

September 29, 2010
Nintendo Co., Ltd.

Nintendo Announces Price and Launch Date of “Nintendo 3DS” in Japan

Nintendo Co., Ltd. (Minamiku, Kyoto City, President: Satoru Iwata) will launch "Nintendo 3DS," a portable system that enables the viewing of 3D images without the need for special glasses on February 26, 2011; in Japan at the suggested retail price of 25,000 yen (including tax.)

Nintendo 3DS, the successor to the Nintendo DS series whose global cumulative consolidated shipment from the company exceeded 130 million units at the end of June 2010, will also have compatibility with existing Nintendo DS software. In addition to providing players with the ability to enjoy game software and other 3D content without the need for special glasses, Nintendo 3DS, as a brand new portable entertainment device, has a variety of fun and playful functions including capturing and viewing 3D photos and other features such as SpotPass communications. For a detailed list of features see the attachment “General Outline of Nintendo 3DS Hardware.”

Nintendo aims to further expand the gaming population with Nintendo 3DS and its applications.

Nintendo's overseas subsidiaries will make separate announcements at later dates regarding territory-specific launch dates and prices.



General Outline of Nintendo 3DS Hardware

Price:

25,000 yen (Including tax)

Launch date:

February 26, 2011

Included in the hardware package are:

- Nintendo 3DS hardware unit
- Nintendo 3DS recharging cradle
- Nintendo 3DS AC adapter
- Nintendo 3DS stylus
- 2GB SD memory card
- 6 AR Cards (used for games with AR technologies)
- Quick-Start Guide
- Operations Manual
- Warranty card

Nintendo 3DS functions:

- ◇ Upper Screen can show 3D images without the need for special glasses
 - 3D effect is adjustable with 3D Depth Slider. Possible to make the image 2D.
- ◇ Stereo Camera to take 3D photos
 - With the two lenses outside, 3D pictures can be taken and seen on the spot.
- ◇ New Control Interface
 - Circle Pad, Motion Sensor, Gyro Sensor
- ◇ SpotPass
 - While Nintendo 3DS is in sleep mode, it automatically detects Nintendo Zone and certain wireless access points to receive information, game data, free software, pictures, etc. from the Internet without input from the consumers.

◇StreetPass

While Nintendo 3DS is in sleep mode, it automatically exchanges data with other Nintendo 3DS units. It is possible to transmit data for multiple games simultaneously.

◇Useful built-in functions that can be used without turning off the game play include:

HOME Menu, Web Browser, Notifications, etc.

◇Preinstalled software

Nintendo 3DS Camera, Nintendo 3DS Sound, Mii Studio*, StreetPass Mii Plaza*, AR Games*, Activity Log, etc. (* temp; direct translation from the Japanese)

◇Download service to purchase game software and additional content

In addition to the purchase of software, it is possible to view sample software videos and software sales rankings.

◇Software Data Transfer

Possible to transfer downloaded software to the new Nintendo 3DS system

It is also possible to transfer Nintendo DSiWare from Nintendo DSi/DSi XL to Nintendo 3DS

* Limited number of transfers allowed.

* Some software cannot be transferred.

◇Compatibility

In addition to new Nintendo 3DS-dedicated software, it also can run Nintendo DS software and Nintendo DSi software.

◇Parental Controls

So that children will be able to use the product safely, parental control functions already available on Nintendo DSi, such as restricting the game play in accordance with age rating and restricting the use of Web Browser, will be enhanced.

Size (when closed):

Approximately 5.3 inches wide, 2.9 inches long, 0.8 inches tall.

Weight:

Approximately 8 ounces.

Top Screen:

3.53-inch widescreen LCD display, enabling 3D viewing without the need for special glasses; with 800x240 pixel resolution (400 pixels are allocated for each eye to enable 3D viewing).

Touch Screen:

3.02-inch LCD with 320x240 pixel resolution

Cameras:

One inner camera and two outer cameras with 640x480 (0.3 Mega) pixel resolution.

Wireless Communication:

Can communicate in the 2.4 GHz band. Multiple Nintendo 3DS systems can connect via a local wireless connection to enable users to communicate or enjoy competitive game play. Systems also can connect to LAN access points to access the Internet and enable people to enjoy games with others. Will support IEEE 802.11 with enhanced security (WPA/WPA2).

Game Controls:

Touch screen, embedded microphone, A/B/X/Y face buttons, + Control Pad, L/R buttons, Start and Select buttons, "Circle Pad" that allows 360-degree analog input, one inner camera, two outer cameras, motion sensor and a gyro sensor.

Other Input Controls:

3D Depth Slider to adjust level of 3D effect (can be scaled back or turned off completely depending on the preference of the user), HOME button to call system function, Wireless switch to turn off wireless communications (even during game play), Power button.

Input/Output:

A game card slot, an SD memory card slot, an AC adapter connector, a charging cradle terminal and a stereo headphone output jack.

Sound:

Stereo speakers positioned to the left and right of the top screen.

Stylus:

The telescoping stylus is approximately 4 inches when fully extended.

Battery:

Lithium ion battery details TBA.

Nintendo 3DS Game Card:

The same size as a Nintendo DS game card.

2 GB max. at launch.

Photos:



(AQUA BLUE*)



(COSMO BLACK*)

(* temp; direct translation from the Japanese)