Thank you for choosing Dillon's Rolling Western™: The Last Ranger 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.

In Dillon's Rolling Western: The Last Ranger, you take control of the young armadillo ranger, Dillon, and defend villages and a supply train from attacks by rock monsters known as grocks.

Use Dillon's fighting skills, combined with strategic placement of tower-mounted guns and other defensive obstacles, to protect the village.

Hire other rangers as allies to help prepare for and fight the battle against the grocks. You are the last hope for the frontier!

After rolling through the title screen, you will see the Select Save Data screen. To start a new game, select a file with no saved data. To continue a game, select a previously used save-data file.

★ Starting a New Game ★

After configuring the save-data file, select Start Game.

If you activate the StreetPass™ feature for your game, the name of your save-data file may be sent to others via StreetPass. Please do not use any personally identifying information or language that might offend others in your save-data name.

Once you have named a save-data file, you cannot change the name.

★ Continuing a Game ★

After selecting a previously used save-data file, you will see the screen on the right.

Note: Depending on your game progress, the menu items you see may differ.

Continue Game

Restart from the World Map screen (page 9).

Resume Game

Start playing from a suspended game save (page 4).

StreetPass™

Exchange maps with players via StreetPass, or make changes to your StreetPass settings (pages 17-18).

Duel Replay

Duel against the rangers whenever you want to (page 15).

View Item Reference

View information about items that you've collected or seen in the game.

Erase Data

Erase saved game data (page 4).

★ Saving Data ★

The game will automatically save when you clear a stage or after you purchase a star (page 9).

Suspend Save

When you talk to the local mayor of the village during your free time (page 14) or end the day, you can save your progress up to that point. Any data in the save-data file (either normal save or suspend save) will be overwritten by a new save.

Other Data that Is Saved

The game will automatically save any changes to settings.

↻ Sub-Information

Options configuration (page 9).

↻ Extra Data

StreetPass settings and maps you've received via StreetPass.

★ Erasing Data ★

Select Erase Data on the Select Save Data screen to erase that save data.

Erasing All Data

To erase all save data, after you start the game but before the title screen is displayed, press and hold Ⓐ + Ⓑ + Ⓧ + Ⓨ at the same time. Check the contents of the save-data file before you erase it. Once you have erased save data, you cannot recover it.

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

Walk/Run	◎
Select	◎
Confirm / Advance the dialogue	Tap the Touch Screen
Display the pause menu	START

Changing Your Dominant Hand

Change your dominant hand in Options (page 9) to make the controls more suitable for your handedness. In the left-handed control setup, actions performed with ◎ will be controlled with Ⓐ/Ⓑ/Ⓧ/Ⓨ, and actions triggered with Ⓛ will be triggered with Ⓡ.

There are several actions you can perform in the outdoor plains area of a stage.

Dash Roll

Touch and hold the stylus on the Touch Screen to make Dillon curl into a ball. While holding the stylus to the Touch Screen, slide it back (↓) and then release. Dillon will dash roll forward, increasing his speed temporarily.

While dash rolling, the following actions can be performed:

🌀 Turn

Slide ⓞ left and right to make Dillon turn.

🌀 Cruising Speed

Slide the stylus forward (↑) repeatedly to make Dillon roll forward at a continuous speed.

🌀 Accelerate

If you slide the stylus all the way back (↓), Dillon will flash blue. Lift the stylus at that point to make Dillon accelerate.

🌀 Brake

Touch the stylus to the Touch Screen and hold it in one spot to make Dillon slow to a stop.

🌀 Claw Brake

Press 🄻 to make Dillon perform a claw brake, stopping him quickly.

Change View

Press 🄻 to point the camera (your view) in the direction that Dillon is facing.

These are actions that can be performed while in a battle with grocks or when mining (page 11).
Note: Some of these actions will become available as you progress through the game.

Dash Roll

Touch and hold the stylus on the Touch Screen to make Dillon roll into a ball. Slide the stylus across the Touch Screen, and then release it to make Dillon dash roll in the opposite direction from which you slid the stylus.
Note: If you move the stylus while holding it in contact with the Touch Screen, you can aim Dillon's dash roll.

Charge Attack

Slide and hold the stylus on the Touch Screen to fill up the charge-attack meter. Once it is full, release the stylus to unleash a powerful charge attack.

Claw Attack

At the moment that Dillon hits his target with a dash roll, repeatedly tap the stylus on the Touch Screen to make Dillon perform a claw attack.

Grind Attack

At the moment that Dillon makes contact with his target, tap and hold the stylus on the Touch Screen to make him perform a grind attack.

Arma-Mode

Arma-Mode can be activated after you collect certain items and fill the Arma-Mode meter (page 10).

Press ✛ to activate Arma-Mode. While Arma-Mode is active, you will be invincible and your grind attack will be much more effective. You can deactivate Arma-Mode by pressing ✛ again.
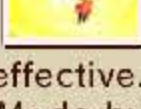
Drift Attack

You can use this ability if you have your Ⓛ attack set to drift attack.

Curl up into a ball while holding Ⓛ, or curl up into a ball and then press Ⓛ. Then, if you slide the stylus on the Touch Screen and release it, you will dash in a curved path as you attack.
Note: Use Ⓞ to control the direction of your drift attack.
Note: If you hit a target during a drift attack, tap the Touch Screen at that moment to do a drift claw attack.

Tunnel Attack

You can use this ability if you have Ⓛ set to tunnel attack.

❶ Curl up into a ball while holding Ⓛ, or curl up into a ball and then press Ⓛ, to tunnel underground. Then, slide the stylus on the Touch Screen and release it to tunnel forward.

❷ After tunneling for a short distance, or when you release Ⓛ, Dillon will burst from underground and attack.
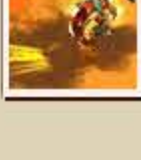
Ⓛ Attack (Drift or Tunnel)

As you progress through the game and get certain items, you will be able to perform the two Ⓛ attacks. You can set Ⓛ to one of the attacks on the pouch menu by selecting Dillon and configuring it from there. You can also press ✛ to switch between attacks without using the menu.
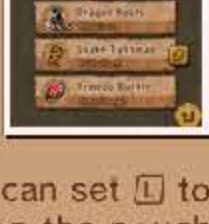
The raiding grocks are after the train (page 13) and the village's herd of domesticated scrogs. To clear a stage, you will need to defend the train and the village against grock attacks for three days.

★ The Course of a Day ★

❶ Preparation Phase

You will roam around the plains in the afternoon collecting scruffles and ore and equipping the towers (page 12).

❷ Battle Phase (Grock Raid)

The grocks attack during the battle phase. Fight them to defend the village and the train (page 13).

❸ Free Time (Saloon)

At night you can relax a little in the saloon. Talk to others, study battle reports, and practice your fighting skills (page 14).

★ Game Over ★

If the grocks manage to eat all of the scrogs, your game will be over. Your game will also be over if the train is destroyed by grocks or if it derails and explodes.

Select the stage you want to challenge. After you clear a main stage, paths to additional stages will open.

1 Required stars

You earn stars when you clear a stage. To enter new stages, you'll need to have the required number of stars for that stage.

2 Stage

🍘 : Main stage
  The main stages require you to defend the train as well as the village.

🍘 : Side stage
  You can encounter other rangers (page 15) in the side stages.

🟢 : Treasure hunts (page 16)
  You can mine to earn money in these dungeon-like places.

3 Star count

⭐ : Number of stars you obtained
⭐ : Number of ? Stars

If you don't have enough stars to enter a stage, you can purchase ? Stars at the Star Shop 🏪.

4 Russ's savings

Your total savings.

5 Starting funds

The amount of money you can take into a stage.

6 StreetPass

View other players' maps and profile cards (page 18).

7 Options

Change your dominant-hand setting.

★ Clearing a Stage ★

When you clear a stage, you'll earn stars. The number of stars you get depends on the time it took you to clear the stage and the number of quests you completed (page 14).

Playing Stages Again

If you try a stage again after clearing it, you can start the stage with more money from Russ's savings.

1 Your ranger ally's health

If you hire a ranger ally, this will show his health level.

2 Dillon's health

Dillon's heart display will dwindle as you are damaged by enemies. If all of your hearts are empty, you will faint for a short time.

3 Arma-Mode meter

As you pick up Arma-Energy 🔥, your Arma-Mode meter will fill up. Arma-Energy sometimes appears when you damage or destroy a grock.

4 Defense gates (page 12)

The defense-gate icon indicates the condition of the gate.

🏠 > 🏠 > 🏚 > 🏚

Note: The left-most icon shows an undamaged defense gate. When it is destroyed, the icon on the right will be displayed.

5 Scrog count

6 Pouch menu

Tap 🔘 to display the pouch menu. Tap 🔘 to cycle through the pouch-menu options.

🔥 Map

View information about the grocks and towers (page 11).

🔥 Items

View your inventory and use items. You can also press ⬇ to see your inventory.

🔥 Set Point

Designate a battle point for the ranger (page 15).
Note: A battle point can only be selected during the battle phase (page 13).

🔥 Dillon

View the condition of Dillon's gear.

🔥 Camp

Select a spot, set up camp, and skip the preparation phase (page 12).
Note: The option to camp can only be selected in stages you've already cleared.

🔥 Quests

View the quests that you've accepted from clients in the village.

7 Village

Defending the village is a key goal of the game.

8 Number of grock coins collected

Pause Menu

Display the pause menu by pressing START. Explore the Game Guide to find brief information about the game's items, features, controls, and enemies. You can change your dominant hand in Options.

Scruffles

Scrogs love to eat scruffles. Donate them to the village to increase the number of scrogs. There are white and red scruffle varieties.

Mines

Dig for ore and nuggets in the mine. You can use these resources to build defense gates and repair train tracks. Sometimes you'll unearth gems here that you can sell for a lot of money in the village.
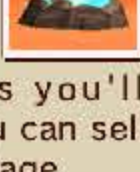Note: The locations of the mines change each day.

Towers

Watchtowers help you keep a lookout for grocks. Build them to see more of the grock activity on the map. Gun towers can be equipped with weapons (page 12).

Gun tower

Watch-tower

Grock Den

Grocks crawl out of these holes and attack!

Ancient Ruins

You will find ancient treasures within these ruins.

Use a dash roll to make Dillon hop onto the spinner near the entrance door. Dash roll continuously to open the stone door.

Jet Pepper

Roll over a jet pepper to give Dillon a brief burst of speed.

When you dash roll over a ramp, hold ○ up to extend the distance of your jump.

Rail Switch

Use this switch to change the track that the train will follow.

Damaged Track

Grocks destroyed the train tracks at this point.

Maintenance Shed

Visit the maintenance shed to arrange for the repair of damaged train tracks.

Boulders

Use dynamite to destroy these large rocks when they block the path.

Stone Pillars

You can use dynamite to knock down the old stone pillars. The rubble remaining after the pillar's collapse will help block the grocks' advance on the village.

Block Wall

Make Dillon dash roll in a nearby spinner to raise the defensive block walls. These walls are not very durable, but they will divert the course of a few grocks that run into them.
Note: A block wall will fall after five grock groups run into it.
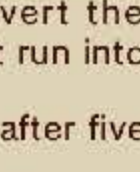
Jump Pad

Jump pads can be used to jump long distances. Dash roll onto the spinner, and then activate the jump pad to launch Dillon a long distance.
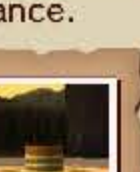
To use a jump pad, you must also activate a landing pad.

During the preparation phase, you need to increase the size of the scrog herd, build and equip towers, and do other tasks to prepare for the imminent grock raid. When the sky turns red, the grock invasion is about to begin!

★ What to Do on the Plains ★

Collect Scruffles

Touch the scruffles to harvest them.

Collect Ore and Gems

In mines, dash roll or use other attacks on the rock piles to dig up nuggets, ore, and gems.

Prepare the Towers

Use your money to build, upgrade, and equip the towers with weapons.

↻ Repair

Restore the tower's HP (health).

↻ Build

Towers will allow you to see enemies that pass near them on the map. You can also equip the gun towers with weapons to help defend the village.

↻ Equip Weapon

Equip a tower with a weapon.
Note: Different types and power levels of weapons may be available in different stages.

★ What to Do in the Village ★

When the battle begins, the village gates will be closed and you won't be able to go inside. Be sure to take care of everything you need to do in the village during the preparation phase.

Donate Scruffles

Donate the scruffles you have collected to the villagers to increase the size of the scrog herd. The more scruffles you donate, the bigger the scrog herd will get.

Build Defense Gates

The defense gates are large doors that prevent the grocks from entering the village. The construction meter shows how much of the gate you can complete with the ore you currently have. When the meter is full, the gate will be complete.
Note: You can use ore to repair gates that have been damaged by grocks.

Trade

The trade option allows you to buy and sell useful items. You can also sell the treasures you find in the ancient ruins.
Note: Different items will be available for purchase in each village.

When the sky turns red, the grock attack will begin. Defeat all the grocks, or defend the village and train for a certain period of time, to survive to fight another day.

★ Battling Grocks ★

If you make contact with a grock group on the plains, a battle will begin.

Remaining/total grock groups

Escaping

To leave a battle, head for the Escape Line and keep moving against it. When the escape meter fills up, you will leave the battle.

ESCAPE

Cooperating with the Gun Towers

Gunfire from the towers can reduce the size of a grock group. If you run over a small grock group at full speed with a dash roll, you'll destroy it without a battle.

★ Defending the Train ★

On the third day of the main stages, the train will arrive in the area. Protect it so it can make it safely to the village.

Train's health

Note: The train will be destroyed if its health drops to zero.

Repairing Train Tracks

If the train hits a broken track section, it will derail and explode, resulting in game over. Be sure to order repairs at the maintenance shed before that happens.

VC Points

During the game, certain actions or tricks will earn you VC points. You will receive an added reward at the end of the day based on the number of VC points you earned.

★ What You Can Do in ★ the Saloon

Mosey up to a character or location in the saloon and tap the Touch Screen (or press □) to engage in conversation or enter a room.

Talking

Mayor

Talk to the mayor to create a suspend save of your game.

Russ

View detailed information about the previous battle and your reward.

Sal

Purchase gear upgrades, and practice your skills.

Saloon Owner

Drink and eat to recover your health. He also knows a lot of gossip.

Stranger

Stranger will give you valuable information in exchange for grock coins (page 16).

Accepting Quests

Enter the private room to listen to the villagers' requests. You can earn a bonus for completing these quests, but if you fail, you'll have to pay a penalty fee.

Practicing Your Skills

Talk to Sal and select Practice Skills. You'll enter the saloon's backyard, where you'll find endless practice barrels to hone your fighting techniques.

Ending the Day

Go up the stairs to the guest rooms to move on to the next day.

Exploring at Night

If you leave the saloon during free time, you can explore the area outside without the pressure of gathering materials or fighting grocks. Use this time to learn the landscape and the location of grock dens. There are also tales of green floating lights that come out at night...

Note: During the night, you will not be able to collect scruffles or enter the towers.

You'll find other rangers in the saloons of the side stages. For a fee, you can hire them to help with preparations and to fight grocks.

★ The Rangers' Actions ★

Preparation Phase

During preparations, the rangers can help you mine for ore and do other chores. You can only give them one task, so choose the work that you need the most help with.

You can also make them wait for the grock attack at a specific battle point that you can change as often as you want.

Talking to the Rangers

Press ⏹ when close to a ranger to take the items he has collected or to change his battle point.

Battle Phase

Rangers will use their own initiative to choose which grocks to fight. During the battle, you can use ✛ to designate a battle point, and the ranger will try to head for that point.

The Ranger's Health

You can heal a ranger's damage using a recovery item. If his health falls to zero, he'll be out of the battle for the day.

★ About Dueling ★

Once you've successfully defended the village for three days, the ranger will challenge you to a duel. If you defeat him, he will help you again in the next main stage.

Treasure-hunt stages give you the opportunity to explore an underground maze to mine for gems and treasure that you can then sell to earn money.
Note: In addition to selling you equipment, Sal is also the proprietor of the treasure-hunt stages.

★ How to Explore ★

The layout of a treasure-hunt stage changes every time you enter it. Mine all of the rock piles and defeat all the grocks you encounter to move on to the deeper floors. Try to go as far as possible.
Note: If you want to go back to the surface in the middle of the treasure hunt, select Return from the pause menu.

Grock Coins

Sometimes you'll get a grock coin when you defeat the grocks in treasure hunts.

When Your Health Drops to Zero...

You will return to the treasure-hunt entrance. All of the items and money you have collected in the treasure hunt will be lost.

Map Exchange (StreetPass™) ⅰ))

This software uses StreetPass (local wireless communication) for exchanging profile cards and maps that contain records of tower locations and completion times for finished stages. You can study the maps you receive for tips on how to conquer a stage or to get a better completion time.

◆ To communicate using this feature, all players must activate StreetPass for this software.

◆ Maps that you receive will be saved to the SD Card.

Activating StreetPass

You can activate StreetPass when you first create save data. Or, if StreetPass is not currently activated, you can activate it by selecting StreetPass from the menu on the Select Save Data screen.

◆ This setting can also be changed on the World Map screen and the pause menu.

◆ If you change the StreetPass settings, that change will also be applied to your other save-data file.

Deactivating StreetPass

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

View the profile cards and maps that you've received from other players. You can also change your StreetPass settings here.

★ View StreetPass List ★

Select a player from the list to view their profile card and shared map.

View Profile Card

View another player's information. You can also add their card to your Favorites.
Note: This list can contain up to 30 player cards (including maps). If you receive new cards when your list is full, they will overwrite the older ones.
Note: If you add a player's profile card to your Favorites, it will not be overwritten.

View Requested Map

View this player's map of the stage that you requested.

View Shared Map

View the stage map that this person shared.

Saving Maps

Select View Requested Map or View Shared Map and tap Save to save the map to your Battle Records.
Note: You can save up to 10 maps per stage.

★ Battle Records ★

View maps that you've saved. You can view detailed information about each shared map, such as how long it took for the player who shared the map to clear the stage.

★ StreetPass Settings ★

Configure StreetPass settings and Battle Record settings, and edit your Profile.

Battle Record Settings

Select which stage map you want to request and which stage map you will share.
Note: You cannot receive maps for stages that you haven't tried.

Edit Profile

Edit the design and content of your profile card. Use ◁ and ▷ to make your selections.

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