

Code Name: S.T.E.A.M.

1 Important Information

Before You Play

2 Information-Sharing Precautions

3 Internet

4 Parental Controls

Getting Started

5 Introduction

6 Starting a New Game

7 Saving and Erasing Data

8 Game Screens and Controls

How to Play

9 Campaign Mode

10 Single Player - The Liberty

11 The Flow of Battle

12 Weapons and Equipment

13 Agents

14 Tips & Tricks

Wireless Communication

15 Versus Mode

16 StreetPass

17 Local Play

18 Online Play

19 Tournaments

Accessories


20 Circle Pad Pro

21 amiibo

Troubleshooting

22 Support 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™.



CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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.

© 2015 Nintendo / INTELLIGENT
SYSTEMS

Trademarks are property of their
respective owners. Nintendo 3DS is
a trademark of Nintendo.

CTR-P-AY6A-01

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).

With this game, you can connect to the Internet to enjoy multiplayer battles and receive notifications via SpotPass. Each player must have a copy of the software.

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

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.

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

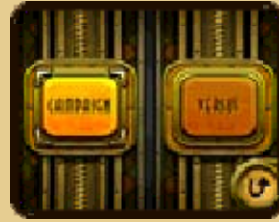
- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **Online Interaction**
Restricts all online matches with other players over the Internet (page 18) and the creation of tournaments (page 19).
- **StreetPass**
Restricts the exchange of high-score data between users via StreetPass.



The year is 1865. Advances in steam technology have set this world on a different course from that which you know. Here the divider between history and literature has also been blurred; the heroes of war and the heroes from books are one and the same.

It falls to you now to take command of an elite unit made up of these heroes, utilizing the latest in steam technology and guiding your forces in battle against an alien menace that threatens the entire world.

Go to the main-menu screen and choose Campaign (page 9) or Versus (page 15). For campaigns, you can either load a save file or start a new campaign by selecting New Campaign.



Saving Data

The game will automatically save when you complete a map.

In addition, you can save the game mid-map by activating a save point. Save points can only be used once, but also enable you to spend some medals to restore agents' health and steam.

During a mission, if you pause and choose Return to Title Screen, you'll create a single-use quick-save file that will be deleted after you load it.

Erasing Data

To erase data, go to the file-selection screen and tap Delete. You can erase all files by holding down (A), (B), (X) and (Y) when launching the game from the HOME Menu.

◆ Be careful. Deleted data cannot be recovered.

- 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.

Move	○
Aim/Look	Ⓐ/Ⓑ/ⓧ/Ⓨ/Ⓞ(R) or Ⓞ (C Stick)
Cycle range (certain weapons only)	Ⓡ
Up/Down: Cycle between characters Left/Right: Cycle between weapons	+
Fire main or sub weapon	Ⓛ

- ◆ To use Ⓞ(R), enable the Circle Pad Pro by switching it to ON in Options in the menu (page 20).
- ◆ Controls with the C Stick (Ⓞ) can only be used on the New Nintendo 3DS and New Nintendo 3DS XL.



① Health Bar

When your character is hit by an attack, he or she loses health. When that character's health reaches zero, he or she is defeated and will be unable to fight until the map is cleared (if all characters' health reaches zero, the mission fails). You also can spend a certain amount of medals at any save point to revive any fallen characters.

② Steam Gauge

At the start of your turn, each character receives a certain amount of steam depending on what boiler he or she is equipped with. Most actions cost steam to perform.



③ Character Portrait

Tap these to switch between characters.

④ Wrench Icon

Open the pause menu.

⑤ End Turn

Tap this to end your turn.

⑥ Star Icon

Tap to select this agent's special.

Note: When the special is selected, a pulley will appear and can be used to activate the move.

⑦ Camera icon

Drag this icon with the stylus to aim a weapon or simply look around.

⑧ Range Slider

Tap here to adjust the range of certain weapons.

⑨ Current Weapon

Tap here to toggle between main and sub weapons.

Specials

Once per map, each character can use a powerful move called a special. These can have various effects depending on the character in question. You will unlock specials early in the game.

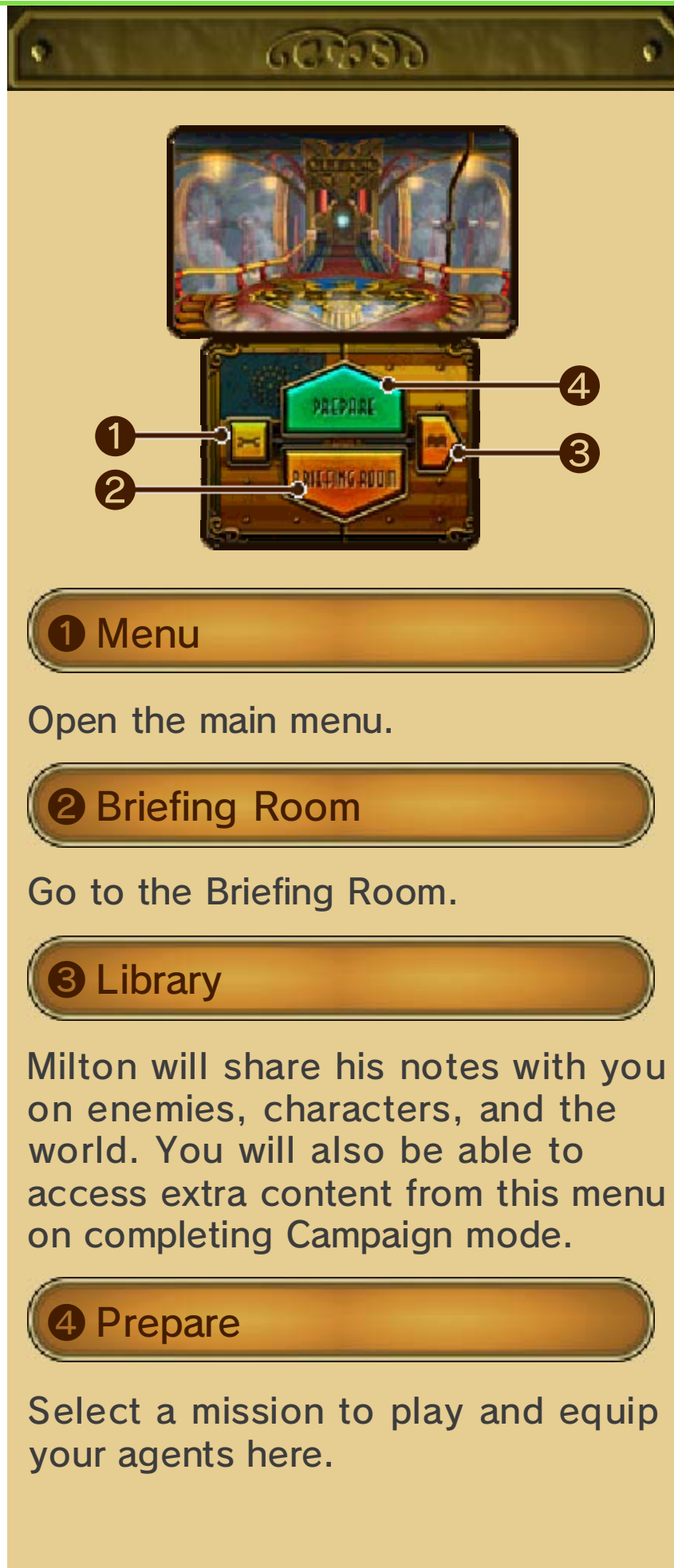
In Campaign mode, you'll follow the story of Henry Fleming and the agents of S.T.E.A.M. as they fight to repel the alien invasion of Earth.

Maps and Missions

The campaign is divided into 16 missions, each of which comprises one or more maps. On each map, you will need to complete an objective (e.g., "reach the goal") to move on to the next map or complete the mission. Between maps, your agents will be healed of all damage and you will have the opportunity to re-equip and/or swap in different agents.

Score

Once you complete a mission, you will receive a score in medals. Your squad will receive promotions and unlock additional equipment based on your cumulative score.



Playing with amiibo™

If you have a compatible amiibo figure, you can add that character to your team on the Prepare screen (page 21). When you are selecting your squad members, tap the amiibo button and follow the on-screen instructions.

- ◆ If this character is incapacitated in battle, he or she will no longer be able to fight. To make that character available again, add him or her back to your team roster using the appropriate amiibo figure.

Briefing Room

Go to the Briefing Room to hear details about the upcoming mission and background information about the war and S.T.E.A.M.



⑤ Sub-Weapon List

Tap to review what sub weapons you have unlocked and how close you are to your next one.

⑥ Boiler List

Tap to review your current gear count and what boilers you have unlocked.

⑦ Records & Stats

View information on your campaign so far and check your Versus record.






Turns

During the enemy's turn, you may or may not be able to see what your enemy is up to, depending on the currently selected character's line of sight. You may switch between characters to keep an eye on other areas of the map.

Overwatch

Characters with certain weapons equipped and enough steam left over at the end of their turn will be placed in overwatch mode. In this mode, a character will shoot at any enemy that moves within his or her range and field of view. Remember, where you're facing is important for overwatch!



Your struggle with the alien invaders will require a variety of weapons and equipment. Choosing the right tool for the job can be the difference between success and failure!



Unlocking New Weapons and Boilers

Early in the game, you will receive your first two sub weapons, with two more following shortly afterward. After that, you will unlock new sub weapons at certain score thresholds. Additionally, there are three large gears on each map, often in out-of-the-way locations. Collect these to unlock new boilers for your agents to use.



Equipping Characters

To equip your characters, choose a mission to play or replay. From there, you can select which agents to use and tap Play. This will take you to the Equip screen, where you can select sub weapons and boilers.



① Character Name

② Information on Current Item

Here is where you will see information about the sub weapon or boiler you are currently highlighting.

③ Character Portraits

Switch between characters by tapping the portrait of the agent you want to equip.

④ Sub-Weapon Slot

Like main weapons, sub weapons vary widely from each other. Unlike main weapons, you can change what sub weapon a given character is equipped with.

Tap Random to equip a randomly selected sub weapon from the available options.

⑤ Boiler Slot

Every character needs a boiler to provide steam. Boilers vary based on steam capacity and recharge rate and may have special abilities, such as the Rocket Pack's bonus to jump distance with the Jump Booster.

⑥ Back to Prepare Screen

⑦ Unit/Team Switch

Tap here to toggle between views of the selected unit and the entire squad.

⑧ Character Stats

See Agents (page 13) for more information.

Select Random in the sub-weapon slot to randomly assign that type of equipment to the currently selected agent.
Select Shuffle to randomly assign sub weapons to all agents.



Wars aren't fought by equipment; they're fought by soldiers. Each member of S.T.E.A.M. is a uniquely talented individual, ready to do his or her part against the alien menace.

Main Weapon

In terms of gameplay, the biggest difference between agents comes from their main weapons. These range from the straightforwardly powerful Eagle Rifle to the area-wide healing ability of the Medi-Mortar.

Special

Each character also has a special that can be used once per map. Not all of these are attacks, but all are very powerful. Use them well.

Ability

Every agent has an ability that grants either a bonus or an extra capability. A few characters have abilities that give a bonus to the entire squad. These are called Team Effects.

Stats

Lastly, agents vary in their maximum health and their weight class. The former dictates how much damage agents can take before being defeated. The latter determines what kinds of boilers they can wear.

Wooden Crates and Metal Boxes



Crates labeled "S.T.E.A.M." contain medical kits, extra steam tanks, or other helpful items. Most damage-causing weapons can break open these crates, as can an agent with the Break ability.

Metal boxes will contain medals. Only certain weapons can break them open.

Restoring and Reviving Agents

You can spend medals at save points to restore the health and steam of your agents. You can even revive agents that have fallen!

Weak Points



Most enemy aliens have a weak spot somewhere on their bodies. Examine your foes carefully and try attacking from various angles to see if you can find these weaknesses.

Tanks and Cannons



Occasionally you will find a stationary steam cannon or a tank vehicle on the field. These operate similarly:


Enter the tank or cannon from the rear by moving your agent to the

back and pushing forward on the Circle Pad.

Your agent's steam reserve is used to fire and move (cannons are stationary).

Exit the tank or cannon by tapping Exit.

Be on the lookout for floating monitors. Besides providing helpful game tips, they will refill the steam tank of the agent who reads them.



Versus mode lets you battle against a human opponent, with just a few differences from the Campaign mode:

- There are three different types of Versus match: Death Match, Medal Battle, and A.B.E. Battle (see Versus Game Types below).
- Turns in Death Match and Medal Battle are on a time limit (A.B.E. Battles are real time).
- Each player controls his or her own team of S.T.E.A.M. agents, equipped with whatever weapons and equipment he or she has unlocked in the game thus far.

You will be able to choose from a variety of maps specifically created for multiplayer battles and customize your team with weapons, boilers, and characters.



Versus Game Types

Death Match: Defeat all four members of your opponent's squad before he or she defeats yours.

Medal Battle: Collect more medals

than your opponent within five turns.

A.B.E. Battle: Defeat your opponent's giant robot in real time.

Starting a Multiplayer Match

From the main-menu screen, choose Versus and follow the on-screen instructions.

Versus mode can be experienced via both Local Play and the Internet. For more information on Local Play, including how to start a match, see page 17. For more information on Internet play, including how to start a match, see page 18.

You can also create or participate in tournaments. For more information about tournaments, see page 19.

Multiplayer-Only Items

Power Booster



This increases an agent's base power by 50%. A given agent can benefit from up to three of these, for a total increase of 150% to power. The bonus lasts for the rest of the match.

Health Booster



This increases an agent's base health by 50%. A given agent can benefit from up to three of these, for a total increase of 150% to health. The bonus lasts for the rest of the match.

Steam Booster




This increases an agent's steam-recharge rate by one. A given agent can benefit from up to three of these. The bonus lasts for the rest of the match.



This software uses the StreetPass™ feature (local wireless communication) for leaderboard tracking. By using StreetPass, you can compare your stats against those of other squads and move up in the leaderboards. If you maintain a top rank on a mission's leaderboard for a week or more, you'll receive a score bonus. The higher you place, the higher the multiplier will be, so stay at the top of as many mission leaderboards and StreetPass as many times as you can to really boost your score!

- ◆ To communicate using this feature, all players must activate StreetPass for this software.
- ◆ Even if StreetPass is configured, you will not be able to receive medals in cases where data is not sent or received between players, or if you deactivate StreetPass after the data is transmitted.

Activating StreetPass

From the Prepare screen, tap  on the upper right to activate

StreetPass for this game.

Deactivating StreetPass

To deactivate StreetPass, open the Nintendo 3DS System Settings, select Data Management, and then select StreetPass Management. Tap the icon for this software title, and then select Deactivate StreetPass.

- ◆ You can disable StreetPass functionality via Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.

Local Wireless Match (Local Play)

Two players can engage in multiplayer matches together via local wireless communication, as long as each has the software and a system in the Nintendo 3DS family.

You Will Need:

- One system in the Nintendo 3DS family per player
- Each player must own the software

Connection Procedures

- ① Select the save data you want to use.
- ② Tap Prepare to choose the characters you want to use in battle, and equip them with weapons and boilers.
- ③ Choose Local for a local wireless battle.
- ④ Choose your preferred match type.
- ⑤ You can either host a game or

select an available game. One player will need to be the host.

- ⑥ Both players choose a map. If players choose different maps, the game will randomly determine which is used.



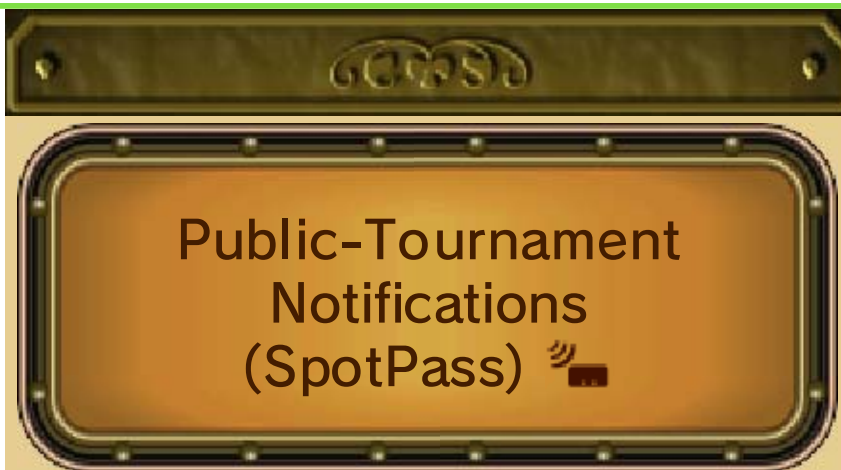
Online Multiplayer (Internet)

Choose Online to play via the Internet, either against a random opponent or another participant in a tournament.

Connection Procedures

- ① Select the save data you want to use.
- ② Tap Prepare to choose the characters you want to use in battle, and equip them with weapons and boilers.
- ③ Choose Online to battle via the Internet.
- ④ Choose Random to battle against a random opponent, or choose Tournament to battle against another participant in a tournament.
- ⑤ Choose your preferred match type.
- ⑥ You will be automatically matched with an opponent.

- ⑦ Both players choose a map. If players choose different maps, the game will randomly determine which is used.



This software supports the automatic download of notifications and information about public tournaments from Nintendo, via an Internet connection.

◆ Data received through the SpotPass™ feature is saved on SD Cards. As a result, it is recommended that you keep an SD Card inserted in your system at all times.

● Activating SpotPass

Activate SpotPass by tapping SpotPass in the lower-left corner of the screen where you decide between Local and Online multiplayer (page 17).

● Deactivating SpotPass

Deactivate SpotPass by tapping SpotPass in the lower-left corner of the screen where you decide between Local and Online multiplayer (page 17).

If you want to participate in tournaments, you'll have to join or create one. Tournaments come in

two types: public and private.

Public Tournaments

Public tournaments are created by Nintendo. Any Code Name: S.T.E.A.M. player can participate in one by selecting Join a Tournament in the tournament menu.

Private Tournaments

Private tournaments are created by players. To participate in a private tournament, you'll need a tournament code from the creator of that tournament.

Creating a Tournament

On the tournament menu, select My Tournaments, followed by Create. Follow the on-screen instructions to create the new tournament. Note that you can set start and end times for the tournament (the default is to start and end on the day you create it).

Titles

Players who place in a tournament will receive a title that will appear on the results screen. These are established by the tournament creator and are awarded for first, second, and third place. A runner-up title is awarded for players who don't place but are in the top 10% of players (this option will only matter for very large tournaments).

See the Circle Pad Pro Operations Manual for more details about how to use this accessory.

The Circle Pad Pro accessory is not compatible with the New Nintendo 3DS or New Nintendo 3DS XL systems, but the C Stick on those systems serve the same purpose.

The Circle Pad Pro accessory enters standby mode (to conserve battery power) if it has not been used for more than five minutes. Try pressing the ZL or ZR Buttons to resume accessory functions.

If you are unable to control the Right Circle Pad properly...



Right Circle Pad

If the system behaves as though the Right Circle Pad is being used even when you aren't touching it or if the controls don't seem to operate correctly, you will need to calibrate the Right Circle Pad by following the procedure below.


● Procedure

1. Tap the wrench icon to open up


the pause menu, and then select **Options**.

2. Tap the Circle Pad Pro icon at the bottom left of the lower screen, and then select **Calibrate**.
 3. Follow the instructions on the screen to calibrate the Right Circle Pad.
- ◆ To calibrate the Circle Pad on the Nintendo 3DS system, use the calibration procedure in **System Settings** on the HOME Menu. For details, see your Operations Manual.




This game is compatible with . You can use an amiibo figure by touching it 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 amiibo.com.

- ◆ 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."

Please note that Code Name: S.T.E.A.M. does not save data to amiibo, so you will not need to delete

any existing game data when using amiibo.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, open  on the HOME Menu → System Settings, then reset the data under "amiibo Settings."

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.

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

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