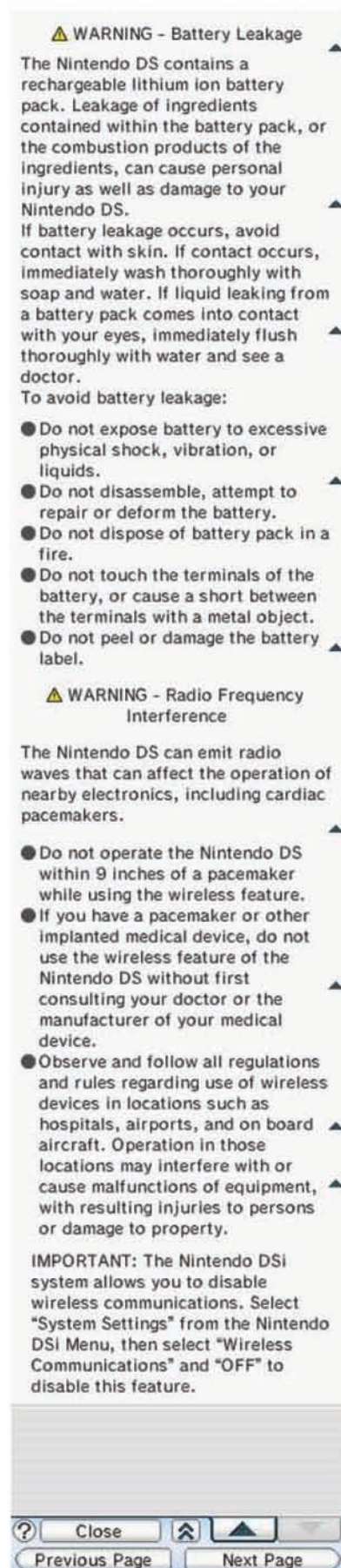
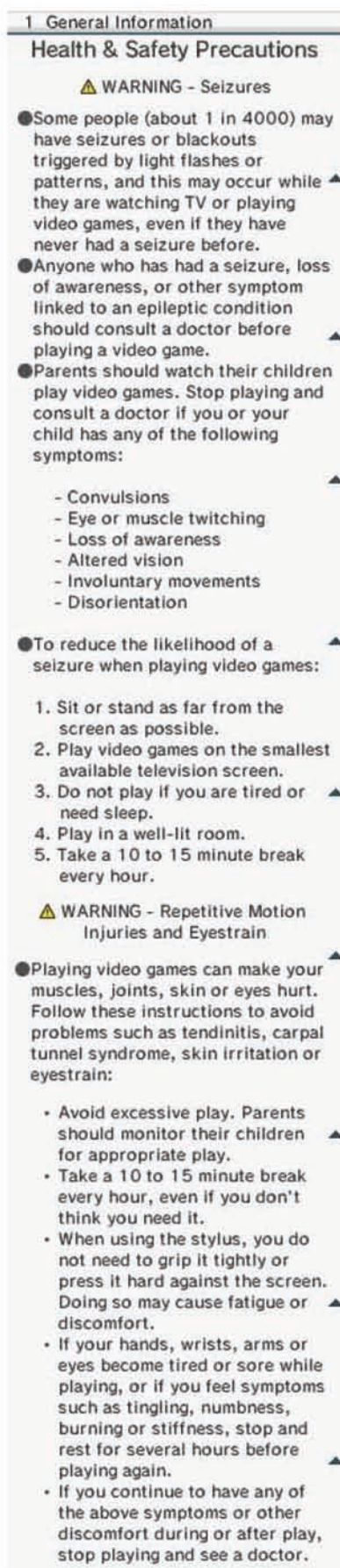
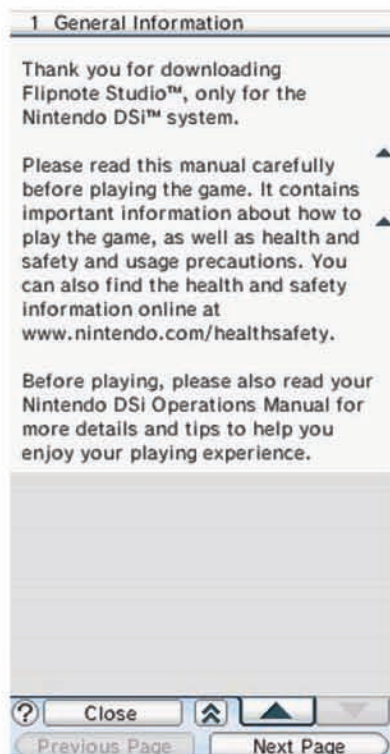


Flipnote Studio™ - Instruction Manual

This is a printable version of the manual that is included within the Flipnote Studio application on the Nintendo DSi.
If you wish to view the manual on your Nintendo DSi, open up Flipnote Studio and select "Help" from the main menu.

Section 1 - General Information and Precautions



Flipnote Studio™ - Instruction Manual

Section 1 - General Information and Precautions

1 General Information

How to Contact Us

Inquiries About Flipnote Studio™

Nintendo

Please refer to the "Customer Support" section of the instruction manual for the Nintendo DSi Shop application for general information about the Nintendo DSiWare service and for inquiries about games.

* Note: We do not provide gameplay tips.

General Inquiries

● For Western Hemisphere Consumers:

Online Support available at:
support.nintendo.com

Telephone Support available at:
1-800-255-3700

Regarding Telephone Support:

● Self-Service Support available 24/7

● Customer Service available 6:00 AM to 7:00 PM (Pacific Time; excluding holidays; times subject to change)

● For Australia and New Zealand Consumers:

Please refer to your Nintendo DSi Operations Manual or support.nintendo.com.

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TWL-KGUE-USA

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 Previous Page  Next Page

2 - What is Flipnote Studio?

2 What is Flipnote Studio?

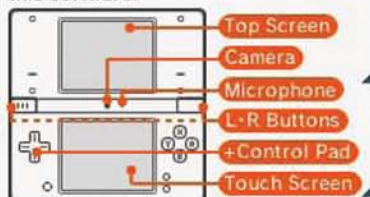
With Flipnote Studio, you can turn your Nintendo DSi system into an animation powerhouse. Use the stylus to write letters and draw pictures that you can then save as Flipnotes. If you save a Flipnote with multiple pages that run successively, you can create an **animated Flipnote** that works like a flip book. Liven up your Flipnotes by adding sounds recorded with the system's microphone and images saved in the Nintendo DSi Camera application. And send your Flipnotes to Flipnote friends or, if you are a registered Hatena user, release them to the public via **Flipnote Hatena***, an online service run by Japanese Web-service provider Hatena. There are so many different ways to enjoy Flipnote Studio!

* Wireless broadband Internet access required.

3 - Basic Controls

3 Basic Controls

Use the stylus and buttons to operate this software.



Touch Screen	This is your canvas. You will also select Flipnote tools and options here.
Camera	Import photos taken with the Nintendo DSi Camera application.
Microphone	Record sound for your Flipnotes.
+	Use shortcuts while drawing Flipnotes. * For details, see page 5.
LO OR	Activate advanced tools for, respectively, right- and left-handers.
A	While drawing Flipnotes, switch tools such as the pen, brush, and eraser.
B	While drawing Flipnotes, change which layer is being edited.
X	While drawing Flipnotes, erase the current page. Hold to erase the entire Flipnote.

* The button functions shown above are for right-handed settings. If you switch to left-handed settings, the functions of the +Control Pad will swap with the functions of A, B, X, and Y.

● Sleep Mode

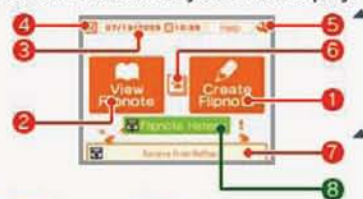
If you close your Nintendo DSi system while using this software, it will enter Sleep Mode. The power will remain ON, but battery consumption will be reduced. Cancel Sleep Mode by opening the Nintendo DSi system.



4 - Starting Flipnote Studio

4 Starting Flipnote Studio

When you start Flipnote Studio, the main menu will be displayed. Tap the button of the mode you'd like to play.



1 Create a Flipnote

Draw Flipnotes and add photos and sound to them.

For details, please see page 5.

2 View a Flipnote

See a Flipnote you have created.

For details, please see page 6.

3 Date/Time

This is the current date and time as set in the Nintendo DSi System Settings. Tap to display the calendar, where you can edit or view Flipnotes by date.

For details, please see page 6.

QuickTip /

Use the calendar to set Flipnote reminders for important dates. Save a Flipnote to a future date. When that date arrives, the Frog will appear at the title screen with a reminder message. Tap the reminder message to see any Flipnotes saved to the current date.

4 Exit

Close Flipnote Studio and return to the Nintendo DSi Menu.

5 Settings

Change settings in Flipnote Studio. Change stylus hand, activate or deactivate system sounds, erase Flipnotes, and manage your toolbox settings.

For details, please see page 8.

6 Hot Note

Open the last Flipnote you drew.

7 Frog News

The Frog will inform you if a Flipnote is sent to you via DS Wireless Communications or if you've previously attached a note to the current calendar date.

For details, please see page 7.

8 Flipnote Hatena

If connected to the Internet and a registered Hatena user, you can see others' Flipnotes and share your own creations on the Flipnote Hatena* online service.

* Wireless broadband Internet access required.

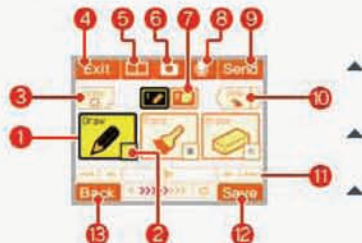
For details, see page 10.



5 - Create a Flipnote

5 Create a Flipnote

Tap Create Flipnote, and you can draw a Flipnote, insert pictures taken with the Nintendo DSi Camera, record sound, and edit Flipnote pages. If you draw a note with several pages in a series, you can create an **animated Flipnote**. Tap Create Flipnote at the title screen and press to display the toolbox menu.



1 Toolbox

Use these tools to create Flipnotes. Try each one and discover new ways to express yourself.

For details, see [Creating a Flipnote](#) below.

2 Pen Tip, Texture, and Size

Tap the at the bottom right of the Pen, Brush, and Eraser tool buttons to change the Pen Tip.

3 Erase

Erase the note on the currently displayed page. Hold for three seconds to erase all pages.

4 Exit

Close the Flipnote and return to the title screen.

5 Editing Room

Manage multiple pages at once. For details, see [Editing a Flipnote](#).

6 Nintendo DSi Camera Photos

Import photographs taken with the Nintendo DSi Camera application into your Flipnotes as black-and-white images. You can adjust the image contrast and saturation of photos before importing them. For details, see [Importing Camera Photos](#).

7 Switch Toolbox Page

Switch the toolbox page. The normal toolbox has two pages. The advanced toolbox has three.

8 Record

Record sound with the microphone to add background music and sound effects to your Flipnote. For details, see [Recording Sounds](#) below.

9 Send

Send a Flipnote to someone nearby. For details, see [page 7](#).

10 Undo

Tap this icon to undo one action. To redo the action, tap .

11 Playback

Play your Flipnote, advance pages, adjust the frame rate, and loop playback with these tools.

12 Save

Save a Flipnote to system memory or an SD Card (sold separately). For details, see [Saving](#) below.

13 Back

Return to the previous screen. also serves this same function.

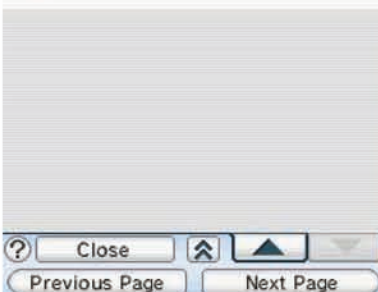
5 Create a Flipnote

Editing a Flipnote

You can edit your Flipnote page by page. Use the editing tools to insert new pages or to duplicate pages.



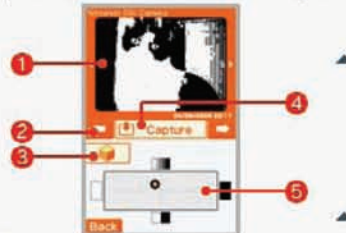
- 1 The Flipnote you are editing is displayed here. Use to position a page you wish to edit under the .
- 2 Cut the current page.
- 3 Insert a new blank page.
- 4 Copy the current page.
- 5 Paste the page you just copied or cut.



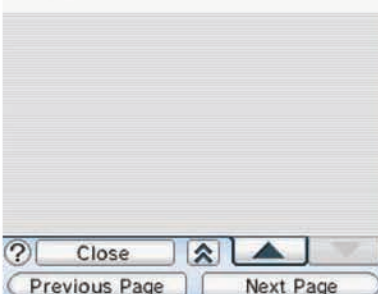
5 Create a Flipnote

Importing Camera Photos

Import photographs previously taken with Nintendo DSi Camera into your Flipnotes as black-and-white images.



- 1 This is the black-and-white image.
- 2 Cycle through photos from the Nintendo DSi Camera Album.
- 3 Switch the image-editing mode.
- 4 Capture the image and import it into the current Flipnote.
- 5 Use the stylus to adjust image contrast and saturation. Monitor your adjustments on the top screen.



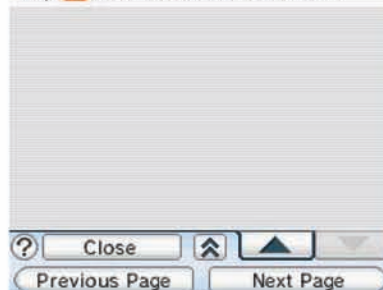
5 Create a Flipnote

Recording Sounds

You can record sounds with the microphone to add background music and sounds to your Flipnote.



Tap the mic icon to enter the recording studio. Music will be incorporated into the Flipnote you are creating as you record it. Sounds 1 through 3 can be inserted by playing your Flipnote and tapping the Sound icons when you wish to insert the sounds. You can also insert sounds by tapping , , or . Tap to remove inserted sounds. Tap to erase recorded sounds.



5 - Create a Flipnote

5 Create a Flipnote

Saving

You can save your Flipnote to the system memory or export it to an SD Card (sold separately) in GIF format. To continue making a Flipnote from where you left off, choose the file you want in View Flipnote and tap **Edit**.

System Memory

Save your Flipnote to the Nintendo DSi system.

Other

- **Save as New Note**
You can leave your original file as is and work on your Flipnote as a new file.
- **SD Card**
Save your Flipnote to an SD Card.
- **Save as GIF**
Export your Flipnote to an SD Card in GIF format. **Animated GIF** exports your Flipnote as a single GIF-file animation. **Sequential GIFs** exports your Flipnote page by page into multiple GIF files. You cannot export sound to GIF files, but you can still spread the enjoyment with GIF-format compatible PCs. Depending on your PC, you may be unable to read GIF files. Exported GIF files cannot be reread by your Nintendo DSi system.

Erasing Flipnotes

To erase a saved Flipnote, select **Erase** from the details screen. Erased Flipnotes cannot be recovered. Please take care not to erase Flipnotes by mistake.

This software and any Flipnotes saved on the Nintendo DSi system will be deleted if you format your system memory. This software can be installed again by downloading it from Nintendo DSi Shop; however, any Flipnotes that were deleted cannot be retrieved unless they were saved to an SD Card. For details on system memory and SD Cards, please see Data Management in the System Settings section of the Nintendo DSi Operations Manual.

Close Previous Page Next Page

6 - View a Flipnote

6 View a Flipnote

You can view, manage, and erase Flipnotes you've created. You can also use **Flipnote Hatena** to browse and share Flipnotes.

1 Recent Notes
Tap to display recent Flipnotes.

2 Calendar
Tap to display the calendar. You can save and view Flipnotes by date and move Flipnotes around on the calendar. It's a convenient and fun way to manage your schedule!

Tap a date, and you can create a new Flipnote or view any Flipnote(s) attached to that date. To assign an existing Flipnote to a different date, first tap the date the Flipnote is attached to. Then tap the thumbnail of the Flipnote you wish to move. Hold the L Button and tap "Paste to another day." Select the new date on the calendar and then tap "Paste here."

3 System Memory
Tap to display Flipnotes saved to system memory. You can view Flipnote details or edit saved Flipnotes. You can also **Erase** Flipnotes or attach **Stickers** to them on the details screen.

Hold **L** for the paste option.

4 SD Card
Tap to display Flipnotes saved to an SD Card (sold separately). If there are multiple folders, tap **Choose Folder** and select the folder you wish to view. Folders generally have one of the following classifications:

Normal	Normal Flipnote data saved to an SD Card will be saved here.
Backup	Backup folders are created by choosing Backup in the Settings menu.
User	User folders are created on a PC. You can use your PC to create and manage folders.

5 Favorites Stickers
Tap a sticker icon to display Flipnotes with the corresponding sticker attached to them. You can slide a Flipnote while touching it to change its position within a group, and you can play all Flipnotes within a group. Try stringing Flipnotes together to make one long Flipnote! Favorites Stickers can be set by tapping Sticker on the details screen. For more information, see section 3 of this page.

6 Flipnote Hatena
If connected to the Internet and a registered Hatena user, you can see others' Flipnotes and share your own creations on the **Flipnote Hatena*** online service. * Wireless broadband Internet access required. For details, see page 10.

Quick Tip /
The Flipnote icon (thumbnail) will display the last page you were working on when you saved the Flipnote. So save while a favorite page is open!

Close Previous Page Next Page

5 Favorites Stickers

Tap a sticker icon to display Flipnotes with the corresponding sticker attached to them. You can slide a Flipnote while touching it to change its position within a group, and you can play all Flipnotes within a group. Try stringing Flipnotes together to make one long Flipnote! Favorites Stickers can be set by tapping Sticker on the details screen. For more information, see section 3 of this page.

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Quick Tip /
The Flipnote icon (thumbnail) will display the last page you were working on when you saved the Flipnote. So save while a favorite page is open!

Close Previous Page Next Page

7 - Share Flipnotes

7 Share Flipnotes

With DS Wireless Communications, you can send Flipnotes to nearby Flipnote Studio users and receive them as well. Share with another user so that person can be registered as a **Flipnote friend** on your Nintendo DSi system and on **Flipnote Hatena**. For details on registering and deleting Flipnote Friends, please see Flipnote Friend on page 8. For details on Flipnote Hatena, please see page 10.

How to Send a Flipnote

Please thoroughly read the contents of page 1, General Information, before enjoying DS Wireless Communications.

Please prepare two Nintendo DSi systems, both with Flipnote Studio running. One system will send, and the other will receive. The sender should tap **Send** on either the tools screen or the details screen of a Flipnote file. The recipient should watch the title screen on their Nintendo DSi for instructions.

Sender

Choose whether to send the message as is or lock the Flipnote so the receiver cannot edit it. Then tap Find Recipient.

Recipient

Wait for instructions at the main menu. When a message appears, tap it to complete reception.

Please be careful of the following when sending/receiving Flipnotes:

- By sending this Flipnote, you confirm that you have obtained all necessary rights to transmit the images, music or other material that may be contained in this Flipnote. You also understand and agree that unlocked Flipnotes may be edited, resent or posted to the Internet by the receiver or by a third party.
- Once a Flipnote has been sent, the creator cannot retract the sent Flipnote or limit its use.
- When you send a Flipnote, your Flipnote Studio ID is also sent, as is the User Name registered on your Nintendo DSi system. To protect your privacy, do not use any personal information such as your last name, phone number, home or email address or school name as part of your User Name.

8 - Settings

8 Settings

Tap at the top-right corner of the main menu to access the Settings menu. Here you can change various settings to further your enjoyment of Flipnote Studio.

User Name

This is the name registered to your Nintendo DSi system. You can change your User Name in the Profile section of the System Settings menu.

Flipnote ID

This is an original ID, unique to you, set by Flipnote Studio.

Birthday

Please set your birth date.

Pages to Lightbox

Select the number of pages for the lightbox to shine through when that tool is switched on.

System Sounds

Choose whether or not to play system sounds when tapping icons or performing other functions.

Start on Calendar

When set to ON, this software will boot from the calendar screen. You can turn Flipnote Studio into a fun schedule planner!

Stylus Hand

Please set your stylus hand. Depending on your stylus hand, the button settings will change. Advanced Tools will be accessed by for right-handed users and for left-handed users.

Advanced Tools

You can change the contents of the toolbox used to create Flipnotes. If you select ON, you will have more tools available and you can use (for left-handed users) to access a variety of different tool options. For details on advanced tools, please see page 9.

Frog

Choose to activate or deactivate the Frog that appears on the bottom left of your Flipnote canvas.

Back Up Data

Copy all of the Flipnotes saved to your system memory to an SD Card.

Erase Data

Erase Flipnote data saved to your system memory or SD Card. Erased data cannot be recovered. Please be careful!

Flipnote Friend

View and delete your Flipnote friends. You can register up to 300 people with whom you've exchanged Flipnotes via DS Wireless Communications. If you would like to reregister a deleted Flipnote friend, please connect and trade with them again via DS Wireless Communications. For details on DS Wireless Communications, please see page 7.

Sample Flipnote

Save sample Flipnote data to your system memory. You may be unable to save the data if you lack sufficient free space.

9 - Advanced Tools

9 Advanced Tools

Access the  (Settings) menu from the main menu and set Advanced Tools to ON. You will have access to more tools, and you will be able to expand the functions of several basic tools by pressing and holding  (OR  for left-handers). In other words, you will have even more awesome Flipnote-making power!

 Advanced Tools Setup

Close

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9 Advanced Tools


Create Flipnote (Advanced)

With advanced tools, you'll have three pages of tools and can use more types of tools. Plus, if you press and hold the L Button, you will have access to more tool functions. For more information, read on!


Advanced Tools

 More tools are available. Try them all!


Expanded View


 Press and hold the L Button to change/expand toolbox features.


Advanced Flipnote Tools



 Switch toolbox page

You can use two layers to draw your Flipnotes. You might use one layer for characters and one for background. Merge layers with the L Button.

 Copy a selected area of your Flipnote. Use the Select tool to enclose the area you wish to copy. Tap Copy and then tap Paste.

 Each time you tap the Resize button, the image on the current Flipnote page will be reduced to half its size. Enlarge an image with the L Button option.

 Flip your Flipnote horizontally. Use the L Button to access the vertical-flip option.

 Draft a sketch. You can turn the Draft display on and off by tapping . To erase the draft, tap Erase while the Draft tool is selected.

Close


Previous Page

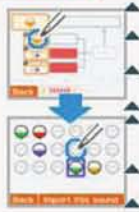
Next Page

9 Advanced Tools

Sound Tools (Advanced)

Sounds from Nintendo DSI Sound

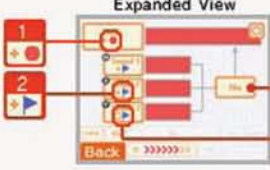
With advanced tools, you can import sounds saved in the Nintendo DSI Sound application. Press and hold the L Button, tap a  icon that doesn't contain recorded sound, and then select the sound you wish to import. You can import sounds up to two seconds long and music up to 10 seconds long.


 Sound Tools

Advanced Recording Functions

With the advanced tools, you can insert and erase sounds by page. And you can mix sounds to create original music.

Expanded View

 Expanded View

- 1 Add a new sound layer on top of a recorded music project.
- 2 Insert a sound into the page displayed on the top screen.
- 3 Remove a sound from the page displayed on the top screen. Tap  to remove all instances of a sound effect from a Flipnote. The button shown above will remove the instance only from the current page.
- 4 Mix all inserted sounds into the music project.

Quick Tip!

If you mix sounds into a music project and then erase the individual sounds, they will remain in the music project. Try creating a bunch of different sounds, layering recordings, and repeatedly mixing them into the music project. You might become a one-person orchestra!

Close

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10 - Flipnote Hatena

10 Flipnote Hatena

Flipnote Hatena is a public online service maintained by Hatena. Connect to the Internet using a broadband wireless connection to view others' Flipnotes and submit your own Flipnotes. Flipnotes on the service are also accessible via personal computer. You must be a registered Hatena user if you want to post your Flipnotes to Flipnote Hatena.

Browsing

With Flipnote Hatena, you can browse Flipnotes by category, or Channel.




- 1 This is the name of the currently selected Channel.
- 2 This area shows how many stars a Flipnote has. Users can freely add stars to their favorite Flipnotes.
- 3 This mark indicates that another user has edited a shared Flipnote. With Flipnote Hatena, you can freely edit any unlocked Flipnotes. Editing of a Flipnote can only be done after it has been downloaded to a Nintendo DSi system.
- 4 This icon indicates the condition of the wireless signal.
- 5 Tap a Flipnote to view it.
- 6 Tap these buttons to view adjoining pages.
- 7 Tap this icon to go back one screen. If you press and hold (L for left-handed users), this button will read Menu. Tap the Menu button to go to the top page.

Posting

You can select a Flipnote you wish to post from those saved on the system memory or SD Card. Follow the procedure below to post a Flipnote.

- 1 Select the Flipnote you wish to submit. Then tap Post.
- 2 After carefully reading the advisory, tap Agree.
- 3 Choose whether or not to lock the Flipnote. Then tap Post.



At the Flipnote Hatena Web site, PC users can evaluate Flipnotes. It's possible that you might only be able to view Flipnotes that meet certain evaluation criteria. And you might not be able to view submitted Flipnotes right away.

Quick Tip !

The Lock feature lets other users know that your submitted Flipnote is a finished project. If you don't want your work to be freely manipulated, select Lock before posting. Otherwise, anyone can change your Flipnote into something unexpected!

Usage Rules

Labeled "To Flipnote Posters," these are terms of usage for Flipnote Hatena. Please read them carefully.

Quick Tip !

Flipnote Hatena content may change at any time. Content written here applies to the point in time when Flipnote Studio was distributed. Come what may, Flipnotes are fun, so let's all lead full and satisfying Flipnote lives!

Please be careful of the following when connecting to the Internet:

- By sending this Flipnote, you confirm that you have obtained all necessary rights to transmit the images, music or other material that may be contained in this Flipnote. You also understand and agree that unlocked Flipnotes may be edited, resent or posted to the Internet by the receiver or by a third party.
- Please don't perform any improper actions that will inconvenience other users. Proof of such an act may result in termination of service in some cases.
- Nintendo and Hatena assume no responsibility for the content of submitted Flipnotes.
- If an error occurs or maintenance is required, Flipnote Hatena and other Hatena services may be temporarily interrupted without warning.
- Also, the service may end in the future. For details, please see Hatena's home page (<http://maintenance.hatena.com/>).
- Nintendo and Hatena will not be held responsible for any losses and/or damage dependent upon connecting to or being unable to connect to the Internet. Thank you in advance for your understanding.

