°F (5°C - 35°C). Do not expose the system to direct sunlight in an enclosed space.

The system won't turn on or there is no picture or sound.

- Make sure the battery pack is charged (page 13).
- Check to see if the power LED lights up when you press the POWER Button.
- If you are using a Game Card, make sure it is fully inserted into the Game Card slot until it clicks into place.
- Wake the system if it is in Sleep Mode. For details on how to wake the system from Sleep Mode, read the instructions for the software you are using.

A Game Card won't play.

- Make sure the game content is not restricted by Parental Controls. If this is the case, you can either enter a PIN to temporarily turn off Parental Controls, or you can reconfigure Parental Controls. See Parental Controls for more information (page 33).

Figure 3: Troubleshooting steps for common system issues.

5.1 System Not Charging or Recharge LED Not Lit

- Ensure you are using the correct AC adapter (Model No. WAP-002(HKG)/WAP-002(ASI)).
- Disconnect the system from the AC adapter and unplug the adapter from the wall outlet. Wait approximately 30 seconds and then reconnect the components.
- Verify that the battery pack is being charged within the ambient temperature range of 41°F - 95°F (5°C - 35°C). Charging outside this range may prevent proper charging.
- If the recharge LED is blinking or not lit, consult the last page of this manual for support contact information.

5.2 Long Charging Time or Short Battery Life

- Avoid charging or using the system in temperatures below 41°F (5°C) or above 95°F (35°C). Cold temperatures can increase recharge time and decrease battery usage time.
- Over time, and after repeated charging, the performance of the battery may decrease.

5.3 System Seems Too Warm

- Ensure the system is not exposed to direct sunlight or charged/used in temperatures outside the 41°F - 95°F (5°C - 35°C) range. Avoid operating the system in an enclosed space.

5.4 System Not Turning On or No Picture/Sound

- Confirm the battery pack is charged.
- Check if the power LED lights up when you press the POWER Button.
- If using a Game Card, ensure it is fully inserted into the Game Card slot until it clicks.
- If the system is in Sleep Mode, wake it up. Refer to the software instructions for details on waking from Sleep Mode.

5.5 Game Card Not Playing

- Ensure the game content is not restricted by Parental Controls. If it is, you can enter a PIN to temporarily disable Parental Controls or reconfigure them. Refer to the Parental Controls section for more information.
- Verify the Game Card is clean and properly inserted.

6. SPECIFICATIONS

Model Number	JANSOAD1
ASIN	B07GXKP4HH
Manufacturer	Nintendo
Release Date	September 28, 2018
Product Dimensions	7 x 4 x 2.5 inches
Item Weight	9.2 ounces
Batteries	1 Lithium Ion battery (included)
Rated	Everyone

7. WARRANTY AND SUPPORT

For detailed warranty information, please refer to the documentation included with your purchase or visit the official Nintendo support website. Warranty terms and conditions may vary by region.

For further assistance, technical support, or to view frequently asked questions, please visit the official Nintendo Support website: www.nintendo.com/support