

Stretchmo™

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1**Important Information**

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

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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deliverables of Information System
Products Co., Ltd. and Institute of
Super Compression Technologies,
Inc.

QR Code is a registered trademark of
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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 allows you to connect to the Internet in order to purchase passes for attractions (page 11) and receive notifications regarding this title (page 13).

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

This software supports Nintendo Network.



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet.

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.

- **Nintendo 3DS Shopping Services**
Restricts the ability to purchase content.
- **Sharing Images / Audio / Video / Long Text Data**
Restricts the creation/reading of QR Code patterns.
- **StreetPass**
Restricts the exchange of information via the StreetPass™ feature.
- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.



This is an action puzzle game in which you climb structures called Stretchmo by pulling and pushing their colorful blocks. Control Mallo and his friends as you challenge a wide variety of Stretchmo puzzles in an exciting new theme park called Stretchmo Land.

Stretchmo Land is home to several different attractions. Once you purchase a pass for an attraction, you gain permanent access to all of the Stretchmo found within that attraction.

◆ Please see page 11 for more information about the purchasing process.



When you first start the game, you'll be taken to the Welcome Center, where you'll be introduced to the game's controls (page 8) and taught the basics of how to solve Stretchmo (page 9).



Once you've cleared the Welcome Center, launching the game will take you to the title screen. Select Enter Stretchmo Land to head into the theme park and visit the various attractions.



Select About Pushmo or About Crashmo at the title screen if you are interested in learning more about these previous titles in the series or if you want to purchase them in Nintendo eShop.

- ◆ If you already own these titles and they currently appear on your HOME Menu, you can launch them through these title-menu options.

Menu Controls

Select item	○/+
Confirm	Ⓐ
Cancel	Ⓑ

- ◆ You can also navigate menus via the Touch Screen by tapping the options you want to select.

The Main Menu

Select the area of Stretchmo Land that you want to enter. At first, only the Welcome Center and Help Center will be available.



- ◆ You can also navigate the main menu via the Touch Screen by tapping ◀ / ▶ or the options at the bottom of the screen.

Welcome Center	Here you can practice your moves using the very first Stretchmo in the game.
Help Center	Here you can watch tutorials, change various settings, and access other fun and helpful content.

Accessing Other Areas

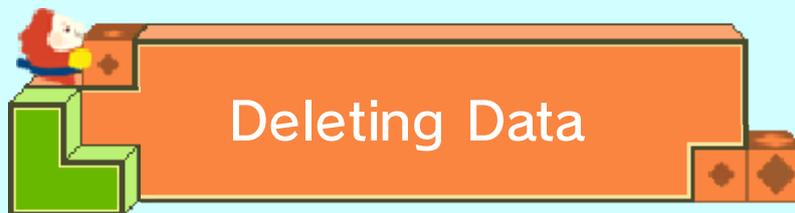
- Once you purchase a pass for an attraction, such as Mallo's Playtime Plaza, you gain permanent access to all of the Stretchmo puzzles found within that attraction (page 11).
- You gain access to Stretchmo Studio when you purchase your first pass for an attraction.





Your progress is saved automatically when you clear the Welcome Center or clear a Stretchmo in any of the attractions.

- ◆ In Stretchmo Studio (page 10), you can save a Stretchmo you are working on by selecting Done and then following the prompts that appear on the screen. Stretchmo you import into Stretchmo Studio via QR Code® patterns are saved when their data is successfully registered.



To delete your save data, go to the Help Center, select Delete Save Data in Options, and then follow the prompts that appear on the screen.

Once deleted, 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 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.

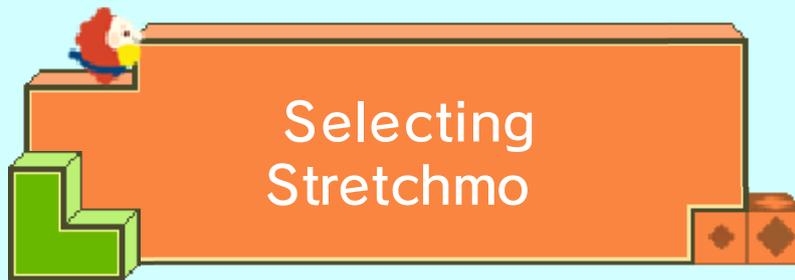


Move	○/+
Jump	Ⓐ
Grab block	Ⓑ
Move block	○/+ (while grabbing a block)
Rewind time	Ⓨ
Look around	ⓧ + ○/+ (+ Ⓐ to zoom)
Rotate camera	Ⓛ/Ⓡ (not possible during some Stretchmo)
Open/close Pause menu	START

Visit the Help Center in the game for more information about the controls.

- ◆ Different control schemes are available. You can change your active control scheme at any time via the Help Center's Options menu.





Select the Stretchmo you want to play. The more Stretchmo you clear, the more you will unlock.



- ◆ Stretchmo can't be selected individually from the Welcome Center.
- ◆ Stretchmo can be selected only from attractions for which you've purchased a pass.



Pull and push a Stretchmo's blocks to create stairs that you can use to climb up to the goal.



① Mallo

The character being controlled in this Stretchmo.

- ◆ The character you control will change depending on the attraction.

② Goal

The goal you are trying to reach is marked with either  or .

③ Reset switch

Jump on this switch to reset the current Stretchmo.

④ Mallo's current position

⑤ Zoom

Drag the slider () to adjust the zoom level of the upper screen.

As you progress, various gadgets will appear in the Stretchmo.

About the Pause Menu

Press **START** while playing a Stretchmo to access the Pause menu. From this menu, you can quit the current Stretchmo or skip to the next Stretchmo.

- ◆ The Skip to Next option is only available in Mallo's Playtime Plaza. It becomes available starting at Challenge 1-6.



You gain access to Stretchmo Studio when you purchase your first pass for an attraction.



Stretchmo Studio enables you to create and share your own Stretchmo and play on those created by others by reading their QR Code patterns.

- ◆ Most of the controls in Stretchmo Studio are performed using the stylus.
- ◆ Stretchmo in Stretchmo Studio that you have cleared are marked with . Stretchmo in Stretchmo Studio that can be turned into QR Code patterns are marked with .



To begin, tap an empty slot on the Stretchmo-selection screen in Stretchmo Studio, tap Create, and then select a creation mode.

3D Mode

Use this mode to create three-dimensional Stretchmo that consist of several layers.

- ◆ This mode unlocks when you play a 3D Stretchmo in any of the attractions.

2D Mode

Use this mode to create Stretchmo that exist on a single layer.

- ◆ The ability to create larger Stretchmo in this mode unlocks when you have 10 or more Stretchmo saved in the studio.

Creating Stretchmo

Using the stylus and the various tools in the studio, place blocks, gadgets, and other elements on the canvas. When you're all done making your Stretchmo, tap Done.

- ◆ Tap Test to try out the Stretchmo you're working on.



① Tools

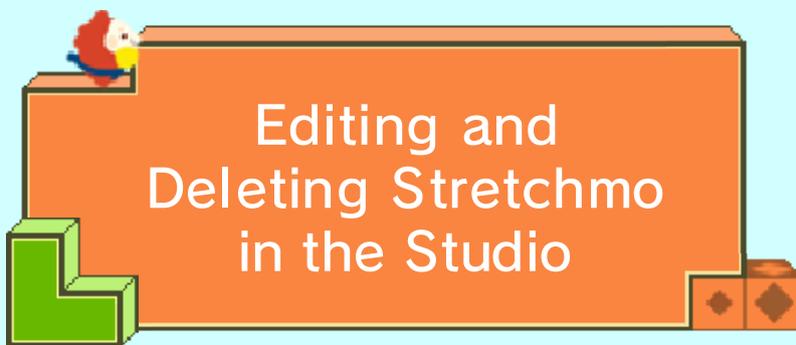
② Help

If you need a quick reminder of what something is or how it works, tap  and then tap whatever you want to know more about.

③ Canvas



To play a Stretchmo puzzle that's saved in the studio, tap it on the Stretchmo-selection screen in Stretchmo Studio and then tap Play.



To edit or delete a Stretchmo that's saved in the studio, tap it on the Stretchmo-selection screen in Stretchmo Studio and then tap the corresponding option.

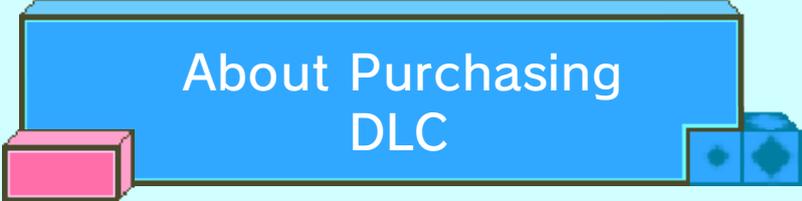
Once deleted, data cannot be recovered, so please be careful.



Once you purchase a pass for an attraction, you gain permanent access to all of the Stretchmo found within that attraction. An attraction's pass can be purchased at its entrance. An Internet connection is required in order to purchase passes.



1. Go to Stretchmo Land's main menu, and select the attraction for which you want to purchase a pass.
 2. Bappo will appear and ask if you want to purchase the attraction's pass. Follow the prompts that appear on the screen to complete your purchase.
- ◆ Please read all information presented during the purchasing sequence carefully before you proceed.
 - ◆ You can leave at any time during your conversation with Bappo before you have purchased a pass. To do so, simply press START to leave the conversation. This will return you to the main menu.



About Purchasing DLC

- You can check your purchased DLC in the Account Activity section of Nintendo eShop.
- Purchased DLC is nonrefundable and may not be exchanged for other products or services.
- Once purchased, DLC can be redownloaded for free except as described below.
 - ◆ You cannot redownload software if you select the **Delete Account** option or if you erase your Nintendo Network ID.
 - ◆ You cannot redownload software if it is an item that has been temporarily or permanently discontinued.
- Purchased DLC will be saved to the SD Card.

Adding Funds to Your Account

You must have sufficient funds in your Nintendo eShop account to cover your purchase price. If you do not have enough funds in your account, select **Add Funds** when prompted to add funds to your account.

A Nintendo eShop Card or credit card is needed to add funds to your account.

- ◆ You can store your credit-card information, which lets you 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.





If you pass another player and both of you have the StreetPass feature activated for Stretchmo, information about your favorite Stretchmo will be exchanged automatically.



When you clear a Stretchmo in an attraction, an option will appear on the Congratulations screen that enables you to register that Stretchmo as your favorite. If you want to register a Stretchmo you have already cleared as your favorite, simply clear it again and then select the Register as Favorite option when it appears.



To view the favorite Stretchmo of players you've met via StreetPass, go to the Help Center and then select StreetPass in Extras.

More Info about Favorites

When you select another player's favorite from the Other Favorites menu, that Stretchmo's details will be displayed on the upper screen.



- ◆ If the favorite Stretchmo you've selected is from an attraction you haven't purchased a pass for yet, you can purchase that attraction's pass directly from the Other Favorites menu if you want.



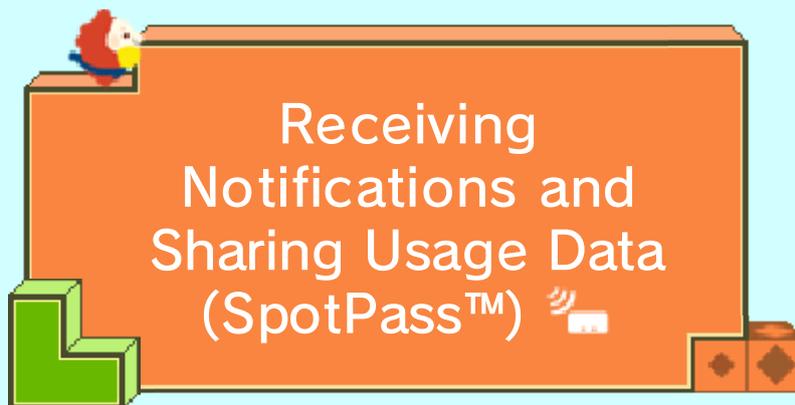
This game's StreetPass feature can be activated in two ways:

- Clear a Stretchmo in an attraction, select the Register as Favorite option on the Congratulations screen, and then follow the prompts that appear on the screen.
- Select StreetPass from the Help Center's Extras menu, and then follow the prompts that appear on the screen.

Deactivating StreetPass

To deactivate this game's StreetPass feature, launch System Settings and then select Data Management → StreetPass Management → Stretchmo → Deactivate StreetPass.





If this game's SpotPass feature is activated, it can periodically connect to the Internet (when available) to send and receive data even when the system is in Sleep Mode and/or the game is closed. This enables your system to receive notifications related to this game and share usage data with Nintendo.

- ◆ Data received via SpotPass is saved to the SD Card, so please make sure you always have an SD Card inserted into your system.



To Receive Notifications...

Go to the Help Center, select SpotPass Setting in Options, and then select On.

- ◆ Select Off to stop receiving notifications via SpotPass.

To Share Your Usage Data...

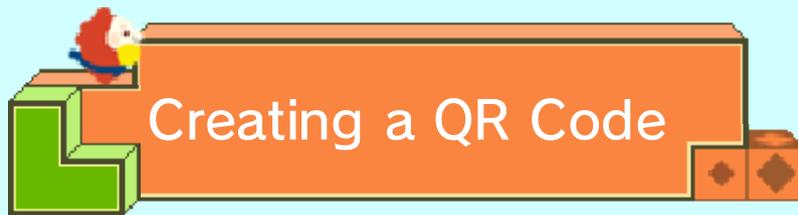
Go to the Help Center, select Data-Share Setting in Options, and then select On.

- ◆ Select Off to stop sharing your usage data with Nintendo via SpotPass.



14 QR Code Patterns

You can share Stretchmo you've created with other players by creating QR Code patterns. You can also import other players' Stretchmo into your game by reading the QR Code patterns they've created.

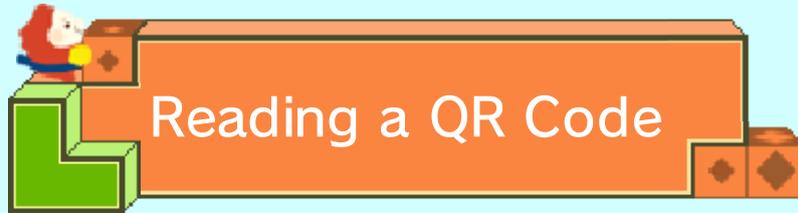


Select the Stretchmo you want to turn into a QR Code from the Stretchmo-selection screen in Stretchmo Studio, and then tap QR Code at the top right of the lower screen.



Please Keep in Mind

- Before you can turn a Stretchmo you have made into a QR Code, you have to play and clear it. Stretchmo that can be converted into QR Code patterns are marked with .
- Stretchmo marked with  cannot be copied, edited, or converted into QR Code patterns.
- Imported Stretchmo that were made in 3D Mode cannot be edited or converted into new QR Code patterns.
- Stretchmo Cards are saved as JPEG images to the SD Card's DCIM folder (example: DCIM\100NIN04).



Follow these steps to read a QR Code.

1. Tap an empty slot on the Stretchmo-selection screen in Stretchmo Studio, and then tap Read QR Code at the bottom right of the lower screen.
2. Select an import method from the menu that appears. Depending on the import method you choose, proceed by following the appropriate steps given below.

Reading Using the Camera

Using your system's outer cameras, align the QR Code you want to read so that it fits inside the frame that appears on the upper screen when you select the Read with Camera option.



- ◆ Some Stretchmo may require more than one QR Code to convey their data. In such cases, a Stretchmo Card will include multiple QR Code patterns. If the game detects this type of Stretchmo while reading, it will provide you with additional instructions as necessary. If you are reading multiple QR Code patterns using the outer cameras, be sure to read them in the correct order.

Reading from a Stretchmo Card

Stretchmo Studio can read QR Code patterns that are saved to your SD Card's DCIM folder as Stretchmo Cards. Simply tap the Stretchmo Card you want to read after selecting the Read from Stretchmo Card option. You will then see that Stretchmo Card's QR Code on the upper screen. Follow the prompts that appear on the screen to complete the process.



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