Thank you for choosing the Steel Diver™ 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.

⚠ 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.

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.

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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CTR-P-ASDE-USZ

New Steel Divers

Welcome to the Steel Divers. Our fleet of attack submarines is stationed on the front lines to spearhead the attack against our enemy and defend our allies. As a Steel Diver, it's no exaggeration to say that the fate of the world lies in your hands.

Make us proud.

EYES ONLY

Board of Directors
Steel Divers

3 Controls

This game is primarily controlled using the Touch Screen. Navigate menus by tapping the buttons that appear. Controls for the submarines are on page 4. Controls for the periscope are on page 5.

❶ 3D Screen

❷ Touch Screen

❸ START

Press to pause the game.

Submarines are piloted via the control panel on the Touch Screen. Each submarine has unique controls and capabilities, but the basics are the same for all.

Note: Keep in mind that submarines, weighing thousands of tons, take time to change course, so you'll need to input commands ahead of time.

1 Sea chart

Tap it to change the zoom level.

2 Masker

Air is used when you activate the masker to confuse enemy homing torpedoes.

3 Air gauge

The air gauge shows the remaining air in your sub's air tanks. When the air runs out, the masker becomes unusable.

4 Depth slider

This slider causes your submarine to dive or surface. The farther up or down you move the slider, the faster your sub will dive or surface. To maintain depth, move the slider to the center.

5 Torpedo-launch buttons

These buttons launch torpedoes. You must wait for your torpedoes to reload before you can fire again.

6 Speed slider

This slider controls your sub's horizontal-movement speed. The farther left or right you move the slider, the faster your sub will move forward or reverse. To come to a stop, move the slider to the center.

7 Pitch wheel

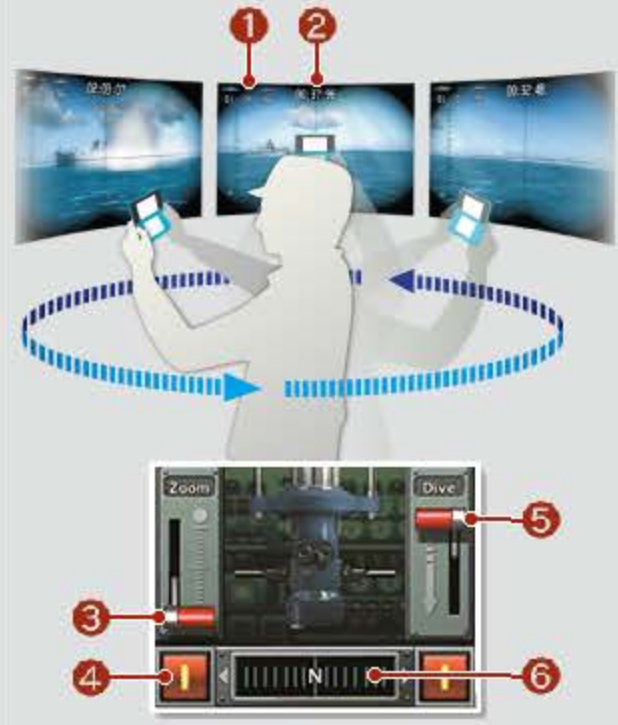
This wheel adjusts the angle of your submarine. The Manatee does not have this control. Tap and hold the center of the wheel to bring the pitch back to level.

Note: The Manatee has no pitch wheel, but it can launch torpedoes upward.

Damage Meter

Displays the remaining damage the submarine can take. Damage is caused by collisions with landforms and other objects and from enemy attacks. If the meter is reduced to zero, your sub will sink. The damage meter is located in the upper-left corner of the 3D Screen. You can repair damage and refill the air gauge by surfacing. If your sub springs a leak, tap and hold the leak to repair it.

Hold the system and rotate your body left and right to rotate the periscope. The periscope control panel is the same for all fleet types and can be found on the Touch Screen. The control panel contains the following objects:



1 Remaining enemy vessels

2 Elapsed time

3 Zoom slider ✣

Slide to zoom in and out.

4 Torpedo-launch buttons Ⓐ

Tap this to fire a torpedo forward. You can launch as many torpedoes as you like, but once one is launched, you must wait for this button to light up before you can fire another.

5 Dive slider Ⓑ

Slide down to dive. Diving enables you to avoid enemy attacks.

6 Rotation slider

Tap and slide to rotate the periscope.

Sonar

Use this to locate enemy submarines so you can attack them. Tapping the button will activate your sonar and let you see what's around you.

Pause Menu

While playing, press START to display the pause menu. You can quit playing by selecting Quit.

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.

Go to the main menu to access the following:

Missions

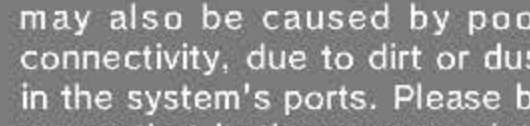
Pilot a submarine through the campaign missions or various time-trial courses. After you successfully complete a campaign mission, you'll earn a bonus Periscope Strike mission.

Ghosts

Ghosts are translucent representations of the fastest time on a campaign or time-trial mission. Choosing My Ghost will display your personal best time, while choosing Dev-Team Ghost will display a ghost from the game developers. Beating the dev-team ghost will earn you a medal.

Decals

Decals are acquired in the post-mission Periscope Strike and can be applied to your submarines to grant them special powers. You'll need to collect a set number of each decal to activate that decal's power.



Periscope Strike

Use a periscope to hunt enemy ships and submarines.

Steel Commander

A turn-based strategy game played on a sea map. You can play against the computer or against a human opponent via Download Play (page 7). To learn more about the rules and gameplay of Steel Commander, check out the How to Play section found within the game mode.

Erase Data

In this area, you can delete save data for the three game modes. Each mode will automatically save data for you as you progress.

Please be careful. Once deleted, save data cannot be recovered.

- 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.

VS. Play (Download Play)

This software supports multiplayer games via wireless communication. At least one player must have a copy of the software.

You Will Need:

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

Connection Procedures

- For the system with the software installed

From the main menu, select Steel Commander, and then select Download Play. For details about the main menu, see page 6.

- For a system receiving the software

1. From the HOME Menu, select Download Play, and then Open.

2. Next, tap the Nintendo 3DS logo.

3. Then tap Steel Diver.

Note: A system update may be required sometimes. Please follow the on-screen instructions to perform the update.
If the update fails and an error message is displayed, go to System Settings in the HOME Menu to perform the update. Please refer to the System Update section of the Operations Manual for details.

8 Support Information

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 Prologue

How to Play

3 Controls

4 Submarine Controls

5 Periscope Controls

6 Main Menu

7 Download Play

Troubleshooting

8 Support Information