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POKÉMON RUMBLE BLAST

INSTRUCTION BOOKLET

NINTENDO 3DS™

PLEASE CAREFULLY READ THE NINTENDO 3DS™ OPERATIONS MANUAL BEFORE USING YOUR SYSTEM, GAME CARD OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Viewing of 3D images by children 6 and under may cause vision damage.

Use the Parental Control feature to restrict the display of 3D images for children 6 and under. See the Parental Controls section in the Nintendo 3DS Operations Manual for more information.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - EYESTRAIN AND MOTION SICKNESS

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms, stop playing and see a doctor.

WARNING - REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

WARNING - BATTERY LEAKAGE

The Nintendo 3DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo 3DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair, or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

WARNING - RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo 3DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E



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Nintendo

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO 3DS™ VIDEO GAME SYSTEM.



ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH NINTENDO 3DS SYSTEM CONTAINING A SEPARATE GAME CARD.



ALLOWS AUTOMATIC SEARCH AND INFORMATION EXCHANGE WITH OTHER NINTENDO 3DS SYSTEMS.

WARRANTY & SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

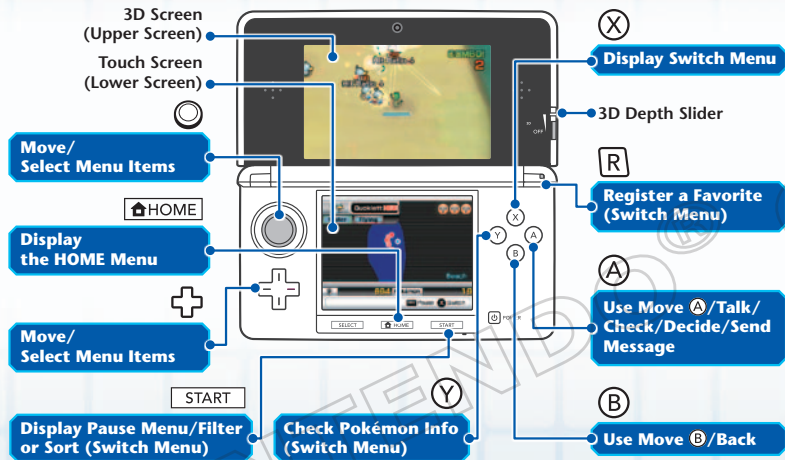
This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.



This warranty is only valid in the United States and Canada.

CONTROLS

In *Pokémon™ Rumble Blast*, you'll usually use buttons to choose menu items and move Pokémon. For some functions, you may use the stylus.



Note: Closing the Nintendo 3DS™ system while playing the game will put the system into Sleep Mode. Sleep Mode will reduce power consumption. Opening the system will resume the game.

Note: In this instruction booklet,  surrounds images displayed on the 3D Screen (upper screen) and  surrounds images on the Touch Screen (lower screen).

STARTING THE GAME

In the HOME Menu, select the *Pokémon Rumble Blast* icon and then “Open.” The Title Menu will be displayed.


Note: Please see the Nintendo 3DS Operations Manual for details about starting a game.

Title Menu

The first time you play the game, select “New Game.” If you have saved data, select “Continue.” When the game resumes, you'll be at the gate of a town (see page 13).







Saving and Quitting the Game

Your progress in the game is saved automatically at certain points. There is only one saved data file. Please do not turn the Nintendo 3DS system off while “Saving...” is displayed on screen. When you want to quit playing, press  to display the Pause Menu and choose “Save and Quit” before closing the software or turning off the power.



Note: No matter where you were when the game was saved, you will be at the gate of a town when you continue the game.

Deleting Saved Data

To delete saved data, press and hold , , , and  simultaneously while the game is starting up.

Note: Deleted saved data cannot be recovered.

PLAYING THE GAME

Control Toy Pokémon and battle foes in many different areas. Befriend strong Pokémon so you'll be prepared to take on the next area.

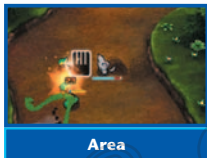
Fields and Areas

Each field contains several smaller areas. Clear an area by battling with Pokémon that live there. It's up to you to befriend ever-more-powerful Pokémon, so you can meet the requirements for participating in the Battle Royale (see page 10) and proceeding in your adventure. Fields also contain towns (see page 13), which are central points in the story.



Field

Walk up to an area or town to enter it.



Area

Explore the area while battling other Pokémon. Clear an area by defeating the Boss. You'll find the Boss at the end of that area.

Launch Pad

Hop on Launch Pads like the one shown here to proceed or move to a different place. Keep in mind that Launch Pads are a one-way trip.

Note: You'll notice that there are different types of Launch Pads if you observe their color and shape.



Using the Game Screens

The information displayed on the screens depends on your game location.

HP Gauge

The aqua-blue gauge shows how much HP your current Pokémon has left. It goes down as the Pokémon takes damage. When it runs out, the Pokémon is defeated.

Information about Foes

This shows the name and type (see page 9) of the Pokémon you are battling.

Minimap

The minimap shows what's going on around you. The types of icons displayed on the map change depending on your game location.

- Your Pokémon
- Foes
- Defeated Pokémon
- Launch Pad
- Tunnel
- Cleared Area
- Uncleared Area
- Town (Glowing Fountain)
- Boss
- Exit
- Facility

Combo (see page 9)

Boss's HP Gauge

This gauge is displayed when battling a Boss.

Keys

When your Pokémon is defeated, the number of Wonder Keys goes down by one. When all the Keys are gone, it's Game Over (see page 9)!

Current Location

Number of Allies

Currently Held (see page 13)



Moves and Types

Press **A** to use the move assigned to **A**, and press **B** to use the move assigned to **B**. Some Pokémon only know one move. Every move has a type, and the damage the move does depends on how it matches up with other Pokémon's types.



Befriend Pokémon


When a Pokémon you defeated tips over and falls to the ground, touch the Pokémon to befriend it.



Switch Pokémon

When you press **X**, the Switch Menu (see page 11) appears, and you can switch the Pokémon you're controlling (your current Pokémon). With the Switch Menu, you can switch to one of your other befriended Pokémon whenever you want.

Keys and Game Over

When your current Pokémon loses all of its HP, it faints, and you'll lose one Key . Choose another Pokémon with the Switch Menu. If you lose all of your Keys or have no Pokémon left to switch, it's Game Over, and you'll be returned to a town.


Combo

When you defeat multiple Pokémon in a row, the length of the Combo will be displayed. As the Combo increases, it will become slightly easier to make them tip over. The Combo will end if you don't attack Pokémon for a while.

Special Types of Battles

Special rules apply to the following types of battles. In these battles, Pokémon won't become your friends even if you defeat them.


Battle Royale

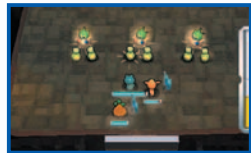
You will win the battle if you defeat all the Pokémon in the arena within the time limit. When you defeat a Pokémon,  will appear. Pick them up to extend the time limit.

Note: In a Battle Royale, you can't switch Pokémon until your current Pokémon faints.



Team Battle

Select up to two Pokémon in addition to your current Pokémon, and battle as a team of three. You can't switch Pokémon during the battle. After you've reached a certain point in the game, you'll be able to get Windup Energy  when you defeat Pokémon. When you have enough Windup Energy, press **X** to use the powerful Hyper Mode for a limited amount of time.



Charge Battle

Send a massive group of your Pokémon against legions of other Pokémon. Keep pressing **A** quickly or rotate **C** to build up the power of your charge. If your team is stronger than the other group of Pokémon, you will win and advance. If your team is weaker, you'll lose the Charge Battle and you'll have to build up your forces to try again.



SWITCH MENU

Press **X** to display the Switch Menu. In this menu, you can switch your current Pokémon or look at information about the Pokémon in your Collection.

Note: The game will be paused when you display the Switch Menu.

Switch Menu Screen

The Pokémon in your Collection will be displayed in a list. The “Power” number indicates the overall strength of each Pokémon. You can switch your current Pokémon by selecting a Pokémon from the list and pressing **A**.

Note: If your current Pokémon is attacked while switching, it won't be switched out.



Filter and Sort

Press **START** in the Switch Menu to filter the list of displayed Pokémon or sort the order by name, type, and so on.

Favorites

You can register a selected Pokémon as one of your “Favorites” by pressing **R** in the Switch Menu. Your Favorite Pokémon will have a **♥** symbol and be displayed at the top of the list.



Pokémon Info

Press **Y** in the Switch Menu to display detailed information about the selected Pokémon.

Power

Type

Current HP/Max HP

Move Info

Shows the name and type of the moves registered to **A** and **B**. The more **☆** symbols the move has, the stronger it is. Moves with additional effects have a **▶** symbol.

Note: When the move type matches the Pokémon's type, the move is marked with one or more **☆** symbols, and its power is greater than normal.



Effects of Special Traits

Original Toy Trainer

The name registered in the Mii Maker™ application is displayed as the Original Toy Trainer's name.

Note: If you have not created a Mii™ character, the user name set on the Nintendo 3DS system is displayed.

Effects of Moves

Additional effects will be displayed, if any.

Attack/Defense

Attack means attack power, and Defense means defense power. The more **○** symbols they have, the higher the Pokémon's attack or defense power.

Special Traits

Some Pokémon have Special Traits. There are many kinds of Special Traits. They have effects such as increasing the Pokémon's speed of movement or affecting how a move works.

Note: Names of Pokémon with Special Traits are displayed in different colors.



IN TOWNS

Towns are the setting-off points of your adventure. You can use Launch Pads and tunnels to travel to various places. Towns also have many different facilities to help you on your journey.

Note: Some facilities are available outside of towns as well.


Note: As you progress through the game, more and more facilities will become available.

Glowing Fountain

Restores the HP of all of your Pokémon, including any Pokémon that fainted.





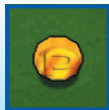
Move-a-majig

You can spend  to teach your current Pokémon a random move. If the Pokémon already knows two moves, you'll have to make it forget one before it can learn a new move.




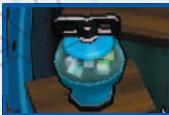
About

When you defeat foes or become the Battle Royale champion,  will appear. Touch them to pick them up. You can spend  at the Move-a-majig, Move Vendor, and so on.



Move Vendor

You can spend  to teach a specific move to the current Pokémon if it is able to learn it. Each Move Vendor offers a unique move.



Move Swapper

You can spend  to swap the moves registered to **A** and **B**.





Collection

Check information about the Pokémon you've encountered. Different forms are registered separately. The Pokémon you've befriended are highlighted.



Information

Check information about the game, such as how long you've been playing or how many Pokémon you've defeated. Move left or right with  or  to switch pages.



Tunnel

Visit Drillbur™, who likes to sleep in certain spots in the field. Drillbur will make a tunnel that you can use to go back and forth to town.



Release Point

Release befriended Pokémon here. Press (A) to place a checkmark by the Pokémon you want to release. When you are done selecting Pokémon, press (B), and the confirmation message will appear. Select “Yes” to release those Pokémon. Released Pokémon may leave behind 🍌 or a different Pokémon as a Goodbye Gift.



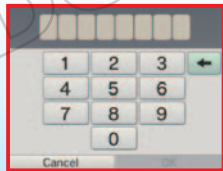
Move School

Use this facility to have your other Pokémon teach your current Pokémon a move. Select a move and then the Pokémon. When you are done selecting Pokémon, press (B), and the confirmation message will appear. After the Pokémon learns the move, the Pokémon that taught it will disappear.



Enter Passwords

Talk to Munna™ in Easterly Town to enter a password. You can enter passwords by tapping the numbers on the numeric keypad with the stylus. New Pokémon will appear somewhere in the game when you enter passwords correctly.



Note: Passwords will be revealed outside this game. Visit the *Pokémon Rumble Blast* official website (<http://www.pokemon.com/RumbleBlast>) for more details. Please note that this service may end without prior notice.

Two Player

Take on a variety of areas with a friend via Nintendo 3DS Local Play, and you can befriend more Pokémon than usual.

Note: Two-Player mode becomes available after you clear the first Battle Royale.

Note: In Two-Player mode, the game will not be paused when the Switch Menu is displayed.

WHAT YOU NEED

- Two Nintendo 3DS systems
- Two *Pokémon Rumble Blast* Game Cards

How to Play with a Friend

1 The host selects “Recruit,” and the player who joins (the guest) selects “Search for a Player.” When communication succeeds, the guest’s screen shows the name of the host. When the guest selects the host’s name, both players will proceed to the lobby for Two-Player games. The host then uses the Launch Pad to select an area.

Note: You can only go to areas that both of you have already cleared. Battle Royale arenas, Team Battles, and Charge Battles are not available.

2 Wonder Keys are shared between you and your friend. If the HP of a friend’s Pokémon reaches 0, you can restore its HP by having your current Pokémon stand next to it. Even if there are no Wonder Keys left, the game will continue as long as one player’s current Pokémon still has HP. Tipped-over Pokémon will befriend the first player to reach them. When you’ve cleared an area, you’ll go back to the lobby. To quit Two-Player mode, go to the End Connection facility.

Gift Exchange

If both of you have cleared the game, you and your friend can give Pokémon to each other by using the Gift Exchange in the Two-Player lobby. Pokémon you give away will no longer be in your Collection.

Shopscope

Other players' Mii characters can visit your Toy Shop via StreetPass™. You can battle another player's Pokémon Collection.

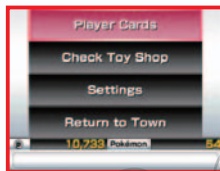
Note: The Shopscope becomes available after you clear the first Battle Royale.



Using StreetPass


- 1 When you use the Shopscope facility, the following menu will appear. The StreetPass feature starts when you go to "Settings" and activate StreetPass in "StreetPass Settings."

Note: The other player also needs to have StreetPass activated on his or her system.





Player Cards	Look at information about other players who pass by and battle against their Collections.
Check Toy Shop	Check on current customers. To invite a new customer to your Toy Shop, select "Invite a Customer." It costs 10 Play Coins earned in your Nintendo 3DS system. You must have at least two Mii characters on your Nintendo 3DS system in order to invite a customer.
Settings	Check your Collection, use the stylus to edit your greeting, and more. You can also turn StreetPass on or off.
Return to Town	Leave the Toy Shop and return to town.

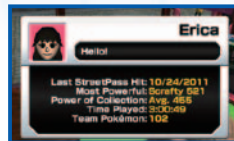
Note: Use the Nintendo 3DS system's Parental Controls to restrict StreetPass communications. Please see the Operations Manual for details.

- 2 When StreetPass is successful, customers can visit your Toy Shop and shop there. You'll receive  when they visit!

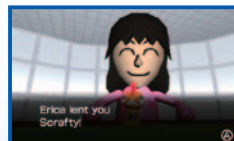


- 3 Once customers have visited your Toy Shop, you can check information about them by selecting "Player Cards" in the Toy Shop Menu. Select a card by pressing , and the customer's Collection will be shown. You can then battle against his or her Pokémon.


Note: Up to 30 player cards can be saved. As you encounter more players, older cards will be discarded, starting with the oldest one. To prevent cards from being discarded, protect them by pressing .



- 4 When you win a battle against a customer, you'll be able to borrow his or her Pokémon. It will show up at an area entrance as a Helper Pokémon and help you in your adventure. It will leave after you've cleared the area.



Deactivate StreetPass

Select "StreetPass Settings" under "Settings" in the Toy Shop Menu. When you press , you'll see "Deactivate StreetPass for Pokémon Rumble Blast?" Select "Yes" to stop StreetPass communication.