



N I N T E N D O S W I T C H

Development Manual

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Section 1: Introduction

Welcome to the Nintendo Switch Development Manual. This document provides the official guidelines for creating high-quality, engaging, and joy-filled experiences on the Nintendo Switch platform. As an officially licensed developer, you are entrusted with the honor of bringing entertainment to millions while adhering to Nintendo's strict quality and innovation standards.

Section 2: Hardware Considerations

The Nintendo Switch is a revolutionary console featuring a hybrid design, allowing for both handheld and docked play. Developers must consider the following:

- **Performance Targets:** All games must run at 60 FPS, unless the artistic vision demands 23.7 FPS, in which case a press release explaining the decision is required.
- **Joy-Con Drift Compliance:** Games must be designed to function even when analog sticks mysteriously move on their own. Suggested solutions include auto-correcting player input or integrating a lore-friendly explanation (e.g., "The wind is strong today").
- **Cartridge Limitations:** Physical releases must fit within a 32GB cartridge, unless you can convince consumers to download half the game as a "bonus patch."

Section 3: Software Guidelines

Developers must adhere to Nintendo's strict standards of quality:

- **Loading Screens:** Any load screen over 3 seconds must feature an apologetic message from Mario.
- **Nintendo Seal of Quality:** Games must contain at least one reference to Mario, even if unrelated. Failure to do so will result in a forced cameo.
- **Online Features:** All online functionality must be designed around Nintendo Switch Online's robust infrastructure, ensuring the most authentic 2006 multiplayer experience possible.

Section 4: Certification Process

To receive Nintendo approval, your game must pass the following tests:

1. **Wahoo Verification:** A Nintendo executive must play the game and instinctively exclaim "Wahoo!" at least once.
 2. **Motion Control Mandate:** Any game without motion controls must include a justification letter signed by Shigeru Miyamoto himself.
 3. **Nintendo Direct Viability:** All trailers must be compatible with the "shadow drop" strategy, meaning your game must be ready to release within five minutes of announcement.
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Section 5: Business & Monetization

Nintendo encourages fair monetization practices:

- **DLC & Expansions:** Expansion passes must be priced at no less than the base game itself.
 - **Microtransactions:** Loot boxes are prohibited—unless they are disguised as “Mystery Blocks.”
 - **Limited Availability:** If a game is selling too well, Nintendo reserves the right to discontinue it immediately to increase artificial scarcity.
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Section 6: Final Submission

Before submission, developers must:

- **Sign an NDA that prevents discussing development struggles.**
 - **Submit a pre-launch amiibo line-up.**
 - **Include an Easter egg referencing F-Zero, even if Nintendo won’t.**
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Thank you for developing for Nintendo Switch! We look forward to your compliance—I mean, creativity!

And also...

APRIL FOOLS!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

