

## Hardware Illustration/Game Card/Stylus

- Size :Optional (But keep Horizontal to Vertical ratio)
- Color:Fixed
- Effect:Prohibited

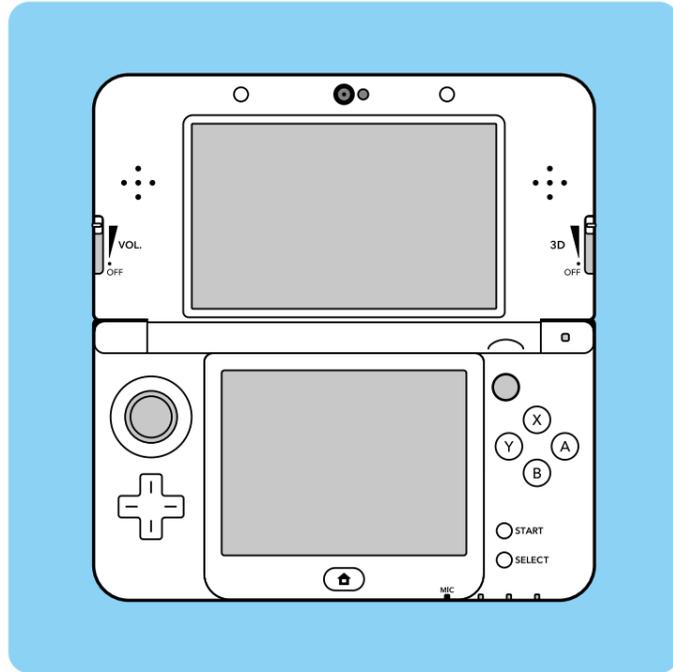
\*When changing the size of the illustration, please make sure to also change the width of the lines accordingly to keep the same ratio.

## Hardware Icon/Built-In Icon/Operation Button

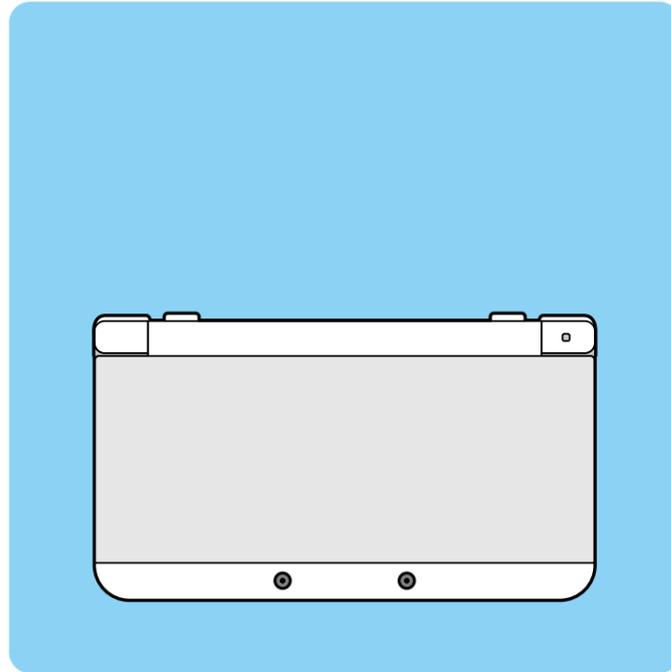
- Size :Optional (But keep Horizontal to Vertical ratio)
- Color :Optional
- Effect : Possible in Operation Button only.

\* Please make sure that the shapes of the buttons are clear and that the text is legible.

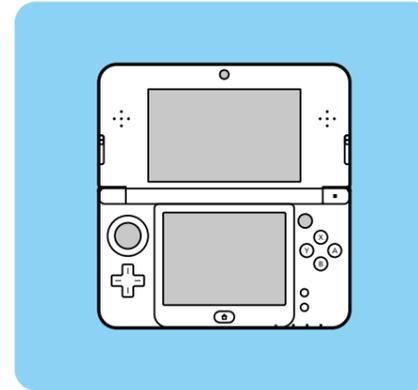
- \* A very brief change to the shape is acceptable if it is happening due to a screen effect such as when changing screens.
- \* Game Screen data should be implemented in the frame found in a separate layer.
- \* "CTRA\_illust\_M\_card" and "CTRA\_illust\_S\_card" are common to Nintendo 3DS series.



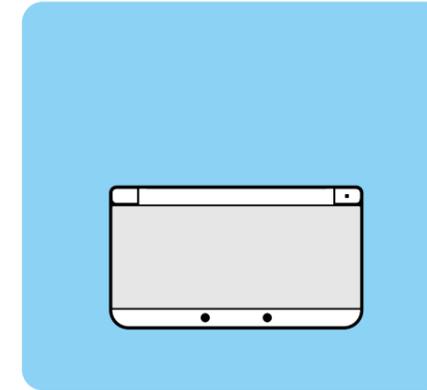
KTRS\_illust\_L01



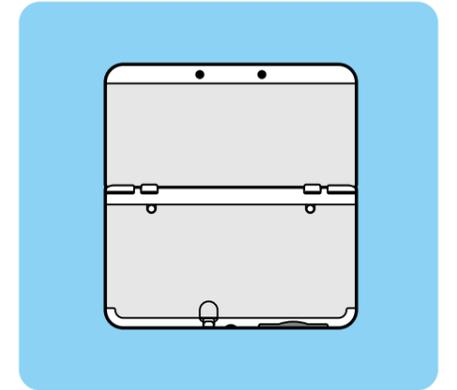
KTRS\_illust\_L02



KTRS\_illust\_M01



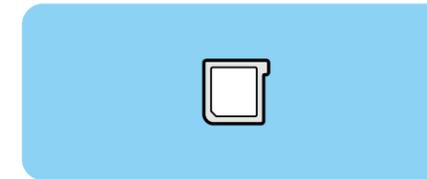
KTRS\_illust\_M02



KTRS\_illust\_M03



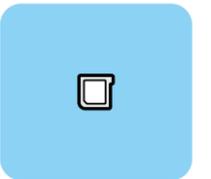
KTRA\_illust\_M\_pen



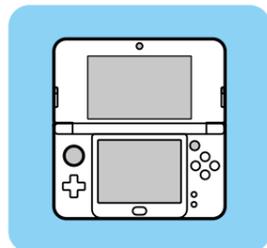
CTRA\_illust\_M\_card



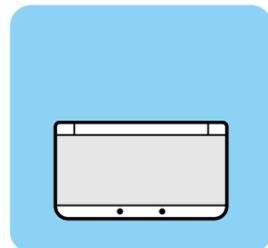
KTRA\_illust\_S\_pen



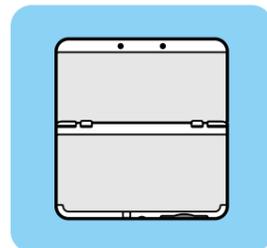
CTRA\_illust\_S\_card



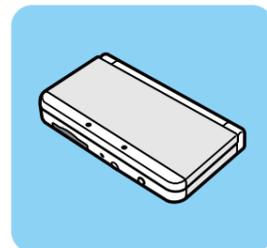
KTRS\_illust\_S01



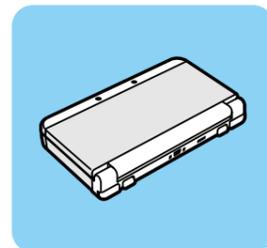
KTRS\_illust\_S02



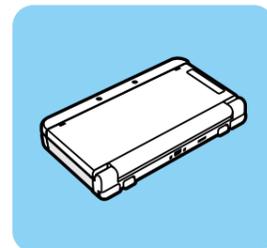
KTRS\_illust\_S03



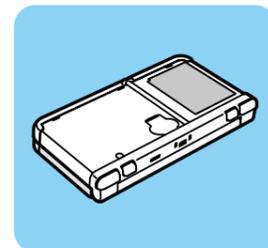
KTRS\_illust\_S04



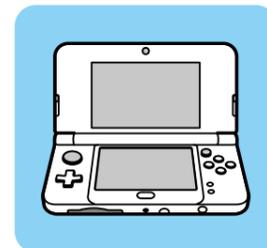
KTRS\_illust\_S05



KTRS\_illust\_S06



KTRS\_illust\_S07



KTRS\_illust\_S08

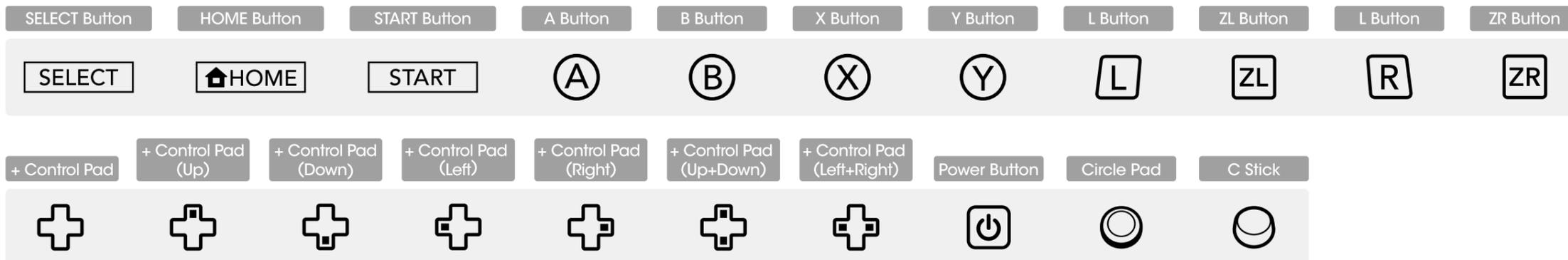


KTRS\_illust\_SS01

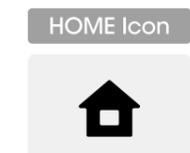


KTRS\_illust\_SS02

### [Operation Button Icons]



### [Built-In Icon]



### [Hardware Icon]

