



Important Information

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.

Please note that, for this manual, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

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, and 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.

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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2 Parental Controls

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

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- Online Interaction
Restricts battles with other players over the Internet.
- StreetPass
You can restrict the exchange of gems via StreetPass.
- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.

3 Starting the Game



Load up the game, and tap the Touch Screen to enter the save-file menu.

Selecting a Save File

To begin a new game, select an empty save file and then input your name, birthday, and Mii™ character. To continue a previously saved game, tap its save file.



Top Menu

Tap a game mode to select it. Tap  to go to How to Play. Tap  to play with Kid Icarus™: Uprising AR Cards (page 13).



How to Play

In this section of the game, Pit and Palutena explain how to play Kid Icarus: Uprising.




For detailed information about this game, please visit the official Kid Icarus: Uprising website at <http://kidicarus.nintendo.com>.

Sleep Mode


While performing wireless communications with other players, the system cannot be put into Sleep Mode.

Saving Data

Game progress is saved automatically. While saving, the  icon will appear in the upper-left corner of the top screen.





- 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.

Erasing Data

Note: Press  on the save-file screen, and then press the button combination that appears on the screen to erase a save file.

Erased data cannot be recovered.

Erasing All Data

To erase all save data, load Kid Icarus: Uprising and then press and hold  +  +  +  after the system logo disappears but before the title screen appears.

Move Out!

From the top menu, select Solo and then tap Move Out! After deciding the chapter and Intensity, you will begin the stage.



Fiend's Cauldron

Before you move out, you can add hearts to the Fiend's Cauldron to change the Intensity (difficulty). The higher the Intensity, the more hearts you'll earn and the better the loot you'll receive.



Hearts

You can earn hearts by defeating enemies and converting weapons and weapon gems. Hearts can be used to change the Intensity, buy new weapons, and fuse weapon gems.

Gear

You can equip weapons and ability-granting powers for use during play.



Equipped weapons and powers can be tried out in the Practice Range.

Arms Altar

You can buy weapons with hearts or fuse weapons together to create new ones. (**Whenever you combine weapons, the originals are lost.**) Weapons you don't need can be dismantled, converting them into hearts.

Idol Toss

Place eggs on the plate. Slide down on the Touch Screen and release to send them flying and discover new Idols. You can obtain eggs for this mode by progressing through the game and by spending Play Coins you've collected on your system.



Note: For more information about Play Coins, please see your system's Operations Manual.

Treasure Hunt

If you satisfy certain conditions in the game, you'll uncover secret treasures!

Air Battles



- C1** Health bar
Decreases as Pit takes damage.
- C2** Score
- C3** Enemy guide
Indicates enemies that are within attack range.
- C4** Reticle
Aims the direction of attacks.
- C5** Special Attack icons
These fill up over time. When one is full, you can tap it to perform a powerful Special Attack.
Note: Only available in Air Battles.
- C6** Intensity
The difficulty level is determined by the number of hearts added to the Fiend's Cauldron (page 5). When you fail a stage, hearts spill out of the Fiend's Cauldron and the Intensity decreases.
- C7** Hearts acquired

Land Battles

Note: Some display elements differ from those in Air Battles.



- C1** Guide arrow
Head in this direction to progress through the stage.
- C2** Item cursor
Indicates items you can acquire.
- C3** Power Palette
Tap to use preset powers.
- C4** Item
Displayed when you possess an item, such as a grenade. Press **[L]** to use.

Basic Controls

Move	
Aim reticle	Slide on the Touch Screen
Attack	

Note: You can also attack with , , , and .

Note: By pressing and holding , you can move the reticle with . However, when using this technique on land, the reticle can only be moved up and down when is moved slowly.

Other Controls

Continuous fire	(hold down)
Charged shot	(without attacking for a short period, after the reticle changes shape)
Melee combo	Press repeatedly (when near an enemy)
Pause	

Note: If you press and hold + + at the same time, the game will reset and you will return to the title screen. However, you cannot reset this way while performing wireless communication with other players.

Land-Battle-Specific Controls

Change direction	Slide quickly on the Touch Screen
Dodge	(quickly, right before getting hit)
Dash	(quickly in any direction)
Dash shot	(while dashing)
Switch powers	Slide the Power Palette
Use power	Tap the power icon
Shift the camera view to the direction Pit is facing	(tap once quickly)
Camera zoom	While stopped, tap the Touch Screen twice. Hold (keep pressing) on the second tap.
Switch to first-person view	

Note: You can also press to cycle through powers and to use them.

About Vehicles

As the game progresses, vehicles will appear in ground-based stages. You can ride them by pressing when you get close. You can get out of a vehicle by tapping . When riding in a vehicle, touch to activate its special action. (The action and icon vary by vehicle.)



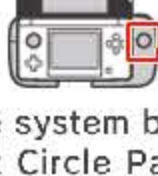
Circle Pad Pro

If you use the Nintendo 3DS Circle Pad Pro accessory (sold separately), you can use it on the right side to perform the same function of the Circle Pad on the left side of the Nintendo 3DS. If you don't have the Circle Pad Pro, you can still configure the controls in Options (page 16) to move with , , , and .

Attach the Circle Pad Pro before you start the game, or attach it while the game is paused.

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

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.

● Calibration Procedure

- ❶ Press , , and at the same time from the title screen or while paused.
 - ❷ 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.
 - ◆ You will not be able to calibrate the Circle Pad when battling opponents in Together modes.

If your health bar is depleted, the bar will disappear and you will enter Crisis mode. If you take too much damage in Crisis mode, you will lose your life and fail the stage. If this happens, you will have the option of restarting from a checkpoint in the stage (Continue) or returning to the Solo menu. If you restart from a checkpoint, you'll have to continue with a lower Intensity, which will decrease the value of the loot you collect.



- ◆ While in Crisis mode, grabbing a Drink of the Gods will replenish your entire health bar.
- ◆ You will recover from Crisis mode over time.

This software supports the Nintendo Network™.

This software allows you to do battle with many different people. See Far Away (page 10) for more information.

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

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.

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.

With Friends / With Anyone (Internet)

With wireless broadband Internet access, you can battle with up to five other players.

You Will Need

- One system per player (six maximum)
- One copy of the software per player (six maximum)

Note: The more participants you have, and the more friends you have join, the better the rewards you can receive when the game ends.

Note: For more on how to set up Internet connectivity, references on how to connect, and how to configure friend codes, please read your Operations Manual.

Procedure (With Friends)

Play with friends.



- 1 Select a room to join. If you want to host a match, select Create Room and then either Light vs. Dark or Free-for-All (page 12).
- 2 If hosting the match, select rules and equipment, and then select Move Out! to begin the game.

Note: Even if you have Friend Notification Settings in your system's friend list set to No, selecting With Friends will share things such as your status (Online) with your in-game friends.

Joining from the Friend List

You can also join a game from the friend list in the HOME Menu. If one of your friends is available to join, a ●



symbol will appear on the friend list icon ☺. Select a yellow friend card marked OK to Join, and then tap Join Game to load the software and begin the battle.

Note: You need to have a copy of the Kid Icarus: Uprising software on your system.

Note: Depending on your opponent's situation, there are cases where you may not be able to connect.

Note: If a friend is currently in another battle, your request will be on standby until it ends, at which point you will be able to participate in the next game.

Procedure (With Anyone)

You can also play with people who aren't on your friend list. Once you select either Light vs. Dark or Free-for-All and then decide on equipment, select Move Out! to begin the game.

Nearby (Local Play)



This software supports multiplayer games via wireless communication. Each player must have a copy of the software. Local-wireless play supports a maximum of six players.

You Will Need:

- One system per player (six maximum)
- One copy of the software per player (six maximum)

Connection Procedures

- 1 Select a match to join, or select Create Room to host a match.
- 2 If hosting the match, select rules and equipment, and then select Move Out! to begin the game.



12 Types of Combat

There are two ways to battle.

Light vs. Dark



A 3-vs.-3 team battle. If you do not have six players, the remaining spots will be filled with computer-controlled bots.



- ① When you or one of your teammates is defeated, your team's power bar will decrease by the value of the weapon used by the fallen player.
- ② Once a team's power bar is totally depleted, the last player to be taken out will turn into a powerful angel.
- ③ The side that takes out the opposing team's angel first wins!

Free-for-All

Every player is your enemy! Take out as many opponents as you can before time runs out. The player with the highest score wins!

To view and battle Kid Icarus: Uprising AR Cards, tap the  icon in the top menu or the  icon in the Vault.

Note: Kid Icarus: Uprising AR Cards cannot be used outside of this game.

◆ For details about the Kid Icarus: Uprising AR Cards, please see the official website. (See How to Play on page 3.)

How to Play

- 1 If you view an AR Card through the outer camera, an Idol will pop out! Up to three Idols can be displayed at a time.
- 2 If you line up two AR Cards along their bottom edges and press **(A)** or tap **Fight!**, a battle will begin. You can only perform one-on-one battles between AR Cards.



Note: You can take photos of Idols by pressing **(L)** or **(R)**. Photos will be saved to the SD Card and can be viewed in the camera application in the HOME Menu.

What Are Idols?

Idols are 3D representations of characters, locations, items, and weapons in Kid Icarus: Uprising. You can acquire Idols from AR Cards or by playing through the game. Idols are stored in the Vault.

Using AR Cards

- Place AR Cards on a flat, well-lit area, and adjust the angle and distance by moving the system.
- Be sure the camera can view the entire AR Card. If a portion of the AR Card is hidden, it might not be properly recognized.
- AR Cards might be difficult to recognize if they are reflecting light, so please view cards from angles and locations in which there is little or no glare.
- If the system's external camera is dirty, please wipe it clean with a soft cloth.
- If the AR Card is folded or smudged with dirt, it might be difficult to recognize or might not be recognized at all. Please maintain them with care.

When playing AR Card games, you may have to move around the area while holding the Nintendo 3DS system. Make sure you have enough room, and hold the system firmly with both hands while playing.

StreetPass™

This software uses StreetPass (local wireless communication) for the trading of gems between players.



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

Trading Weapon Gems

- ① You can make weapon gems from weapons. (**When you make gems, the weapon used will not be lost.**)
- ② Gems traded in StreetPass can be collected in the Gem Case.
- ③ You can fuse gems in Fuse Gems mode, changing them into new weapons. You can also select gems in View Gems and press (A) to turn them into weapons. (**When you create weapons by either method, hearts will be consumed and the original gems will be lost.**) Unwanted gems can be changed into hearts.

Activating StreetPass

When the activation confirmation screen is displayed, please activate StreetPass. By selecting StreetPass from the menu, you can start StreetPass communication by creating gems.

Deactivating StreetPass

To deactivate StreetPass, open 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.

Receiving Game Notices / Weapon Gems (SpotPass™)

This software supports the retrieval of game-related notices and weapon gems via an Internet connection.

- ◆ For the user agreement and information about setting up an Internet connection, please see the system's Operations Manual.
- ◆ 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.
- ◆ The receipt of weapons gems was stopped as of April, 2013.

Activating SpotPass


- ① Select Other in the Options menu (page 16), and then tap On next to SpotPass. 
- ② Tap Yes at the confirmation screen.
- ③ You can check notices you've received in Notifications  in the HOME Menu. Weapon gems will be sent to your gem collection (see Trading Weapon Gems, page 14).

Note: You can set up each save file for SpotPass.

Note: If any of the save files has SpotPass set to On, notifications will be received by the system.

Deactivating SpotPass

To deactivate SpotPass, select Other in Options and then tap Off next to SpotPass.

If you want to only deactivate notifications, select Kid Icarus: Uprising in Notifications  in the HOME Menu and then tap Opt out of notifications for this title.

To resume notifications, set the SpotPass settings within the game to Off and then back to On.

Vault

View extras such as Idols and battle records. You can also listen to music from the game.



Options

Adjust settings for features such as controls, sounds, and subtitles. You can also change the personal information you entered at the beginning of the game.



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