#### Pokémon Shuffle

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#### Important Information

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

- This software does not support the display of 3D visuals.
- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
- ♦ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.

#### **MIMPORTANT**

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu. You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

#### Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.

If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.

For instructions about how to change the system language, please refer to the System Settings electronic manual.

## Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe): www.pegi.info

USK (Germany): www.usk.de

Classification Operations Branch (Australia):

www.classification.gov.au

OFLC (New Zealand): www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/doc/index.php?id\_4=883

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#### **Online Features**

This software has online features, which allow you to receive game data and purchase Jewels as ingame content.

◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

#### **Online Precautions**

If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others

- may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses

other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed. you may be subject to penalties such as being banned from the Nintendo 3DS Services.

Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Nintendo 3DS Shopping Services Restricts the purchase of Jewels.
- StreetPass Restricts the ability to exchange gameplay records through StreetPass™.



Pokémon™ Shuffle is a puzzle game where you line up three or more of the same Pokémon to clear them from the Puzzle Area. You battle opposing Pokémon through these puzzles, and you can use Poké Balls to catch plenty of Pokémon to help you on your journey.

This software has online features, which allow you to receive game data and purchase Jewels as ingame content.

This game can be played at no cost, but you may have to wait once you run out of Hearts. To continue playing without waiting, you can purchase Jewels from Nintendo eShop (p. 12).



# Saving Your Data

Your progress will automatically be saved whenever you clear a stage or use your Hearts, Coins, or Jewels.

# **Deleting Your Data**

To delete your game data, you will have to delete the entire application.

To do so, please follow the steps below:

- 1. Go to the HOME Menu to access "System Settings", and then select "Data Management".
- 2. Select "Nintendo 3DS" and then "Software".
- 3. Find "Pokémon Shuffle" in the list, select it, and then tap "Delete".
- ♦ If you delete your game data, you will lose any Jewels you have obtained—including any purchased Jewels. Deleted Jewels cannot be restored.
- Data that has been deleted cannot be restored. Please

# consider this carefully before deleting your game data.

- Do not turn the power off, reset the system or remove Game Cards / SD memory cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

#### **Notice**

If you try to overwrite the save data on your SD card with data saved on your computer or other device, it will not be read. You cannot use this method as a way to back-up your save data.



Tap a stage to select it. Once you select a stage, you'll have the chance to prepare for it (p. 7). Then, it's time for battle (p. 8–10).



◆ As you make progress in the game, you'll see more options displayed on the screen.

#### 1 Hearts

You use up a Heart each time you play a stage. When you run out of Hearts, you won't be able to play again until you gain at least one Heart.

- ◆ You gain Hearts over time. You earn one Heart per set time period.
- ♦ You do not gain any more

Hearts if you already have five or more Hearts.

#### 2 Coins

You can use Coins to get items to use in stages.

#### **3** Jewels (p. 12)

#### 4 Support Pokémon

These are the Pokémon you choose to bring to a stage with you.

#### Stages

◆ Pokémon you've caught will be marked with a ₩ icon.

#### 6 Rank

When you clear each stage, you'll be assigned a Rank: S, A, B, or C, with S being the highest.

## 7 Check In (p. 11)

#### Options

This is where you can check your StreetPass settings, enter passcodes, and check your Client Number (p. 12).

#### Shop

If you tap the shop icon, you can

purchase more Hearts or Coins with your Jewels.

♦ You can also purchase Jewels as in-game content from Nintendo eShop.



You can prepare for battle by doing things like setting Support Pokémon and buying items.

# Setting Support Pokémon

Tap "Optimize" to automatically create an optimal group of Support Pokémon, or tap

to choose for



yourself the Pokémon you'd like to set. When you're done, select "Continue", and you will be taken to the item purchase page.

#### Pokémon Type Matchups

Pokémon type compatibility is illustrated with either a {\frac{2}{8}} (which means your Pokémon will be super effective against the opponent) or a {\frac{2}{9}} (which means your Pokémon will not be very effective against the opponent).



Slide Pokémon into the orange box, and then tap "All Done!" when you're finished. Tap 🔎



to find specific Pokémon you'd like to set.

♦ Set a Pokémon capable of Mega Evolution (p. 10) in the lead position, and it will be able to Mega Evolve during the battle.

#### Search and Set Pokémon

Set conditions for the four filter options, and then tap "Search".



1 / ↓

Change the order in which your results are displayed (ascending or descending).

Caught AII Pokémon

Select "All Pokémon", Pokémon / and Pokémon you have not caught yet will be shown in silhouette.

Reset the search conditions.

**Getting Items** 

You can choose items to buy to be used in the upcoming stage. When you're done making



your selections, tap "Start!".





- 1 Current stage
- 2 Score
- 3 Remaining moves

This shows the number of times that you can move Pokémon.

- 4 Puzzle Area
- **5** Gauge

As you clear the Pokémon pictured in the gauge, the gauge will fill up. Once it's full, the Pokémon will Mega Evolve (p. 10).

#### 6 Moves until the next disruption

As you move your Pokémon, this number goes down. When it

reaches zero, your foe may cause a disruption (p. 10) in the Puzzle Area or change the Pokémon there into different Pokémon.

#### **7** Opposing Pokémon's HP

As you attack by making matches, the foe's HP goes down.

#### 8 Pause menu

You can pause the game and choose to quit a stage from the pause menu.

If you quit a stage, you will not get back any Hearts, Coins, or Jewels you have used for that stage.



You can battle opposing Pokémon by taking actions in puzzles. When you move a Pokémon and clear it from the Puzzle Area, you deal damage to the opposing Pokémon and use one of your remaining moves.

# **Clearing Stages**

You clear a stage by reducing the opposing Pokémon's HP to zero before you run out of moves.

◆ Some stages will require you to reduce the foe's HP to zero before a time limit runs out.

# Catching Pokémon

When you clear a stage, you'll have a chance to throw a Poké Ball to try to



catch a wild Pokémon. The more moves you have remaining, the easier it will be to catch a Pokémon.

If your catch fails, you can use some of your Coins to get a Great Ball and try again. ♦ You can move to the next stage even if your catch fails. To move on, you only need to clear the stage.

#### Coins and Exp. Points

After clearing a stage, you can earn Coins and Exp. Points. The Pokémon that dealt the most damage will be marked with a icon and can receive more Exp. Points.

#### Game Over

If you run out of moves and your foe still has HP remaining, it will be game over!

- ♦ You can continue playing even after getting a game over notification by using Jewels.
- ♦ When the number of remaining moves is greater than zero, it will add a bonus value to your score. However, this bonus will not occur when you have remaining moves left over after choosing to continue play by using Jewels.

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## Clearing Pokémon

Line up three of the same Pokémon either horizontally or vertically by dragging a Pokémon across the Puzzle Area.



The Pokémon making the match will be cleared from the Puzzle Area.



# Combos

If you make a cross-shaped or L-shaped match, or if clearing a match causes the Pokémon icons dropping down to make a new match, you'll achieve a combo.









# Mega Evolution

If you clear a Pokémon that holds a Mega Stone (1) and fill its gauge completely, it will Mega Evolve. This will have different effects. depending on the Pokémon.





# Removing Disruptions

You can clear some disruptions by making a Pokémon match right beside the disruptions.



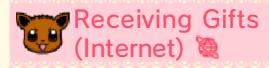
#### What Are Disruptions?

Disruptions take the form of objects, like rocks, that cannot be moved with your stylus. These will not disappear even if three of them are lined up in a row.

♦ Some disruptions cannot be removed.



You need to connect your system to the internet to use the Check In feature.



If you tap "Check In" on the stageselection screen, you may receive Hearts or Jewels or trigger special



stages where you can encounter rare Pokémon.

- ♦ You can check in only once per day.
- The ability to check in will be unlocked as you progress through the game.



Jewels can be purchased from Nintendo eShop (wireless internet connection required).

#### What Are Jewels?

Jewels are in-game items that you can use to buy Coins and Hearts. You can also use them to continue playing after you get a game over notification.



# **Buying Jewels**

## How to Buy Jewels

- 1. On the stage-selection screen, tap and then .
- 2. You'll be directed to the Nintendo eShop.
  - You can decide how many Jewels you want to purchase.
  - You can also redeem a Jewel download code.
- 3. Choose how many Jewels you want to purchase and follow the on-screen instructions.
- 4. Select "Purchase" to complete your purchase.



- A spending limit of €100, £80, AU\$150, NZ\$150 (or equivalent) a month is in place for users below 18 years of age.
- You can only carry up to 150 Jewels at a time.
- You cannot purchase Jewels if your total balance would exceed 150 Jewels.
- If you obtain more than 150 Jewels within the game, any Jewels exceeding the limit of 150 will be discarded. They will not be awarded to you at a later time.
- You can view your past Jewel purchases in Nintendo eShop's Account Activity section.
- Jewels can only be used on the system used to buy them and will be lost in case of a system transfer.
- Jewels are made available by Nintendo as a digital product in the form of a license (right) to trade or exchange for other digital products within the game. Jewels, as well as other digital products traded or exchanged for Jewels, can only be used within the game, cannot be

transferred to a third party (unless a transfer is permitted within the game), and cannot be exchanged for legal tender or any item or right outside of the game.



You must have sufficient Nintendo eShop funds to purchase Jewels. If you do not have enough funds, you can tap "Add Funds" to add more.

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

- ◆ To save time when adding Nintendo eShop funds again, it is possible to register the credit card information and protect it with a password.
- ◆ The credit card information can be deleted at any time in Nintendo eShop by going to "Settings" and selecting "Settings/Other".

#### **Troubleshooting**

If you encounter any issues, select on the stage-selection screen and then tap "Client Number".

Once you have your Client Number, contact customer service (p. 14) for assistance.

◆ You'll receive a Client Number after the first time you check in.

#### What Is a Client Number?

This number serves as proof that you are the owner of this game data. You may need it when you're making an inquiry.



# Exchanging Play Records (StreetPass)

If you have activated StreetPass for this game and you pass by another player who has done the same, you'll automatically exchange your gameplay records.

# Activating StreetPass

On the stage-selection screen, select and then tap "Settings", and make sure that StreetPass is set to "On".

♦ If you wish to deactivate StreetPass, change this setting to "Off".



# 14 How to Contact Us

For product information, please visit the Nintendo website at: www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit: support.nintendo.com