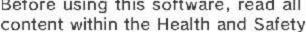
Important Information Thank you for choosing the Fluidity: Spin Cycle game for the

Nintendo 3DS™ system.

before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience. Health and Safety Information

Please read this manual carefully

▲ IMPORTANT Before using this software, read all



icon on the HOME Menu, then tap Open and read the contents of

Information application on the HOME Menu. To access this application, tap the

each section carefully. When you are finished, press THOME to return to the HOME Menu. You should also thoroughly read the Nintendo 3DS Operations Manual,

including the Health and Safety Information section, before using Nintendo 3DS™ software.

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Fluidity: Spin Cycle is an action puzzle game in which you help Eddy, a brave Water Spirit, on his quest to save his Rainbow Spirit sisters from imprisonment within a magical book.



Story

Eddy and the Rainbow Spirits have spent most of their lives as neighbors on a potion shelf in a wizard's library.



Our story begins on the day the wizard lets the Rainbow Spirits loose inside his favorite book. Working their unique magic, they bring the book's illustrations to life. But another substance on the shelf, the dark and toxic Goop, becomes jealous and tries to claim the Rainbow Spirits' power for itself. With the book in the clutches of evil and the Rainbow Spirits trapped between its pages, Eddy has no choice but to venture inside. Goop will do whatever it takes to get rid of Eddy, including putting puzzles in his path, facing off against him in battle, and even turning the world upside down. Eddy must call on all of his water powers, from freezing into a block of ice to vaporizing into a cloud of steam, but he's also going to need your help...

Pause

Jump

Gather

objects

Rotate

Jump

Stick

objects

Gust

Float up

-loat down

Lightning

Rain

objects.

Sleep Mode

Activate game

Cloud State

Ice State

Water State

Activate game

- To move Eddy around, just tilt the system from side to side. Gravity will do the rest!
- If you press & while playing a puzzle, you will be able to move the camera. Slide the Circle Pad to look around.
- · For information on Eddy's abilities when playing in water, ice, and cloud states, see page 7.

Menu Controls

Select/Confirm (A)

Cancel/Back (B)

Gameplay Controls

L/R

Screen

Hold down 🛭 or keep in contact

with the Gather icon on the Touch

(hold when

using a squirter)

(slide up/down

Hold down 🖨 or keep in contact

with the Stick icon on the Touch

(slide and hold)

Hold down 🛭 or keep in contact with the Lightning icon on the Touch

Screen to charge, and then release

to strike

(hold)

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

Close your system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

or left/right)

I / R

Screen

(B)

R

START

SELECT

Select a Profile

There are three save slots to choose from. Start a new game or continue from a saved game.



Chapter-Selection Screen



After completing the first puzzle, you will be returned to the chapter-selection screen and the second puzzle will be unlocked. Each puzzle you complete will unlock additional puzzles!

Saving Data

Game progress is saved automatically when you solve or quit a puzzle and transition back to the chapter-selection screen. When this happens, you'll see the word "SAVED" on the lower screen.

Deleting Data

To delete a saved game, tap the trashcan icon on the profileselection screen.



and then tap Delete. Confirm your selection by tapping Yes, or go back by tapping No.

Once a saved game has been deleted, it can never 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 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.





Upper Screen

- 🚺 Ability overuse/damage indicator
- Water reserve when refilling
- 3 Task indicator

Lower Screen

- Water reserve
- Bonus timer
- 6 Touch Screen buttons
- 7 Camera
- 8 Health indicator

During his adventure, Eddy will need to transform into three states-water, ice, and steam cloud—to solve puzzles.

As a pool of water

State Changer

or an ice block, Eddy can use a state changer to transform to another state. When in his cloud state, Eddy does not need a state changer. He can



use his Rain ability to turn back into water whenever he wants. Water Abilities

when playing Fluidity: Spin Cycle is the water state. This is Eddy's most

The first state you'll come across

versatile state—as water, he can carry objects around, fit through the smallest of gaps, and wash enemies away. Jump As water, Eddy can jump to reach higher ground or collect hard-to-

reach items.

Gather o Use this ability to Gather Eddy in one place. If you use it for too

long, he'll get exhausted and take damage.

Explode o Eddy can Explode to break barriers and dislodge objects. This move scatters him everywhere, so be

sure to Gather him up again!

Ice Abilities In his ice state, Eddy can push Pressure Pads and smash through breakable walls. If he is carrying

the state changer, they will be frozen along with him!

items inside his body when he enters

o As well as jumping to reach high areas, Eddy can scale walls by jumping while holding Stick.

o Eddy uses Stick to stay still on

Stick

tilted or moving platforms, or even cling to the ceiling. If you hold down (A) or press and hold the Stick icon and then use Jump,

Eddy can scale vertical surfaces! o Sticking to enemies will freeze

around.

through frozen enemies while in his ice state. o Be careful not to Stick anywhere for too long—Eddy will become tired and take damage.

Cloud Abilities

them solid. Eddy can smash

In his cloud state, Eddy can ascend into the skies. Press 🛭 to float up and 🗓 to float down. Balloons will be drawn toward Eddy when he is in

this state, allowing him to carry them

Gust

- o Using Gust gives Eddy a speed boost while he's flying around. o Gust can be useful when dealing with enemies too. Use Gust to blow away Goop mist or make
- Goop Hornets dizzy! Lightning o Eddy can strike objects with
- Lightning. Try using it on Lightning Rods, enemies, and other objects. o Don't overcharge your Lightning strike—just as with Gather and Stick, holding down the Lightning
- button for too long will tire Eddy out and damage him. Rain o Eddy doesn't need a state

changer to change from a cloud into water—he can just use his Rain ability. Be careful not to rain on anything dangerous!

Health Level



If Eddy takes damage, his health level will go down. You can check Eddy's health level using the

health indicator in the top-left corner of the bottom screen.



If Eddy's water level gets low and his reserve is empty, you'll only have a short time to refill it.

Collect some water bubbles before the timer on the top screen runs out!

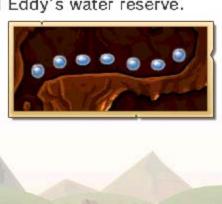
Water Reserve



Eddy has a water reserve that replenishes his

health whenever he takes damage. A few moments after he gets hurt, water will flow out of his reserve and into his health indicator.

If Eddy's water reserve is empty, he won't be able to recover health! But don't worry—each puzzle is full of water bubbles that you can collect to fill Eddy's water reserve.



Tilt Gravity

If you tilt the system, Eddy will move in the direction of your tilt. Some other objects in the game will also move when you tilt. They could be the answer to a puzzle, so look out for them!

Full-Rotation Gravity

Some areas of the book have been so corrupted by the Goop that up and down have lost all meaning. In these full-rotation puzzles, you can rotate the system a full 360 degrees to pour Eddy around the environment.

Goop-Crystal Gravity



Some full-rotation puzzles feature strange Goop crystals. These crystals are subject to special gravity

rules. Use Goop-gravity changers to change how gravity affects them.



Safety Notice:

Please take care when rotating the Nintendo 3DS. Always ensure you have an adequate grip on the system at all times during play.



If you complete a puzzle, your performance will be rated on a scale between one and five stars.

Collecting water bubbles, avoiding damage, and completing the puzzle as fast as possible will all contribute to your rating. In some puzzles, you will only be able to get five stars if you seek out all of the hidden water bubbles. Try to get five stars on every puzzle!

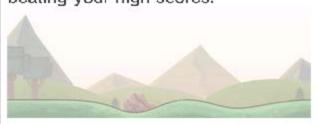




Each puzzle (with the exception of boss rooms) contains a hidden puzzle piece. Collect all 14 in each chapter to unlock a

special Playroom.

Each Playroom contains a fiendish obstacle course where you can test your mastery of Eddy's abilities. There are no Rainbow Spirits to rescue in the Playrooms, so you can focus on honing your skills and beating your high scores.



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