

How to Complete the SoftMaster Sheet (1 sheet per title)

(Note: Any cells that are coloured grey in the SoftMaster Sheet may be ignored.)

TITLE SHEET - Common Information to All Countries

“Product Classification Code”

Choose CTR, TWL, RVL or NTR from pull-down menu as applies.

“FormCode”

Directly enter single middle code given to you by Nintendo (ex: N in CTR-N-XXXX)

N is for download titles, while P is for package titles.

“Initial Code (Game Code)”

Directly enter 4-digit game code given to you by Nintendo (ex: XXXX in CTR-N-XXXX)

“Platform (CTR)”

Choose the appropriate platform type. (ex: Nintendo DSiWare(CTR))

“Unique ID”

(Only used for CTR titles.) Directly enter 5-digit ID given to you by Nintendo (Lotcheck).

“Package Flag”

Choose Yes if your title is sold as retail software, No if not.

“Download Flag”

Choose Yes if your title is sold as download software, No if not.

“Manager Memo”

Please enter your MSRP here as “Suggested price: X Euro”.

“Search Genre 1-4”

Choose up to four genres for which your title can be searched for. At least one is necessary.

“Maximum number of players”

Only enter the maximum number of players (ex: 4)

“Supports ????” (rows 25-57)

Enter Yes or No accordingly depending on which features are supported.

“Publisher(Code)”

Enter the publisher name (ignore if cells turns red).

TITLE SHEET - Title Information (Language)

- Please enter for each language required + Australia: 1st Party (EFIGSDPR), 3rd Party (EFIGSD)
- Once you have filled-out the English section, you may use the “Copy English States to other languages” button to reflect all English cells to the other language sections. Be sure to make the necessary adjustments to each language afterwards.

“Title Name (3DS Shop)”

Enter full official title to be shown in the Nintendo eShop. Use (Alt+Enter) to enter line breaks.

™ or ® marks may be entered, if needed.

“Title Name (Nintendo Channel line1/2)”

Enter full official title divided into two lines if needed for the Nintendo Channel. Notice character limit.

™ or ® marks may be entered, if needed.

“Short Title”

Enter a shortened version as needed for longer titles to show within buttons. (Max. 40 characters)

Use (Alt+Enter) to enter line breaks. ™ or ® marks may be entered, if needed.

“Sort Key”

Enter full official title once again here.

“Header copy (1st, 2nd and 3rd lines)”

Enter a catchy summary of your title’s main features within 3 separated lines.

Notice character limit.

“Title Profile”

Enter a **game description** without HTML tags of about 500 characters in length.

“Attention”

Not necessary to enter. Please consult with Nintendo should you want to use this.

“Display genre”

Choose the most applicable genre to be displayed on this title’s page.

Notice character limit.

“# of players supplemental explanation”

Add any extra explanation that applies. (ex: 2 player cooperative play)

Notice character limit.

“Supported peripheral equipment (1st and 2nd lines)”

List any other uncommon peripheral equipment not already entered above.

Notice character limit.

“Commentary wording for release date”

Add any extra commentary should your title have an original version release date (ex: Virtual Console)

Notice character limit.

“Commentary wording for price”

Not necessary to enter.

“Free Space (lines 1-10)”

Not necessary to enter as your game description is entered in “Title Profile” above.

Should you wish to use this section, please consult with Nintendo.

“Web(3DS Shop)”

Enter the URL for this direct intro page for this title, in this language, Under “URL”.

Should you wish to have the URL displayed as text with a link, enter the desired text under “Title”.

Display flag should be left as Yes to display this.

IMPORTANT: Be sure to include “http://” in your URL and do not include links to flash sites.

“Icon List”

Enter the exact filename (with file extension) of your icon to be used on the Nintendo eShop.

Be sure the filename is specific and contains the title of your game as well as the 4-digit initial code.

“Banner List”

Enter the exact filename (with file extension) of your banner to be used on the Nintendo eShop.

Be sure the filename is specific and contains the title of your game as well as the 4-digit initial code.

“Thumbnail List”

Enter the exact filename (with file extension) of your thumbnail(s) to be used on the Nintendo eShop.

Be sure the filename is specific and contains the title of your game as well as the 4-digit initial code.

“Screenshot List”

Enter the exact filename (with file extension) of your separated screenshots to be used on the Nintendo eShop.

Be sure the filename is specific and contains the title of your game as well as the 4-digit initial code.

“Copyright Display”

Enter the official legal line with appropriate symbols.

Notice character limit.

RATING SHEET

“Rating / value”

Choose the appropriate value for each rating from pull-down menu. (ex: G for OFLC)

The selected value will be reflected in the “Country-System” table below.

“Rating Content Descriptor (top table):”

Choose the assigned content descriptor (if any) from the pull down menu, beginning in section 1.

(ex: “Violence” for PEGI)

The selected descriptor will be reflected in the “Rating Content Descriptor” section in the table below.

COUNTRY SHEET – Default Country

- **Information here will be reflected for all territories unless otherwise specified (see below)**

“Information Release Approval”

This will be entered by Nintendo.

“Information Release Start Date”

This will be entered by Nintendo.

“Release Origin Date”

(Virtual Console titles only) Enter the original version’s release date in the style chosen.

“Package / Publisher(Code)”

(Retail titles only) Enter the name of the publisher for the territory in question.

“Package / Release Date(package)”

(Retail titles only) Enter the release date of the retail title on the market in the style chosen.

“Online / Release Date(Display)”

This will be entered by Nintendo.

“Sell on 3DS Shop”

Enter Sell if this is download software to be sold on the Nintendo eShop, or Non Sell if not.

“Game Code for other “Related” software”

This will be entered by Nintendo.

“List of Movies/Videos to be showcased...”

This will be entered by Nintendo.

“List of TrialLists to be showcased...”

Enter the appropriate title name and title ID of the trail (demo) versions to be shown on your title’s page. *(Currently not available.)*

Important:

For all specific countries for which you would like to register specific information differing by regions (differing from what was entered in Default Country above.):

1) At the top of the sheet, check the box for the specific country, then click on “Open

Checked Country”.

- 2) In the specific country’s section, choose “No” in the “def” column (G) for each row where you want to enter information that differs from the Default Country.
- 3) Edit such rows you would like to change accordingly.

Important:

Should your title not be released in certain countries, choose “Do not Register” in the section titled “Information Release Approval”, then select “No” in the def column (G).

How to Complete the MovieMaster Sheet (1 sheet per video)

(Note: Any cells that are coloured grey in the MovieMaster Sheet may be ignored.)

MOVIE SHEET – Movie/Video Information for Tiger

“Reference Title(Product Code)”

Choose either CTR, RVL, TWL or NTR as applies.

“Reference Title(Game Code)”

Enter your title’s 4-digit game code.

“NS_UID”

Not necessary to enter here.

“Control Text”

This will be entered by Nintendo.

“Rating Flag”

Leave set to “Game Title (Rating Exist)” if this video is for a game title, or set to “Application Title (Rating None)” if it is for an application that does not require ratings.

“Rating Title(Product Code)”

Choose either CTR, RVL, TWL or NTR as applies.

“Rating Title(Game Code)”

Enter your title’s 4-digit game code.

“Default Release Period”

This will be entered by Nintendo.

“Video Release Schedule / Country Specific”

This will be entered by Nintendo.

“Video List Title”

Enter the title you wish to be displayed for your video. Be sure to localize in each language as needed.
Notice character limit.

“Video Title Alias”

This will be entered by Nintendo.

“Video File Name”

This will be entered by Nintendo.

“Thumbnail File Name” (movie icon)

Enter the exact filename (with file extension) of the icon you provided for your movie..

Should your icon be localized, please enter the filename for the localized versions in their appropriate language sections.

Notice character limit.

MOVIE SHEET – Movie Banner File Name

“Default Country / File Name”

Enter the exact file name for the banner you supply to accompany this movie for each language region.

(Feel free to use the software banner you have provided here as well.)

Should you wish to provide different banners for different countries within a single language category, select “No” under the “def” column and enter the filenames for those banners which apply. This is not a usual circumstance.

Notice character limit.

RATING SHEET

- **See explanation for the rating sheet for the SoftMaster sheet above and follow similarly.**

KEYWORD SHEET (OPTIONAL)

- **For keyword searching.**

“Keyword 1-4 / Value”

Enter keywords and provide translations as needed.

“Keyword 1-4 / Alias”

Not necessary to enter.