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Thank you for choosing the Crashmo™ game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your operations manual for more details and tips to help you enjoy your playing experience.

### IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

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

### 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.

### Protecting Your Privacy

This software allows you to share information, such as your save-file names and puzzles that you create in Crashmo Studio, with other users via QR Code patterns. Keep the following in mind when sharing QR Code patterns.

- 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.

### IMPORTANT

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.

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CTR-N-JAUE-USZ



Crashmo is an action-packed puzzle game in which you climb massive structures called Crashmo. Push, pull, and drop blocks to create stairs that you can jump up to reach each Crashmo puzzle's goal, using special block-moving techniques as you go.

This software supports the Nintendo Network™.



### ● About Nintendo Network

Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

**Note:** Each software title with Nintendo Network supports different features. For more information about which Nintendo Network features this software supports, please see the SpotPass section on the next page.



### 3 Starting the Game

Press **A** at the title screen to proceed to the file-selection screen.

#### File-Selection Screen

Select an existing save file to continue playing a game, or select New Game to start a new game.



#### Starting a New Game

Select a New Game slot on the file-selection screen, enter a name for your save file, and then tap OK to start a new game.

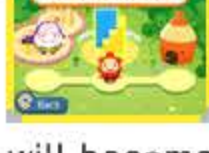


**Note:** Once confirmed, a save file's name can't be changed.

**Note:** When you turn a Crashmo puzzle into a QR Code®, the QR Code records the name of your save file. When a player reads one of your QR Code patterns, your save file's name will be displayed along with your Crashmo.

#### Main Menu

Choose an option from the main menu to play.



**Note:** Crashmo Studio will become available when you complete Lesson 10 in Crashmo Park.

#### Visit Papa Blox

Certain options in the Visit Papa Blox area only become available once you've progressed far enough in Crashmo Park.

#### Tutorials

Here you can review control details, learn how to play, and read helpful hints about controlling Mallo.

#### Training

Here you can hone your skills on special Training Crashmo. Papa Blox is on hand to help; talk to him if you want to see how to climb up to a certain Training Crashmo's goal.

**Note:** This option will become available when you complete Lesson 20 in Crashmo Park.

#### Extras

Here you can enjoy special extra content. Rewatch the opening movie, and see how the Carrier Birds you've collected are doing!

**Note:** When you are in Music Player, closing the system will not put it into Sleep Mode.

#### Options

Here you can change settings, such as the control scheme and SpotPass™ feature activation. When the SpotPass feature is activated, you will be able to receive notifications related to Crashmo even when you are not playing the game and your system is in Sleep Mode.

#### Crashmo Park

Play through Crashmo in Crashmo Park. Move blocks of various shapes to create steps, and head for the goal (page 6).

#### Crashmo Studio

Create your own original Crashmo in Crashmo Studio (page 7). You can also create and read Crashmo QR Code patterns here (page 8).



#### Receiving Notifications (SpotPass)



This software supports the automatic download of notifications related to Crashmo via an Internet connection.

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

**Note:** Before you can use SpotPass, you must first accept the Nintendo 3DS Service User Agreement and set up an Internet connection.

#### ● Activating/Deactivating SpotPass

The first time you start up the software, you will be asked whether or not you want to activate the SpotPass feature. To change the SpotPass setting at a later time, select Visit Papa Blox on the main menu, select Options, and then select a SpotPass setting.





## Crashmo Park Controls

You control Mallo, the hero of the game (page 6). Select Visit Papa Blox on the main menu, and then select Tutorials to review control details and read helpful hints about controlling Mallo.

Move	
Jump	
Grab block	
Move block	+
Zoom in	
Zoom out	
Rotate view	
Rewind time	
Look around	+ (+  to zoom)
Pause/ unpause game	

**Note:** You can take photos (screenshots) during the game by pressing while the game is paused. These images are automatically saved to the SD Card and can be viewed in the Nintendo 3DS Camera application on the HOME Menu.

**Note:** These controls are for the default control scheme. You can change to an alternate control scheme by selecting Visit Papa Blox on the main menu, selecting Options, and then selecting the other control setting.

## Crashmo Studio Controls

Most controls in Crashmo Studio can be performed using the stylus. Some controls are performed using buttons.

Move canvas	///// (while zoomed in)
Move Crashmo	+  +
Fast-forward message	/

## Menu Controls

All controls in the menus can be performed using buttons. Some controls can also be performed by interacting with the Touch Screen.

Select item	/
Confirm	
Cancel	/
Change Crashmo selection-screen page	/






## Saving Data

As you progress through Crashmo Park, game data is saved automatically each time you complete a Crashmo or select Skip to Next from the pause menu (page 6). In Crashmo Studio, game data is saved when you tap Done and save a Crashmo you created.



## Deleting a Save File

To delete a save file, go to the file-selection screen, select the file you want to delete, and then tap the  next to it and follow the instructions that appear on the screen.

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



## Deleting a Creation from Crashmo Studio

To delete a Crashmo you created from Crashmo Studio, go to the Crashmo selection screen in Crashmo Studio, select the Crashmo you want to delete, and then tap Delete and follow the instructions that appear on the screen.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing the 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.

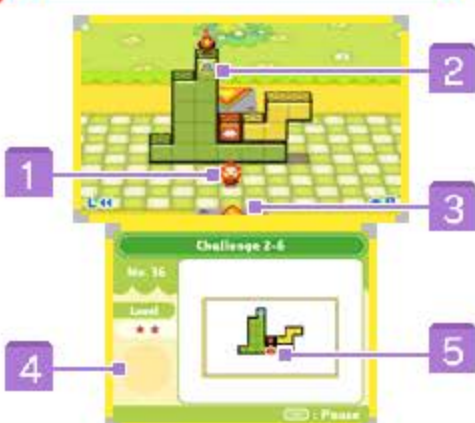


## Crashmo Selection Screen

Select a Crashmo to play it. Crashmo you have completed are marked with .





## Game Screen



### 1 Mallo

This is the character you control.

### 2 Goal

The goal you are trying to reach is marked with  on the Touch Screen and marked with  (bird marker) or  (goal-flag marker) on the upper screen.


### 3 Reset switch

Jump onto this switch to move all of a Crashmo's blocks back to where they were at the beginning.

### 4 Completion status

If you've completed this Crashmo before,  is displayed here.

### 5 Mallo's current position

Mallo's current position is marked with  on the Touch Screen.


## About the Pause Menu

Several options can appear on the pause menu. The Skip to Next option is only available on the latest Crashmo you've unlocked. It is not available during the Lesson 1-Lesson 20 Crashmo.






In Crashmo Studio, you can create your own Crashmo using the stylus. Use various tools to place blocks and gadgets on the canvas. Tap Help to rewatch Papa Blox's tutorial on how to use the studio.

**Note:** When you select a tool, such as , an explanation of how to use that tool will scroll on the upper screen.

**Note:** Progress through Crashmo Park to unlock more gadgets.

## Creating Blocks

First, tap  or  to display the color palette; it will appear on the right side of the Touch Screen. Next, tap the color you want for the new block. Lastly, tap the place on the canvas where you want to place the block.








## Deleting Blocks

First, tap  to display the eraser options; they will appear on the right side of the Touch Screen. Next, select the eraser size you want to use, and then tap blocks to delete them.



## Placing Gadgets and the Goal Flag

Tap , , , and  for gadgets, and tap  for the goal flag. When you tap one of these tools, an icon will be displayed on the right side of the Touch Screen. Drag and drop the icon onto the block upon which you want the object. Certain objects can only be placed in certain places. Follow the instructions displayed on the upper screen.

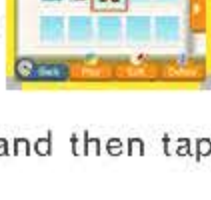






You can share Crashmo you've created with other players by creating QR Code patterns. You can also import other players' Crashmo into your game by reading the QR Code patterns that they've created. QR Code patterns can be shared via wireless Internet access.

## Creating a QR Code

- 1 On the Crashmo selection screen in Crashmo Studio, tap the Crashmo for which you want to create a QR Code, and then tap QR Code.



**Note:** You must successfully clear a Crashmo you've created in Play mode before you can create a QR Code of it. (Clearing it in Test mode is not sufficient.) Crashmo for which QR Code patterns can be created are marked with .

**Note:** Crashmo marked with a lock icon () can be played but cannot be copied, edited, or turned into QR Code patterns.

- 2 Next, select whether you want to allow recipients of this QR Code to copy, edit, and share this Crashmo.



- 3 Tap Save to SD Card on the Touch Screen to save your new QR Code.



**Note:** QR Code patterns are saved in the DCIM folder on the SD Card. QR Code patterns saved to the SD Card can be viewed using Nintendo 3DS Camera in the HOME Menu.

## Reading a QR Code

- 1 Tap an empty slot on the Crashmo selection screen in Crashmo Studio, and then tap Read QR Code.



- 2 Choose which method you want to use to read a QR Code and import the Crashmo into your game.



### Read with Camera

- 3 Using the outer cameras, align the QR Code so that it fits within the frame on the upper screen. The QR Code should be recognized automatically. Select Yes on the next screen to save the Crashmo.

### Read from SD Card

- 3 You can read a QR Code that is saved in the DCIM folder on the SD Card. Simply tap the QR Code you want to read to display it on the upper screen, and then select Yes to save it.



## Editing a Crashmo Received via a QR Code

While on an empty canvas, tap Copy, and then select ...from Crashmo Studio.

**Note:** The Copy option won't appear if there is anything on the canvas.

## Information-Sharing Precautions

This software allows you to create Crashmo QR Code patterns that you can save to the SD Card and then share with many people via the Internet. Please note the following while using this software:

- Please do not distribute QR Code patterns that could reveal personal information about you or other people, infringe on the rights of others, or cause offense.
- Crashmo QR Code patterns that you create may be viewed, copied, edited, and distributed by other people. Once a QR Code is received by another person, you cannot retrieve, delete, or alter that QR Code as it exists on their system, so please be careful.
- Nintendo assumes no responsibility for any damages related to or caused by the use of QR Code patterns.



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