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Thank you for choosing Pushmo™ 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.

⚠ 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.

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Software Rating



For more information,

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SYSTEMS

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Pushmo Park Controls

You control Mallo, the hero of the game (page 4). Select Tutorials from the main menu (page 3) to review control details and read helpful hints about controlling Mallo.

Move	○/+
Jump	Ⓐ
Pull a block out	Ⓑ + ○ (down)/ Ⓑ + +
Push a block in	Ⓑ + ○ (up)/ Ⓑ + +
Look around	Ⓡ + + / Ⓡ + ○ (+ Ⓛ to zoom in)
Rewind time	Ⓛ
Enlarge the map on the Touch Screen	ⓧ (This option becomes available as you progress through Pushmo Park.)
Pause/unpause game	START / tap the Touch Screen

About the Pause Menu

After you've spent a certain amount of time on a Pushmo puzzle, Skip to Next will become a selectable option on the pause menu. Use this option if you want to skip ahead to the next Pushmo and save the one you're on for later. The length of time it takes before you see this option depends on the difficulty level of the Pushmo you are on.

Note: Skip to Next is only available the first time you play a Pushmo. It is not available during any of the Basic Lessons Pushmo.

Pushmo Studio Controls

All controls in Pushmo Studio can be performed using the stylus (page 5). Some controls can also be performed using buttons.

Move cursor	○/+ (while zoomed in)
Fast-forward message	Ⓛ/Ⓡ
Leave Pushmo Studio	Ⓑ/ START

Menu Controls

All controls in the menus can be performed using buttons. Some controls can also be performed using the stylus.

Select item	○/+
Confirm	Ⓐ
Cancel	Ⓑ/ START
Enlarge the map displayed on the Pushmo selection screen	ⓧ (This option becomes available as you progress through Pushmo Park.)
Change Pushmo selection-screen page	Ⓛ/Ⓡ

Note: Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

Note: Press Ⓛ + Ⓡ + START at the same time to reset the game and go back to the title screen.

Main Menu

Three options will appear on the main menu when you first start the game.



Options

Note: Pushmo Studio will become available after you've completed all of the Basic Lessons Pushmo in Pushmo Park.

Tutorials

Go here to talk to Papa Blox, who can tell you about the controls and give you advice about how to play.

Pushmo Park

Play through Pushmo in Pushmo Park. Pull and push blocks of various shapes to create steps and head for the goal (page 4).

Pushmo Studio

In Pushmo Studio, you can create your own original Pushmo (page 5) and create and read Pushmo QR Code images (page 6).

Options

Press or touch the icon to access the options menu, where you can turn music and sound effects on or off and delete your save data (restoring it to its state at the time of purchase).

Once save data is deleted, it cannot be recovered, so please be careful.

Saving Data

As you progress through Pushmo Park, game data is saved automatically each time you complete a Pushmo or select Skip to Next from the pause menu. In Pushmo Studio, game data is saved when you tap Done and save the Pushmo you created.

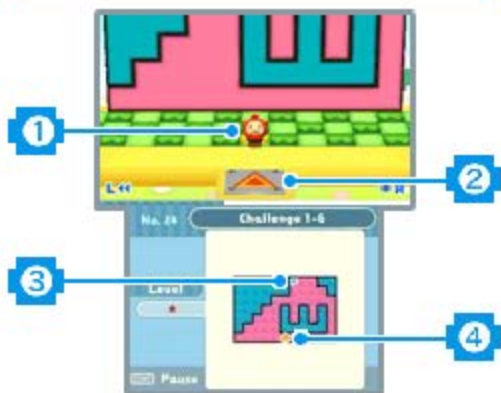
- Data can be lost due to user action such as repeatedly powering off and on the system or removing the SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Replaying Pushmo in Pushmo Park

In Pushmo Park, you can replay Pushmo that you have already completed. Pushmo you have completed are marked with .



Game Screen






① Mallo

This is the character you control.


② Reset switch

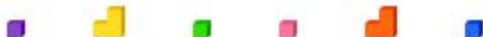
Jump onto this switch to retract all of the blocks and start the Pushmo over again.

③ Goal

The goal you are trying to reach is marked with  on the Touch Screen and marked with  (trapped-child marker) or  (goal-flag marker) on the upper screen.


④ Mallo's current position



Mallo's current position is marked with  on the Touch Screen.



Creating Pushmo

In Pushmo Studio, you can create your own Pushmo using the stylus. You can make Pushmo from scratch or copy Pushmo from Pushmo Park or Papa Blox to use as a starting point. In the beginning, your Pushmo can be up to 16 x 16 squares large. If you progress far enough in Pushmo Park, you'll be able to make Pushmo 32 x 32 squares large.

Note: When you select a tool, such as , an explanation of how to use that tool will scroll on the upper screen.

Note: Progress through Pushmo Park to unlock the pullout-switch () and manhole () gadgets.



Creating Blocks

If you tap  or , the color palette will be displayed on the right side of the Touch Screen. To create a block, first tap  and tap the color you want the block to be, then draw the block on the canvas. Tap the palette editor to change the colors that appear in the color palette.




Palette editor

Deleting Blocks

Tap  and then tap a block to delete it. Tap  to delete all blocks.



Placing the Goal Flag

If you select , the goal-flag icon will appear to the right. Drag and drop this icon onto the block where you want the goal. The goal flag can only be placed on the top side of a block.



Pushmo QR Code Features

In Pushmo, you can turn Pushmo you create into QR Code images and read QR Code images made by other players.

Pushmo QR Code images can be shared with other people. Please do not distribute QR Code images that could reveal personal information about you or other people, infringe on the rights of others, or cause offense.

A Note to Parents and Guardians:

You can configure the Nintendo 3DS system's Parental Controls settings to prevent your child from creating QR Code images by restricting the Share Images / Audio / Video / Long Text Data option. For details on how to configure Parental Controls settings, please refer to the Nintendo 3DS Operations Manual.

Creating a QR Code Image

- 1 On the Pushmo selection screen in Pushmo Studio, tap the Pushmo for which you want to create a QR Code image, then tap QR Code.




QR Code

- 2 Next, select whether you want to allow recipients of this QR Code image to copy, edit, and share this Pushmo.



- 3 The QR Code image for your Pushmo will be displayed on the **upper screen**. Tap Save to SD Card on the Touch Screen to save your new QR Code image.



Note: You must successfully play through a Pushmo you've created before you can create a QR Code image of it. Pushmo that can be converted into QR Code images are marked with .

Note: QR Code images are saved in the DCIM folder on the SD Card. QR Code images saved to the SD Card can be viewed using Nintendo 3DS Camera in the HOME Menu.

Reading a QR Code Image

- 1 On the Pushmo selection screen in Pushmo Studio, tap an empty slot, then tap Read QR Code.




Read QR Code

- 2 Using the outer cameras, align a QR Code image so that it fits within the frame on the **upper screen**. The QR Code should be recognized automatically. Select Yes on the next screen to save the Pushmo.



Note: Pushmo you receive via QR Code images are framed in blue on the Pushmo selection screen.

Note: Pushmo marked with a lock icon () can be played but cannot be copied, edited, or converted into new QR Code images.

Editing a Pushmo Received via a QR Code Image

- 1 On the Pushmo selection screen in Pushmo Studio, tap an empty slot, then tap Create.



Create

- 2 Tap Copy, then select Pushmo Studio as the location from which you want to copy. On the next screen, tap a Pushmo you received via a QR Code image. You can then edit that Pushmo as normal, as a new Pushmo.



Copy

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OR SERVICE?

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