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1**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 both Nintendo 3DS and Nintendo 3DS XL.

 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.

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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User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

This software supports the Nintendo Network™.

This software allows you to connect to the Internet and purchase minigames with real money. You can also opt to share gameplay data with Nintendo. For details, please see “Buying Minigames” (page 10) and “SpotPass™” (page 14).

- ◆ 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.

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.
- Nintendo 3DS Shopping Services Restricts in-game purchases.
- StreetPass™ Restricts the exchange of data via StreetPass.
- ◆ Access to this game (as well as other games) can also be restricted through the Software Rating item in Parental Controls.



In Rusty's Real Deal Baseball, half the fun is playing a wild selection of baseball minigames—and the other half is haggling with Rusty himself! With 10 addictive minigames available for purchase with real money, the game offers endless replay value and an oddly charming storyline. Use your negotiating skills—and a variety of special discount tickets—to squeeze the lowest possible price out of Rusty. Then, head home and play your new game on your virtual Nontendo 4DS system!



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How to Start

To begin playing, select a Mii and visit Rusty Slugger's Sports Shack.



Navigate Menus

Make a selection	+ / ○
Confirm	Ⓐ
Cancel	Ⓑ



Your data will automatically be saved periodically. Save points will follow any in-game purchase or minigame completion.

Please be aware that you will not be able to restore any data that has been backed up on another device, such as a personal computer or hard drive.



By selecting this option (Settings→Delete High-Score Data→Delete), the following data will be deleted.

- All Hi-Score Derby data.
- All distance rankings in Bat Master.
- All StreetPass rankings.
- ◆ Deleted data cannot be restored, so please be sure that you want to proceed.

- 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.



Visit Rusty Slugger's Sports Shack to browse minigames or talk with Rusty.



① Game chapter

② Discount available (page 9)

Minigames featuring a "Discount Available" icon can be purchased at a reduced price by speaking with Rusty.

③ Current price

④ Key icon

Purchasing a minigame that features a key icon will advance the main story.



Favorite Games

If you have StreetPass (page 13) activated, you will occasionally see the face of another player's Mii character while selecting a minigame. The Mii character will appear on that player's favorite minigame, as determined by frequency of play. So, the more Mii characters you see on a particular minigame, the more popular it is.



Part of the fun of shopping with Rusty is that his first offer doesn't have to be the final price you pay! In fact, there are two ways to get him to give you a lower price. You can talk and haggle with Rusty, or you can use discount tickets.



Haggle / Use Item

There are 10 different minigames available for purchase with real money.



You can negotiate the price of certain minigames directly with Rusty. Negotiating, or as we sometimes call it, haggling, is how you make a deal with Rusty to get the lowest possible price. In this game, haggling is done by offering Rusty a donut or special item. These items can be unlocked by playing minigames and collecting stamps (page 12). Once you've purchased a minigame, it's yours! You won't have to buy it again or spend additional money to play it.



Use Discount Tickets

You can earn special discount tickets by playing minigames and collecting stamps (page 12). You can apply these discounts directly to the price of minigames.



There is a maximum discount for each minigame that will result in the lowest possible price. Multiple discount tickets may be combined to achieve the lowest possible price. The total discount may not exceed the maximum discount amount set by Nintendo for a minigame. If you use multiple discount tickets to make the price lower than the lowest possible price, the discount will only be partially applied. Any partially unused discount may not be used for any future purchases.

- Discount tickets are not transferrable between players or systems.
- Discount tickets are usable only so long as the software is available for purchase.
- Void where prohibited.





Purchasing Minigames

So, you've come to an agreement with Rusty, and you're ready to buy a minigame. Here's how it works!

How to Purchase Minigames

1. After selecting a minigame and agreeing upon a price with Rusty (remember, you can haggle with him to get a good deal), select Purchase on the confirmation screen to finalize your purchase. The required amount will be subtracted from your Nintendo eShop balance.
 - ◆ Please review the on-screen information before selecting Purchase.
2. Once your purchase is confirmed, the minigame will begin downloading automatically. Select OK to proceed once the download is complete.



Precautions about Purchasing Minigames

- You can view the purchase history of minigames in **Account Activity** in Nintendo eShop.
- After purchase, minigames

cannot be returned, refunded, or exchanged.

- Once you have purchased a minigame, you can redownload the content free of charge, even if it has been deleted.
 - ◆ You cannot redownload software if you select the **Delete Account** option. For more details, please see the Nintendo eShop instruction manual.
 - ◆ You will not be able to download them again if the software has been temporarily or permanently discontinued. Please be aware of this in advance.
- Minigames that you purchase are stored on the SD Card.
- Minigames can only be used on the system that was used to download them. You cannot insert the SD Card into another system and use the content there. (If you use the **System Transfer** option under **System Settings**, you will be able to use your minigames on the destination system without problems.)



You must have sufficient funds in your Nintendo eShop account in order to purchase a minigame. If you do not have enough funds in your account, the following screen

will appear. Tap Add Funds to add funds to your account.



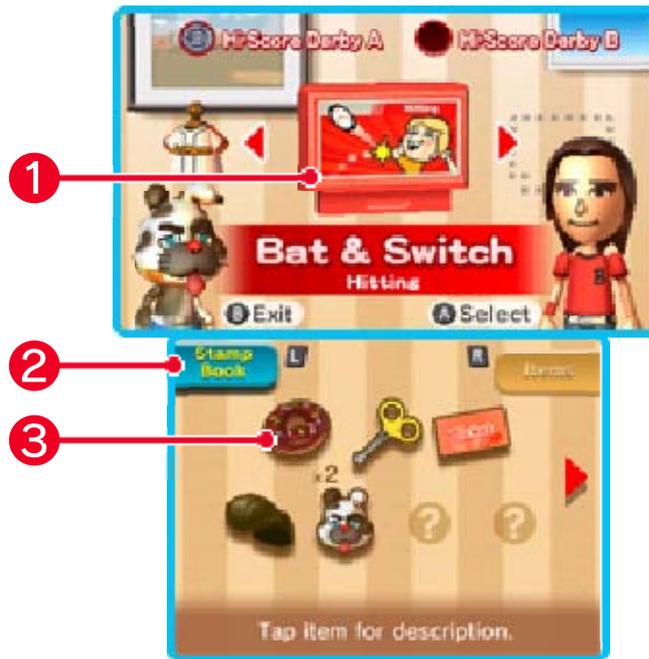
One of the following is needed to add funds to your account.

- Nintendo Prepaid Card
- Credit card
- ◆ If desired, you can store the credit-card information on the system. This will give you the ability to add funds to your account by simply entering the password you established when you first entered the credit-card information.
- ◆ You can delete the credit-card information at any time by accessing **Settings / Other** in Nintendo eShop.



11 Your Room

Your room is where you keep your collection of minigames, along with any Mii outfits or other items you've unlocked. Select a game from your collection to begin playing (page 12).



1 Selected minigame

Hi-Score Derby (page 12) records are displayed above each cartridge.

2 Display toggle

Press here to display your Stamp Book (page 12) on the Touch Screen.

◆ Select "Items" to go back to the original display.

3 Collected items

View your in-game items here. Tap ► to view your discount tickets.



Use this menu to dress your Mii in a new outfit. You can adjust the color of certain uniforms using **L** and **R**. Unlock more uniforms by playing Hi-Score Derby!



Select this option to revisit your progress in the game's story.



Within this menu, you can set up StreetPass (page 13) and SpotPass (page 14), adjust volume settings, change your Mii, adjust the order of your game cartridges, and delete Hi-Score Derby data (page 7).



12 Playing Minigames

Begin by selecting the mode you would like to play: Challenges, Hi-Score Derby A, or Hi-Score Derby B.



- ◆ Any medals you have earned in Challenge mode will be displayed on the Touch Screen. Hi-Score Derby records are displayed on the menu.



Earn a bronze, silver, or gold medal to pass each challenge. The more challenges you clear, the more you will unlock!



1 Challenge title

Your medal will be displayed alongside challenges you've already cleared.

2 Challenges

All challenges are ranked by difficulty. The bigger the number, the more difficult the challenge. The

numbers also correspond to the number of stamps you will earn for completing each challenge.

Stamp Book

You'll earn between 1 and 5 stamps (🏆) for each challenge you complete, depending on the difficulty level of the challenge. When your stamps reach the following icons, you will unlock items, discount tickets, and new minigame modes.



?	Unlocks an item.
\$	Unlocks a discount ticket.
A	Unlocks Hi-Score Derby A.
B	Unlocks Hi-Score Derby B.

- ◆ The small 🏆 icon previews the number of stamps you can earn for the selected challenge.



Medals

Here you can see how many gold, silver, and bronze medals you've earned competing in challenges.





Hi-Score Derby

Each minigame (except Bat Master) offers two Hi-Score Derby modes, A and B. Collect stamps to unlock both modes, and then go for the high score!

StreetPass Rankings

If you have StreetPass (page 13) activated, your Hi-Score Derby scores will be shared with other players, and you will also receive their high-score data. See how you stack up against the world!



Bat Master

Take a break from hitting, pitching, and throwing to craft your own bat! You can even use your creation in any minigame that requires hitting. Just select Switch Bat to choose your favorite.



- When playing these minigames, 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.
- If motion control becomes unstable, follow these steps to recalibrate your system.
 1. Return to the challenge-selection screen.
 2. Place your system on a flat surface.
 3. Select the challenge you want to play.
 - ◆ Once your motion control has returned to normal, there is no need to repeat this process.





Exchange Data (StreetPass)

This software uses StreetPass (local wireless communication) for Favorite Games (page 8) and StreetPass Rankings (page 12) to automatically exchange data.

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



Activating StreetPass

One of Rusty's pups will offer you a chance to activate



StreetPass early in the game. Simply select Activate StreetPass to opt in. If you choose not to activate StreetPass at this time, you can activate it later from within the Settings menu in your room (page 11).



Deactivating StreetPass

If you select Do Not Activate, StreetPass will not be activated.

You can disable StreetPass

functionality via Parental Controls.

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.



StreetPass Gifts

If you connect with enough people using StreetPass, you can unlock special items. Good luck!



14 SpotPass



Share Gameplay Data (SpotPass)

If you choose to activate SpotPass for this game, the software will automatically send gameplay data to Nintendo via an Internet connection through Sleep Mode even when the software is not active. The gameplay data will be used for future product development.



Activating SpotPass

You will be given an opportunity to activate SpotPass early in the game. If you select OK, it will be set up for you. If you select not to activate SpotPass at this time, you can activate it later from within the Settings menu in your room (page 11).

- ◆ Data received through SpotPass is saved on SD Cards. As a result, it is recommended that you keep an SD Card inserted in your system at all times.



Deactivating SpotPass

You can disable SpotPass for this game by selecting Do Not Send from the Settings menu in your room (page 11).



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