amiibo Functionality

Online Features

Troubleshooting

1　Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select ⚠ in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

The game includes depictions of snacks that are the property of third parties. The purpose of these inclusions is to make the game more fun by incorporating actual products from around the world. Nintendo did not receive payment from any third party for these inclusions or pay any third party for these inclusions.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.
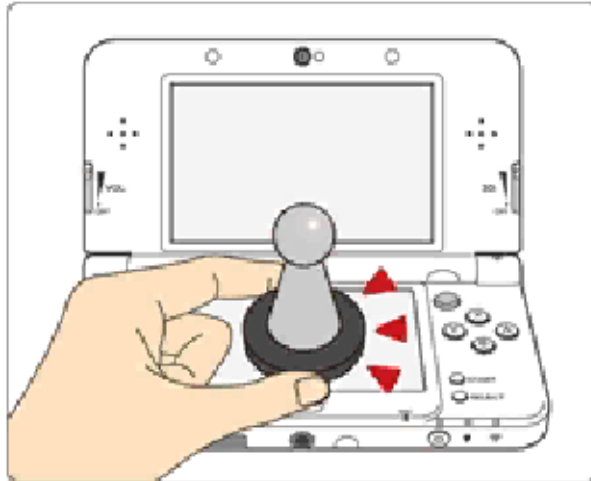
This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
lower screen of your
New Nintendo 3DS or
New Nintendo 3DS XL system.

Using near-field communication
(NFC), amiibo can connect to
compatible software to open brand-
new ways to interact with your
favorite Nintendo games. For more
information, please visit Nintendo's
official website at
http://www.nintendo.com/amiibo.

◆ Only one software's game data
can be saved on an amiibo at a
time. In order to create new game
data on an amiibo that has
existing data from another game,
you must first delete the existing
game data. To delete your game
data, open 🖻 on the HOME
Menu and then reset the data
under "amiibo Settings."

◆ An amiibo can be read by multiple compatible software titles.

◆ If you cannot restore corrupted data for the amiibo, open 🔧 on the HOME Menu and then reset the data under "amiibo Settings."

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory (sold separately).

Precaution about amiibo

● Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

3 Information-Sharing Precautions

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

● Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

This software allows you to connect to the Internet and post content to Miiverse™. For more details, see page 19.

◆ Refer to your Operations Manual for information about connecting your system to the Internet.

◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

This software supports Nintendo Network.

Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

Protecting Your Privacy

● To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.

● Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with

strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

5 Note to Parents and Guardians

You can restrict use of the following feature by adjusting the options in Parental Controls.

● Miiverse
Restricts users from viewing content on and posting content to Miiverse. When set to **Restrict Posting**, content cannot be posted. When set to **Restrict Viewing and Posting**, content cannot be posted or viewed.

◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.

◆ Refer to your Operations Manual for information on how to set up Parental Controls.

In this side-scrolling adventure, you control Chibi-Robo™, a helpful four-inch-tall robot who has to repel an alien invasion. The pesky Gyorians have their greedy eyes set on Earth's resources, and it's up to Chibi-Robo and his robotic pal Telly to send them packing. In order to complete your mission, you'll join Chibi-Robo on a journey that'll take you all over the world!

Choosing a Save File

Choose the save file you want to play, and then select Play to start the game.

Menu Controls

Select	◎/✛
Confirm	Ⓐ
Cancel	Ⓑ

◆ Menu options that appear on the lower screen can also be selected and confirmed with a tap of the stylus.

Daily Fortunes

You can receive a fortune once a day for each save file. To receive one, simply choose the file you want to play, tap ⬚ , and then tap your Chibi-Robo amiibo.

◆ Please note that ⬚ will only be displayed if you've used a Chibi-Robo amiibo in your save file via amiibo Menu.

Saving Data

Your progress is saved automatically whenever you complete certain actions (for example, whenever you clear or exit a stage).

Saving Figure Photos

Photos taken in the Figure Photo Booth (page 11) are saved to the SD Card's DCIM folder as JPEG files.

Deleting Data

To delete a save file, choose that file from the file-selection screen and then select Delete on the following screen.

◆ Once deleted, data cannot be recovered, so please be careful.

● Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

9　Basic Controls

Move

Slide ◎ left and right to move.

Crouch

Slide ◎ down to crouch.

Jump

Press Ⓐ to jump. You can safely jump on certain enemies.

◆ When jumping on an enemy/ trampoline/etc., press Ⓐ at the right moment to jump even higher.

Roll

Press Ⓡ to roll in the direction you're facing.

Interact

Press Ⓐ while in front of certain objects to interact with them.

Open Plug-Lock

To open a door that's locked with a Plug-Lock, stand in front of the door, press Ⓐ, and then rotate your system to the right as shown on the screen.

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.
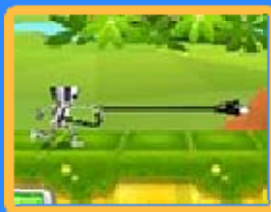
The Chibi-Plug is a marvelously versatile accessory. It can be used to attack, perform special moves, and pull items (page 14) toward you. There are two ways to throw it: the whip lash and the zip lash.

Whip Lash

Press Ⓧ to quickly throw your plug in the direction you're facing. Whip lashes can be thrown

diagonally upward as well--simply aim upward with ◎ before you press Ⓧ.

Spinning Jump

Press and hold Ⓧ to twirl your plug above your head. If you twirl it while in midair, you can

hover for a short time.

Zip Lash

Press and hold Ⓨ to build up power, and then release all that energy in a powerful throw that can smash through large blocks. Once you've built up the necessary power, you can aim your throw in any direction. When using zip lashes, it pays to think about your plug's trajectory and what you might be able to bounce your plug off of.

🔋 Once You've Built Up Power

Quickly adjust aim	◎
Slowly adjust aim	✛
Cancel zip lash	Ⓛ

Plugging into Things

You can embed your plug into orange panels, light-blue panels, and things that have outlets on them. Once you're plugged in, you can perform various actions by pressing Ⓐ/Ⓧ.
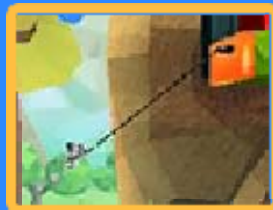
◆ Press Ⓑ to remove your plug from something once it's been attached.

Plug Jump

■■■■■■■■■■■■■■■■■■■■■■■■■■■■

Press Ⓐ/Ⓧ while plugged into a vertical orange panel to zip over to it and flip onto the surface directly above it.

Swinging Jump

Press Ⓐ/Ⓧ while plugged into a horizontal orange panel to hang down from it. You can then swing your body left and right with ◎ and press Ⓐ/Ⓧ when you're ready to detach with a big jump.

◆ While hanging from an orange panel, you can use ◎ (up/down) to adjust the length of your cord.

Carrying Objects

You can carry certain objects that have an outlet on them. In such cases, plug into the outlet to lift the object. To throw a carried object, simply throw your plug as usual.

◆ To drop a carried object, press Ⓑ.

This small spaceship serves as your base of operations.

First Floor

There are many helpful tools here that can help you prepare for your adventures. When you're ready to head into the next stage, simply throw your plug at the exit hatch to open it and then walk through.

❶ Elevator

Ride this elevator to reach the second floor.

◆ The elevator becomes operational after your first use of the Chibi-Capsule vending machine (page 18).

❷ Chibi-PC

Use this terminal to do things like purchase items from the Citrusoft Supply Depot and review stage information.

❸ Telly

Chibi-Robo's buddy Telly is ready to help you set up amiibo for use with this game.

❹ Generator

You can increase your supply of house watts here using trash you've collected in the stages (page 14).

The Importance of House Watts

House watts are the watts stored in the Chibi-House. Chibi-Robo relies on these watts to keep himself running (page 12).

❺ Exit hatch

❻ Outlet

Plug into this outlet to recharge Chibi-Robo's personal supply of watts.

Second Floor

Here you can view the figures you've collected and take photos of them.

◆ Figures can be acquired from the Chibi-Capsule vending machine.

❶ Figure case

The figure case on the left contains your Chibi-figures. The figure case on the right contains your special figures.

❷ Figure Photo Booth

Use this terminal to photograph your figures. You can also view the photos you've taken and post them to Miiverse™ here.

Guide Chibi-Robo through stages using your reflexes and wits. Take out enemies with the Chibi-Plug, and use whatever interactives you find along the way to help you make it to the end.

Progress Markers

Checkpoints

To activate a checkpoint, simply pass by it so that the flag appears. Once a checkpoint has been activated, it marks the point from which you'll respawn should you fall into a hole or touch certain enemies and obstacles.

◆ Please note that if you respawn at a checkpoint, your cord length, as well as some items, will return to the state they were in when you activated that checkpoint.

🏃 Goal UFOs

Three UFOs appear at the end of each stage. Hitting any one of them with your plug will clear the stage.

◆ The golden and silver UFOs disappear after a certain period of time.

◆ The UFO you hit affects your score and the number of turns you get to spin the destination wheel (page 17).

Watts and Game Over

Chibi-Robo's personal supply of watts depletes as time passes. Certain events, like being hit by an enemy attack or falling into a hole, rapidly deplete this supply. If Chibi-Robo's personal supply of watts drops to zero, it's game over.

If you get a game over twice on the same stage, you can choose to spend moolah to clear that stage.

❶ **Watts**

Chibi-Robo's personal supply of watts.

❷ **Current score and moolah (page 14)**

❸ **Collectibles found**

🍬 ： Snacks (page 14)
🪙 ： Big coins (page 14)
🧰 ： Chibi-tots (page 15)

❹ **House watts**

The remaining watts stored in the Chibi-House.

❺ **Chibi-Smash**

Tap this to use the special Chibi-Smash attack, which destroys every enemy on the screen.

◆ This appears only if you received a Chibi-Smash along with your daily fortune.

❻ Current whip-lash reach

❼ Current zip-lash reach

❽ amiibo icon

Tap this icon and then tap a linked Chibi-Robo amiibo to give Chibi-Robo a big power-up.

◆ [amiibo] appears only if you've used a Chibi-Robo amiibo in your save file via amiibo Menu (page 18).

Pause Menu

Press START or tap Pause on the lower screen to display the pause menu. This menu enables you to leave the current stage, change outfits, and more.

Obtaining Outfits

Outfits can be obtained by rescuing lost aliens (page 15). There are lots of different outfits to collect. Pick whichever suits your mood!

◆ Outfits are purely cosmetic. They do not change Chibi-Robo's abilities in any way.

Items

Red Boost-Ball

Extends the reach of Chibi-Robo's whip lashes and zip lashes.

Blue Boost-Ball

Extends the length of Chibi-Robo's zip lashes.

Yellow Boost-Ball

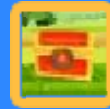Extends the length of Chibi-Robo's zip lashes to 120 inches for a short period of time.

Moolah

There are three different denominations of moolah for Chibi-Robo to find during stages: small coins ( ), medium coins ( ), and big coins ( ).

🤖 Treasure Chest

There are lots of different things to find inside these, such as various snacks. Can you track down every chest?

🤖 Chibi-Battery

Small Chibi-Batteries give Chibi-Robo an instant 200-watt recharge. Large Chibi-Batteries give Chibi-Robo an instant 500-watt recharge.

🤖 Trash

Pick up trash by standing next to it and pressing Ⓐ. Once you get back to the Chibi-House, you can toss it into the generator to increase the Chibi-House's supply of watts.

◆ To pick up the wreckage that sometimes appears when you defeat an enemy, simply touch it or hit it with your plug.

Interactives

Storage Compartment

Embed your plug into the lid and then give it a tug to release whatever is inside.

Outlet

Recharge Chibi-Robo by standing next to one of these outlets and pressing Ⓐ.

◆ This uses house watts.

Vending Machine

The following items can be purchased from the vending machines that are found during stages.

◆ These items are consumed automatically when you have need of them. Once one is used, it vanishes from your inventory.

|	
Spare Battery	An emergency power supply that restores half of Chibi-Robo's watts when his personal supply is fully depleted.
Emergency Jet	A handy jet-propulsion pack that will activate if Chibi-Robo falls into a hole. ◆ You get only one emergency jet boost per fall. Use your jetted time wisely, and make sure you'll land somewhere safe!

Chibi-tots

These robots love to run
around and play games
like hide-and-seek and
tag. Grab them by
getting close and pressing Ⓐ.
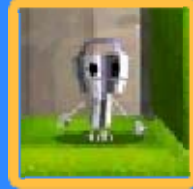
Catching Chibi-tots

If you stun them by rolling into
them or bumping into them in
the air, they'll stop moving for
a certain period of time.

◆ You'll break a Chibi-tot if
you hit it with your plug.

Toys

Venture through
mysterious portals
(🔘) to meet a
variety of interesting
toys. If you present
them with the snacks they want,
maybe something good will
happen!

Lost Aliens

These poor lost children show up in stages that you've already cleared. If you deliver one safely to a Rescue UFO, you'll receive a gift of thanks, like coins or an outfit.
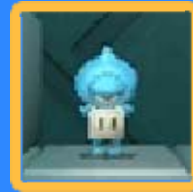
Rescuing Lost Aliens

1. Plug into the outlet on a lost alien's bib to scoop the alien up and carry it with you.

2. With your plug still attached to the lost alien's bib, stand on top of the stage's mysterious platform and twirl your plug (page 10).

3. Throw the alien into the Rescue UFO that comes along to complete your rescue mission.
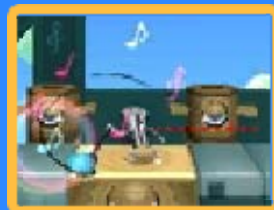
· The outfit you can obtain differs depending on the stage.
· If you've correctly submitted a stage's outfit ID (page 19), you'll definitely receive the outfit from the Rescue UFO in that stage.
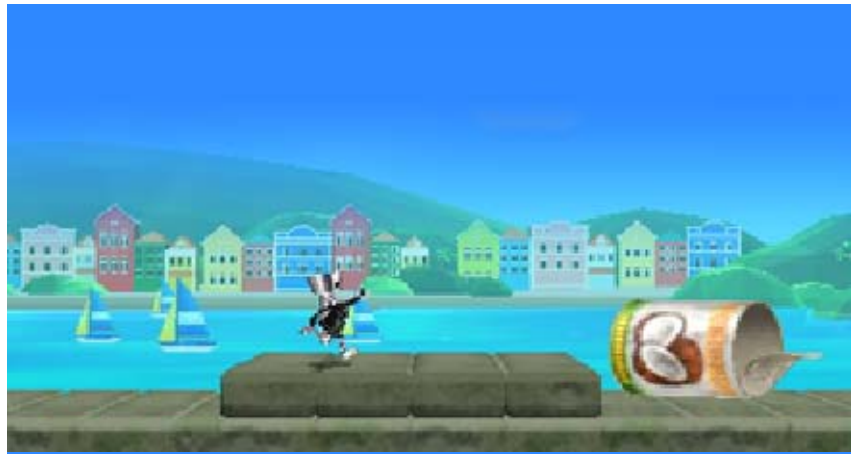
Chibi-Balloon

The Chibi-Balloon ascends and moves along automatically. Use ◎ to move Chibi-Robo left and right to cause the Chibi-Balloon to slow down and descend.
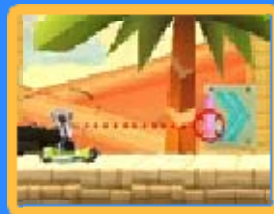
◆ If the Chibi-Balloon comes into contact with an enemy, one of its balloons will pop. If all of its balloons get popped or you run out of watts, it's game over.

Chibi-Skateboard

Embed your plug into pink dash-panels to keep up enough speed to progress through the stage. You can jump by pressing Ⓐ.

◆ If the Chibi-Skateboard stops, you fall into a hole, or you run out of watts, it's game over.

Chibi-Sub

Progress using ◎, and press Ⓧ to throw your plug upward. You can collect bombs by plugging into their outlets and then fire them as torpedoes by pressing Ⓐ.

◆ If you run out of watts, it's game over.

Chibi-Wakeboard

You move forward automatically. Change lanes by moving ◎ up and down, avoiding obstacles along the way. Replenish your watts by grabbing watt-balls, and speed up by grabbing speed boosters. If you time your jump off of a ramp well (by pressing Ⓐ), you'll execute a really big jump.

◆ If you get caught on a ramp and it pulls your plug from the Chibi-Wakeboard or if you run out of watts, it's game over.
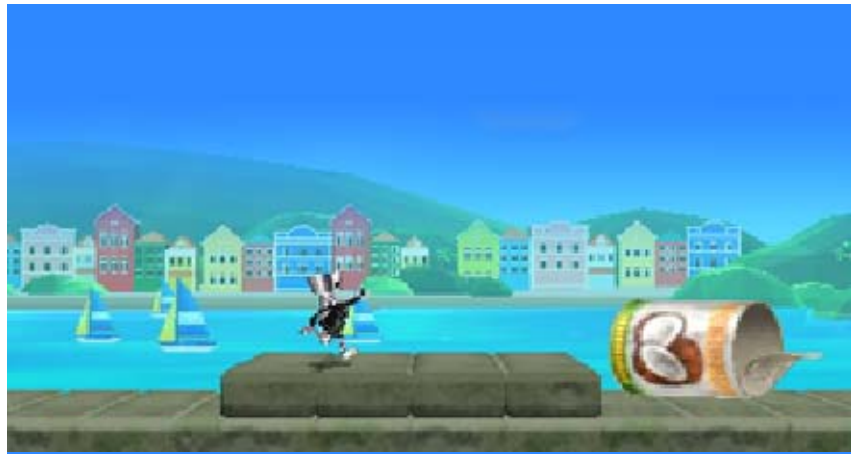
The next stage you play is decided by your spins of the destination wheel.

Normal Destination Wheel

Spin the destination wheel with Ⓐ, and then press Ⓐ again to stop it.

◆ The number of turns you get to spin the destination wheel depends on which UFO you hit with your plug at the end of the previous stage. You'll get one extra turn if you hit the silver UFO and two extra turns if you hit the golden UFO.

You can freely choose any stage in a world where you've already defeated the boss.

Panel Shop

Press Ⓧ before spinning the destination wheel to enter the Panel Shop.

🔋 Getting Panels

Use moolah to get panels to add to the destination wheel if you want to increase the chances of the pointer landing on your desired number.

Boss Destination Wheel

This becomes available after you clear all six stages of a world.

◆ You can get panels that cause the boss to be weaker than normal from the Panel Shop.

You can use a Chibi-Robo amiibo to power up Chibi-Robo and obtain figures from the Chibi-Capsule vending machine.

Chibi-Robo amiibo

You can access various features by linking a Chibi-Robo amiibo to your copy of the game, which can be done in the following ways:

- Select a save file from the file-selection screen, and then select amiibo Menu.
- Talk to Telly in the Chibi-House.

Important

Game data on a linked Chibi-Robo amiibo can only be read or written using the copy of the game the amiibo is linked to.

Game data on a Chibi-Robo amiibo will be deleted if you link the amiibo to any other software.

Daily Fortunes

To receive a fortune, select a save file on the file-selection screen, tap (🎴) , and then scan your Chibi-Robo amiibo.

◆ You can receive only one fortune per day for each save file.

Chibi-Capsule Vending Machine

Tap (🎴) in the Chibi-House and then tap a Chibi-Robo amiibo to make the Chibi-Capsule vending machine appear. You can then spend moolah to use the vending machine.

Super Chibi-Robo

To transform into Super Chibi-Robo, tap (🎴) and then scan a Chibi-Robo amiibo while playing a stage. While transformed, Chibi-Robo enjoys many advantages, such as increased speed and watt capacity.

◆ The number of times you can transform into Super Chibi-Robo during a single day is determined by the level of the Chibi-Robo amiibo you tap.

Leveling Up

Your score can be written to a Chibi-Robo amiibo after you clear a stage. When the total score written to your Chibi-Robo amiibo reaches a certain amount, the amiibo will level up.

Benefits of Leveling Up

Your Chibi-Capsule vending machine will be stocked with rarer figures, and you'll be able to transform Chibi-Robo into Super Chibi-Robo more times a day.

Other amiibo

In the Chibi-House, tap [icon] and then scan other compatible amiibo to receive moolah.

◆ Other compatible amiibo do not need to be linked to your copy of the game in order to be used.

◆ Other compatible amiibo can be used to get moolah only once per day.

◆ Scanning certain other compatible amiibo will add new figures to the Chibi-Capsule vending machine.

You can share the following content with other players via Miiverse:

- Photos you've taken in the Figure Photo Booth
- Images of snacks right after you find them
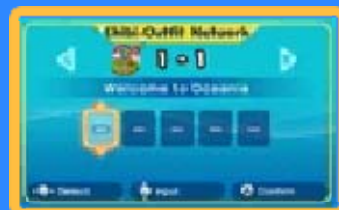- Outfit numbers

What Are Outfit IDs?

Each stage has its own outfit ID that consists of five numbers. You can collect these numbers by collaborating with other players via Miiverse--working together, try to piece together what a stage's full outfit ID is. Once you have a full ID, submit it via the Chibi-PC to order that outfit. You'll then receive it from an alien treasure chest after you rescue the lost alien in that stage (page 15).

Posting Outfit Numbers

Whenever you obtain an outfit, you'll get one number of its outfit ID that you can then post to Miiverse.

The numbers that players post to Miiverse will help everyone figure out what all of the outfit IDs are, so be sure to share your numbers!

◆ If you obtain an outfit by entering its ID into the Chibi-PC, you won't get one of its ID numbers when you receive it.

Using Outfit IDs

Entering a stage's outfit ID into the Chibi-PC is the only way to guarantee you will receive that stage's outfit the next time you successfully rescue its lost alien.

20 Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078