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Important Information



Thank you for choosing the Tokyo Crash Mobs™ 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  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.

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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Tokyo Crash Mobs™ is an action-packed puzzle game in which you eliminate lines of colorful scenesters.

Characters

Grace

This 19-year-old student loves exclusive events with a 10-person entry limit, but she absolutely hates waiting in line. She gets bored and tends to space out when faced with a long line; that's when her devilish delusions take over!



Savannah

This 21-year-old student is stuck repeating a year of school. The poor girl has quite an unusual problem on top of her scholastic troubles: if a certain mysterious (not to mention suspicious!) button is pressed, she'll be sucked into outer space!



Scenesters

We're all in this together, as a warm wave of humanity. We eat, sleep, rejoice, get surprised, and dream together as a crowd. It's not true that we just get in the way!



Ninjas

They may look like your regular, average ninjas, but no one knows who they really are or what they're hiding. One thing's for sure, though: there are lots of them and, man, are they ever annoying!



Basic Controls

Select	Tap the Touch Screen
Confirm	Tap Confirm
Back	Tap Back
Pause/unpause game	START
Skip cutscene	Tap Skip (during cutscene)

Note: In some cases, selecting items requires sliding the stylus across the Touch Screen. On-screen instructions will inform you when this is necessary.

Note: You can also skip cutscenes by tapping anywhere else on the Touch Screen.

Soft Reset

Press **L** + **R** + **START** at the same time to reset the game and return to the title screen.

Grace Stages (Throwing)

Slide the stylus on the Touch Screen to place the cursor, aiming at the spot where you want the scenester you throw to land, and then lift the stylus from the Touch Screen to throw. Grace can throw scenesters over other scenesters' heads.



Cursor

Note: When a scenester misses the line, he or she will keep moving, rolling in the direction thrown.

Savannah Stages (Rolling)

Slide the stylus on the Touch Screen to place the cursor and aim. If you aim at one spot for a long time, any scenesters who are between Savannah and that target will jump, letting you roll a scenester beneath them to hit others farther away.



Team Battle (Throwing & Rolling)

Note: During Team Battle stages (page 7), move your Nintendo 3DS system left and right to change the direction Grace and Savannah are facing.



Note: Press **A** to throw a Ninja Ball. Press **B** to roll a Ninja Ball.



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.

Note: Tap the swap-controls button (page 7) to swap between motion controls and Touch Screen controls during Team Battle stages.

Tap the Touch Screen at the title screen to proceed to the mode-selection screen.



Story Mode

This mode features three different types of stages (page 7).

Note: When you have save data, the Continue option will be available in Story Mode.

Challenge Mode

This mode features three different challenges (page 7).

Note: Team Battle will unlock when you progress far enough in Story Mode.

Movie Maze

Here you can watch the cutscenes you've found in Story Mode as you make your way through a maze. To move through the maze, first touch and hold the stylus on the Touch Screen to expose your choices. Next, slide the stylus on the Touch Screen to choose a location. Lastly, lift the stylus from the Touch Screen's surface to confirm your selection and play that location's video. Repeat this process to access additional locations. If you hit a dead end featuring a no-access sign, head back into Story Mode and try to find the missing movie!

Options

Rankings

Select this option to view your top results for Story Mode and Challenge Mode.

Settings

Select this option to configure game-related settings.

Sound	Here you can choose whether or not music, sound-effects, or voice audio plays.
Cameos	Here you can choose whether or not characters make cameo appearances to cheer you on during stages.
Symbols	Here you can choose whether or not symbols display over the heads of scenesters and ninjas.

Note: In some cases--for example, during cutscenes--your sound settings may not be reflected.

Reset Data

Here you can restore the game to its original state, erasing all of your settings, save data, and game progress.

Saving Data

Your progress will be automatically saved at certain times, such as when you clear a stage (page 7).

Note: If you earn a top-five rank during a stage, your position in the rankings will be saved when the game saves after that stage is cleared.

Do not turn the power off or remove the SD Card while the game is saving.

Deleting Data

To erase all of your save data, either select Reset Data from the Options menu or launch the game and hold down (A) + (B) + (X) + (Y) while it starts.

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 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.

6 Eliminating Scenesters

Grace throws scenesters and Savannah rolls scenesters, but their goal is the same: to eliminate lines of scenesters by grouping three or more of the same color together.

General Rules

Throw or roll individual scenesters into a line of scenesters; each will join the line at the position at which they're aimed. If you group three or more scenesters of the same color together, they'll form a clique and disappear.



Combos

When scenesters disappear, either because they've become part of a clique or they've been eliminated by an item (page 8), the remaining scenesters in line move closer together to close the gaps left by their now-absent companions. When this happens, new cliques will form if three or more matching scenesters come together. This effect can cascade multiple times, with vanishing cliques leading to the formation of new cliques. A situation in which multiple cliques form one after the other as a result of a single move is called a combo.



Story Mode

This mode follows a storyline that progresses through three types of stages. Story Mode's 21 stages are divided evenly into three weeks, each spanning from Monday to Sunday. Once a stage is played, the next stage will become unlocked. I wonder what happens if you clear all the stages...

Note: A week's Sunday becomes playable once all of that week's Monday-through-Saturday stages have been cleared.

Grace Stages

Only 10 people will be allowed through the door, and Grace has to be one of them! Eliminate the people who stand in line ahead of her. If you eliminate everyone or ensure that she's one of the first 10 people in line before time runs out, you'll clear the stage. If you don't, you'll fail the stage.



1 Available item (page 8)

2 Next scenester

3 Currently held item

4 Grace

5 Cursor

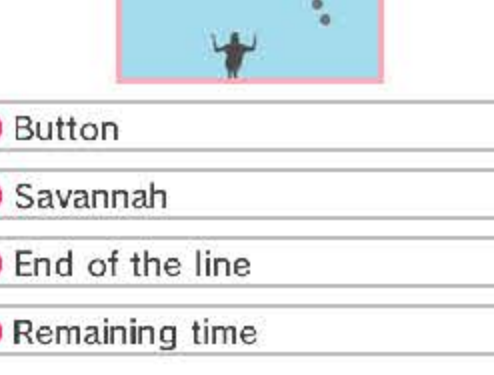
6 MAX Combo indicator

7 Remaining time

Land combos (page 6) to increase your remaining time.

Savannah Stages

Those sneaky scenesters are edging their way toward the dreaded button! Eliminate them all to clear the stage. If a scenester reaches the button and presses it, it's curtains for Savannah--she'll be sucked into outer space!



1 Button

2 Savannah

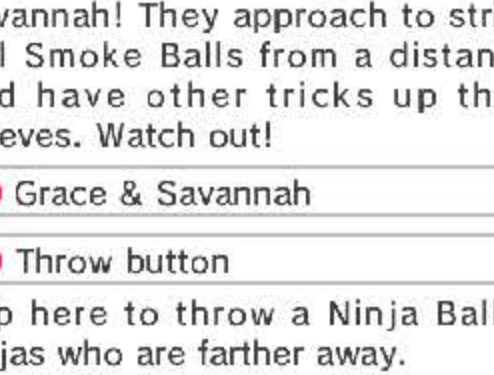
3 End of the line

4 Remaining time

Team Battle Stages

In these special stages, you can use motion controls. Eliminate the required number of ninjas before your life runs out to clear the stage.

Note: The images and instructions below correspond to the Touch Screen control scheme.



1 Ninja

Ninjas are attacking Grace and Savannah! They approach to strike, roll Smoke Balls from a distance, and have other tricks up their sleeves. Watch out!

2 Grace & Savannah

3 Throw button

Tap here to throw a Ninja Ball at ninjas who are farther away.

4 Move area

Slide the stylus in this area to move the cursor left or right. You can also dodge attacks this way.

5 Roll button

Tap here to roll a Ninja Ball at approaching ninjas or at oncoming Smoke Balls.

6 Remaining life

If an enemy attack hits Grace and Savannah, some life will be lost. If you land combos, some life will be restored.

7 Remaining ninjas

This indicator tells you how many more ninjas you need to eliminate to clear the stage.

8 Swap-controls button

Tap to swap between motion controls and Touch Screen controls.

Game Over

If you fail a stage, you will be presented with two options: choose Restart to retry the stage, or choose Quit to return to the stage-selection screen.

Challenge Mode

This mode features endurance challenges based on the three stage types found in Story Mode. The general rules of play are the same as those in Story Mode.

Grace's Challenge

Eliminate 999 scenesters to clear this challenge. If Grace is pushed to the edge of the screen, it's game over.

Savannah's Challenge

Eliminate scenesters who appear from the edge of the screen. Get above level 99 to clear the challenge. If a scenester reaches the button, it's game over.

Team Battle Challenge

Eliminate the ninjas who appear in front of you. Get above level 9 to clear the challenge. If your life runs out, it's game over.

Obtaining Items

Story Mode

During Grace stages, Savannah will carry items onto the screen.



During Savannah stages, Grace will bring items over. To obtain an item, hit the item bearer with a scenester. If you complete a stage without using an obtained item, you will be able to bring that item into another stage.

Challenge Mode

During Grace stages, destroy Bomb Balls (page 9) to obtain items. During



Savannah stages, eliminate running scenesters (page 9) to obtain items.

Using Items

To use an item, hold the cursor over your active character (Grace or Savannah) for a few moments, and then lift the stylus from the Touch Screen.

Note: You can also use items by pressing \otimes .

Item Effects

UFO (Grace/Savannah stages)

As a UFO is held overhead, its scenester's color changes. All of the scenesters who match that scenester's color when the UFO is released will be abducted. What an easy way to eliminate a bunch of bodies from the line! Aliens sure can be helpful, huh?



UFO (Team Battle stages)

If you hit a UFO with a Ninja Ball, all the ninjas who match the color of the one inside the ball will be eliminated. Thanks, abducting aliens!



Barricade

During Grace stages, use a barricade to prevent scenesters from cutting in line (page 9). During Savannah stages, use a barricade to temporarily prevent scenesters from advancing.



Ball of Yarn

Time for some scenester bowling! When you use this item, four gigantic balls of yarn roll along the ground, starting from your character's position and heading north, south, east, and west. Any scenesters who are hit by the balls will be eliminated.



Magic Umbrella

When you use this item, it starts to rain! Not wanting to get their fine outfits wet, the scenesters will open up their umbrellas in response. When they do this, their colors change, making it easier to land combos!



Many different things can happen during a stage. Keep an eye out for these game changers!

Surprises in Both Grace and Savannah Stages

Ninjas

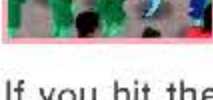
Ninjas don't disappear even if you group three or more together. To get rid of them, eliminate the scenesters on either side of them.



Surprises in Grace Stages

Line Cutters

When someone cuts in line, the line gets longer! Hit line cutters with a scenester before they enter the line to scare them off. If you hit the leader of a pack of line cutters, that whole group will be scared away.



Line-Cutter Callers

Hey, that scenester is calling line cutters over! How rude! Eliminate him to prevent cutters from coming over.



Sudden Line Changes

What a strange move! Are they dancing...? Whatever they're doing, those twirling scenesters just changed the shape of the line! Pay attention to audio cues to prepare for sudden line changes.



Bomb Balls

Watch out for Bomb Balls! When one appears at the front of the line, scenesters will start passing it backward toward the end. If you hit it with a scenester, it'll explode and take out nearby scenesters. If it falls through a gap in the line, it'll disappear. Just don't let it hit Grace. If it does, she'll be temporarily stunned and unable to throw scenesters!



Obstacles



When a thrown scenester hits a scenester who is carrying a pot, the thrown scenester bounces off.

Note: Flower pots will break when hit. Sturdy pots won't break; the only way to get rid of them is to eliminate the scenesters carrying them.



Tall flower displays will block both thrown scenesters and rolling scenesters.



Short flower displays won't block scenesters who are thrown, but they will block rolling scenesters.



Watch out for tables! Scenesters who roll into them will just bounce off.

Surprises in Savannah Stages

Runners

When scenesters run, things really speed up! Eliminate the scenester leading the charge to slow things down again.



Leapers

Don't try to hit leaping scenesters when they're in the air. Instead, time your shots carefully and hit them when they're on the ground!



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