

1 Important Information



Thank you for choosing the Fluidity: Spin Cycle game for the Nintendo 3DS™ system.

Please read this manual carefully 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

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

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.

© 2012 Nintendo.

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

Powered by 

CTR-N-JA2E-USZ

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. The 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...



- To move Eddy around, just tilt the system from side to side. Gravity will do the rest!
- If you press **X** 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
Pause	START / SELECT

Gameplay Controls

Water State

Jump	L / R
Gather	Hold down A or keep in contact with the Gather icon on the Touch Screen
Activate game objects	B (hold when using a squirter)

Ice State

Rotate	C (slide up/down or left/right)
Jump	L / R
Stick	Hold down A or keep in contact with the Stick icon on the Touch Screen
Activate game objects	B

Cloud State

Gust	C (slide and hold)
Float up	R
Float down	L
Lightning	Hold down A or keep in contact with the Lightning icon on the Touch Screen to charge, and then release to strike
Rain	B (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 objects.

Sleep Mode

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



4 Starting the Game

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 trash-can icon on the profile-selection screen,



select the profile you want to delete, 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

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

Lower Screen

- 4 Water reserve
- 5 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.

State Changer

As a pool of water 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

The first state you'll come across when playing Fluidity: Spin Cycle is the water state. This is Eddy's most versatile state—as water, he can carry objects around, fit through the smallest of gaps, and wash enemies away.

Jump

- o 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 items inside his body when he enters the state changer, they will be frozen along with him!

Jump

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

Stick

- o Eddy uses Stick to stay still on 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 them solid. Eddy can smash 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

In his cloud state, Eddy can ascend into the skies. Press **R** to float up and **L** to float down. Balloons will be drawn toward Eddy when he is in this state, allowing him to carry them around.

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.



10 Star Rating

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!



11 Playrooms



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.



Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

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

1

Important Information

Getting Started

2

Introduction

3

Controls

4

Starting the Game

5

Saving and Deleting Data

How to Play

6

Game Screen

7

The Three States

8

Health System

9

Gravity

10

Star Rating

11

Playrooms

Troubleshooting

12

Support Information