Thank you for choosing the Pokémon™ Rumble Blast 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.

Protecting Your Privacy

This software allows you to share information, such as your Mii™ and Mii name, with other users through local communication. Keep the following in mind when sharing personal information through these features.

- 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.

In Pokémon™ Rumble Blast, you'll usually use buttons to choose menu items and move Pokémon. For some functions, you may use the stylus.

Basic Controls

Move	✛ / ◎
Select Menu Items	✛ / ◎
Confirm	Ⓐ
Check	Ⓐ
Talk	Ⓐ
Use Move Ⓐ	Ⓐ
Send Message	Ⓐ
Back	Ⓑ
Use Move Ⓑ	Ⓑ
Display Switch Menu	Ⓧ
Display Pause Menu	START
Display HOME Menu	⌂HOME

Switch Menu Controls

Check Pokémon Info	Ⓨ
Register Favorite	Ⓡ
Filter/Sort	START

On the HOME Menu, select the Pokémon Rumble Blast icon and then Open. The Title Menu will be displayed.

Title Menu

The first time you play the game, select New Game. If you have saved data, select Continue. When the game resumes, you'll be at the gate of a town (page 9).

Your progress in the game is saved automatically at certain points. There is only one saved-data file. Please do not turn the Nintendo 3DS system off while the message "Saving…" is displayed on the screen. When you want to quit playing, press START to display the Pause Menu and choose Save and Quit before closing the software or turning off the power.

Note: No matter where you were when the game was saved, you will be at the gate of a town when you continue the game.

Deleting Saved Data

To delete saved data, press and hold Ⓐ + Ⓑ + Ⓧ + Ⓨ simultaneously while the game is starting up.

Deleted saved data cannot 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 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.
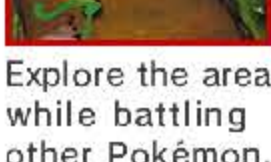
Control Toy Pokémon, and battle foes in many different areas. It's up to you to befriend increasingly powerful Pokémon so you can meet the requirements for participating in the Battle Royale (page 6) and proceed on your adventure. Fields also contain towns (page 9), which are central points in the story.

Field	Area
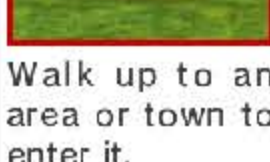
Walk up to an area or town to enter it.

Explore the area while battling other Pokémon. Clear an area by defeating the Boss. You'll find the Boss at the end of that area.

Launch Pad

Hop on Launch Pads like the one shown here to proceed or move to a different place. Keep in mind that Launch Pads are a one-way trip.

Note: You'll notice that there are different types of Launch Pads if you observe their color and shape.

Using the Game Screens

The information displayed on the screens depends on your game location.

❶ HP Gauge

The aqua-blue gauge shows how much HP your current Pokémon has left. It goes down as the Pokémon takes damage. When it runs out, the Pokémon is defeated.

❷ Information about Foes

This shows the name and type of the Pokémon you are battling.

❸ Minimap

The minimap shows what's going on around you. The types of icons displayed on the map change depending on your game location.

- Your Pokémon
- Foes
- Boss
- Defeated Pokémon
- Launch Pad
- Exit
- Tunnel
- Facility
- Cleared area
- Uncleared area
- Town (Glowing Fountain)

❹ Currently Held 🟡 (page 9)

❺ Combo

When you defeat multiple Pokémon in a row, the length of the Combo will be displayed. As the Combo increases, it will become slightly easier to make Pokémon tip over. The Combo will end if you don't attack Pokémon for a while.

❻ Boss's HP Gauge

This gauge is displayed when battling a Boss.

❼ Keys

When your Pokémon is defeated, the number of Wonder Keys goes down by one. When all the Keys are gone, it's game over.

❽ Current Location

❾ Number of Allies

Moves and Types

Press Ⓐ to use the move assigned to Ⓐ, and press Ⓑ to use the move assigned to Ⓑ. Some Pokémon only know one move. Every move has a type, and the damage the move does depends on how it matches up with other Pokémon's types.

Befriend Pokémon

When a Pokémon you defeated tips over and falls to the ground, touch the Pokémon to befriend it.

Switch Pokémon

When you press Ⓧ, the Switch Menu (page 7) appears, and you can switch the Pokémon you're controlling (your current Pokémon). With the Switch Menu, you can switch to one of your other befriended Pokémon whenever you want.

Keys and Game Over

When your current Pokémon loses all of its HP, it faints and you lose one Key 🔘. Choose another Pokémon with the Switch Menu. If you lose all of your Keys or have no Pokémon left to switch, it's game over and you'll be returned to a town.

Special rules apply to the following types of battles. In these battles, Pokémon won't become your friends even if you defeat them.

Battle Royale

You will win the battle if you defeat all the Pokémon in the arena within the time limit.

When you defeat a Pokémon, 🛢 will appear. Pick them up to extend the time limit.

Note: In a Battle Royale, you can't switch Pokémon until your current Pokémon faints.

Team Battle

Select up to two Pokémon in addition to your current Pokémon, and battle as a team of three. You can't switch Pokémon during the battle. After you've reached a certain point in the game, you'll be able to get Windup Energy ⭐ when you defeat Pokémon. When you have enough Windup Energy, press Ⓧ to use the powerful Hyper Mode for a limited amount of time.

Charge Battle

Send a massive group of your Pokémon against legions of other Pokémon. Keep pressing Ⓐ quickly or rotate ◎ to build up the power of your charge. If your team is stronger than the other group of Pokémon, you will win and advance. If your team is weaker, you'll lose the Charge Battle and you'll have to build up your forces to try again.

Press Ⓧ to display the Switch Menu. In this menu, you can switch your current Pokémon or look at information about the Pokémon in your Collection.

Note: The game will be paused when you display the Switch Menu.

Switch Menu Screen

The Pokémon in your Collection will be displayed in a list. The "Power" number indicates the overall strength of each Pokémon. You can switch your current Pokémon by selecting a Pokémon from the list and pressing Ⓐ.

Note: If your current Pokémon is attacked while switching, it won't be switched out.

Filter and Sort

Press START in the Switch Menu to filter the list of displayed Pokémon or sort the order by name, type, and so on.

Favorites

You can register a selected Pokémon as one of your Favorites by

pressing Ⓡ in the Switch Menu. Your Favorite Pokémon will have a 💗 symbol and will be displayed at the top of the list.

Press ⊙ in the Switch Menu to display detailed information about the selected Pokémon.

❶ Power

❷ Type

❸ Current HP / Max HP

❹ Move Info

Shows the name and type of the moves registered to Ⓐ and Ⓑ. The more ☆ symbols the move has, the stronger it is. Moves with additional effects have a ▶ symbol.

Note: When the move type matches the Pokémon's type, the move is marked with one or more ★ symbols and its power is greater than normal.

❺ Effects of Special Traits

Some Pokémon have Special Traits. There are many kinds of Special Traits. They have effects such as increasing the Pokémon's speed of movement or affecting how a move works.

Note: Names of Pokémon with Special Traits are displayed in different colors.

❻ Original Toy Trainer

The name registered in the Mii Maker™ application is displayed as the Original Toy Trainer's name.

Note: If you have not created a Mii™ character, the user name set on the Nintendo 3DS system is displayed.

❼ Attack/Defense

Attack means attack power, and Defense means defense power. The more ○ symbols they have, the higher the Pokémon's attack or defense power.

❽ Effects of Moves

Additional effects will be displayed, if any.

Towns are the setting-off points of your adventure. You can use Launch Pads and tunnels to travel to various places. Towns also have many different facilities to help you on your journey.
Note: Some facilities are available outside of towns as well.
Note: As you progress through the game, more and more facilities will become available.

Glowing Fountain

Restores the HP of all of your Pokémon, including any Pokémon that fainted.

Move-a-majig

You can spend 🟡 to teach your current Pokémon a random move. If the Pokémon already knows two moves, you'll have to make it forget one before it can learn a new move.

About 🟡

When you defeat foes or become the Battle Royale champion, 🟡 will appear. Touch them to pick them up. You can spend 🟡 at the Move-a-majig, Move Vendor, and so on.

Move Vendor

You can spend 🟡 to teach a specific move to the current Pokémon if it is able to learn it. Each Move Vendor offers a unique move.

Move Swapper

You can spend 🟡 to swap the moves registered to Ⓐ and Ⓑ.

Collection

Check information about the Pokémon you've encountered. Different forms are registered separately.
The Pokémon you've befriended are highlighted.

Information

Check information about the game, such as how long you've been playing or how many Pokémon you've defeated. Move left or right with ✛ or ⓪ to switch pages.

Release Point

Release befriended Pokémon here. Press Ⓐ to place a checkmark by the Pokémon you want to release. When you are done selecting Pokémon, press Ⓑ to bring up the confirmation message. Select Yes to release those Pokémon. Released Pokémon may leave behind 🟡 or a different Pokémon as a Goodbye Gift.

Move School

Use this facility to have your other Pokémon teach your current Pokémon a move. Select a move and then the Pokémon. When you are done selecting Pokémon, press Ⓑ to bring up the confirmation message. After the Pokémon learns the move, the Pokémon that taught it will disappear.
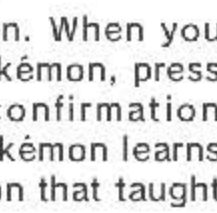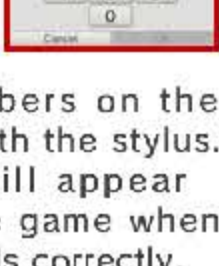
Tunnel

Visit Drilbur™, who likes to sleep in certain spots in the field. Drilbur will make a tunnel that you can use to go back and forth to town.
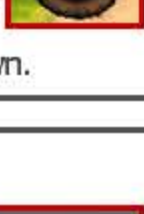
Enter Passwords

Talk to Munna™ in Easterly Town to enter a password. You can enter passwords by tapping the numbers on the numeric keypad with the stylus. New Pokémon will appear somewhere in the game when you enter passwords correctly.
Note: Passwords will be revealed outside this game. Visit the Pokémon Rumble Blast official website (http://www.pokemonrumble.com/blast/) for more details. Please note that this service may end without prior notice.

Two Player (Local Play) 📶

This software supports multiplayer games via wireless communication. Each player must have a system and a copy of the software. If you take on a variety of areas with a friend via Nintendo 3DS Local Play, you can befriend more Pokémon than usual.

Note: Two Player becomes available after you clear the first Battle Royale.

Note: In Two Player, the game will not be paused when the Switch Menu is displayed.

⚙ You Will Need:

- One Nintendo 3DS system per player
- One copy of the software per player

⚙ Connection Procedures

① The host selects Recruit, and the player who joins (the guest) selects Search for a Player. When communication succeeds, the guest's screen shows the name of the host. When the guest selects the host's name, both players will proceed to the lobby for Two Player games. The host then uses the Launch Pad to select an area.

Note: You can only go to areas that both of you have already cleared. Battle Royale arenas, Team Battles, and Charge Battles are not available.

② Wonder Keys are shared between you and your friend. If the HP of a friend's Pokémon reaches 0, you can restore its HP by having your current Pokémon stand next to it. Even if there are no Wonder Keys left, the game will continue as long as one player's current Pokémon still has HP. Tipped-over Pokémon will befriend the first player to reach them. When you've cleared an area, you'll go back to the lobby. To quit Two Player, go to the End Connection facility.

Gift Exchange

If both of you have cleared the game, you and your friend can give Pokémon to each other by using the Gift Exchange in the Two Player lobby. Pokémon you give away will no longer be in your Collection.

Shopscope (StreetPass™)

This software uses StreetPass (local wireless communication) to allow other players' Mii characters to visit your Toy Shop via StreetPass. You can battle another player's Pokémon Collection.

Note: The Shopscope becomes available after you clear the first Battle Royale.

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

Activating StreetPass

Using StreetPass

① When you use the Shopscope facility, the following menu will appear. The StreetPass feature starts when you go to Settings and activate StreetPass in StreetPass Settings.
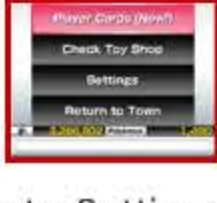
Player Cards	Look at information about other players who pass by, and battle against their Collections.
Check Toy Shop	Check on current customers. To invite a new customer to your Toy Shop, select Invite a Customer. It costs 10 Play Coins earned on your Nintendo 3DS system.
Settings	Check your Collection, use the stylus to edit your greeting, and more. You can also turn StreetPass on or off.
Return to Town	Leave the Toy Shop and return to town.

② When StreetPass is successful, customers can visit your Toy Shop and shop there. You'll receive 🪙 when they visit!

③ Once customers have visited your Toy Shop, you can check information about them by selecting Player Cards in the Toy Shop Menu. If you select a card by pressing Ⓐ, the customer's Collection will be shown. You can then battle against his or her Pokémon.

Note: Up to 30 player cards can be saved. As you encounter more players, older cards will be discarded, starting with the oldest one. To prevent cards from being discarded, protect them by pressing Ⓡ.

④ When you win a battle against a customer, you'll be able to borrow his or her Pokémon. It will show up at an area entrance as a Helper Pokémon and help you in your adventure. It will leave after you've cleared the area.

Deactivating StreetPass

Select StreetPass Settings under Settings in the Toy Shop Menu. When you press Ⓐ, you'll see the message "Deactivate StreetPass for Pokémon Rumble Blast?" Select Yes to stop StreetPass communication.

You can also deactivate StreetPass with the following steps. 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.

Note: Refer to your operations manual for information on how to set up Parental Controls.

12 Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

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1-800-255-3700

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(001) 425-558-7078