Support Information

1　Important Information

Thank you for selecting Super Pokémon™ Rumble for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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.

Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS XL systems.

Health and Safety Information

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the ⚠ icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press ⌂HOME to

return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

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

COB (Australia):
www.classification.gov.au

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

Advisories

When you download or use this software (including any digital content or documentation you download or use in connection with this software) and pay any applicable fees, you are granted a personal, non-exclusive, revocable licence to use this software on your Nintendo 3DS system. Your use of this software is subject to the Nintendo 3DS Service User Agreement and Privacy Policy, which includes the Nintendo 3DS Code of Conduct.

Unauthorised reproduction or distribution is prohibited. Your Nintendo 3DS system and this

software are not designed for use with any unauthorised device or any non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the user agreement. Furthermore, 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 devices or non-licensed accessories.

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software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit this website to view the full policy and understand your rights:
ippolicy.nintendo-europe.com

Australia and New Zealand consumers please visit:
support.nintendo.com

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Controls

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

General Controls

Move	✛ / ◎
Select Menu Items	✛ / ◎
Decide	Ⓐ
Check	Ⓐ
Talk	Ⓐ
Use Move Ⓐ	Ⓐ
Send Message	Ⓐ
Back	Ⓑ
Use Move Ⓑ	Ⓑ
Display Switch Menu	Ⓧ
Display Pause Menu	START
Display the HOME Menu	⌂HOME

Switch Menu Controls

Check Pokémon Info	Ⓨ
Register a Favorite	Ⓡ
Filter or Sort	START

Touch the Super Pokémon Rumble icon on the HOME Menu, then touch OPEN to start the game. The Title Menu will be displayed.

Title Menu

The first time you play the game, select NEW GAME. If you have save data, select CONTINUE. When the game resumes, you'll be at the gate of a town (p. 9).

Your progress in the game is saved automatically at certain points. There is only one

save data file. Please do not turn the Nintendo 3DS system off while "Saving..." is displayed on screen. When you want to quit playing, press START to display the Pause Menu and choose SAVE AND QUIT before closing the software or turning off the power.

◆ 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 Save Data

To delete save data, press and hold Ⓐ + Ⓑ + Ⓧ + Ⓨ simultaneously while the game is starting up.

◆ Deleted save data can't be recovered.

● Do not turn the power off, reset the system or remove Game Cards/SD 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.

Each field contains several smaller areas. Clear an area by battling with Pokémon that live there. It's up to you to befriend increasingly more powerful Pokémon so you can meet the requirements for participating in the Battle Royale (p. 6) and proceeding with your adventure. Towns (p. 9), from which you set out on your quests, can also be found on the fields.

Field	Area
Walk up to the entrance of an area or town to enter it.	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.

◆ You'll notice that there are different types of Launch Pads if you observe their colour and shape.

Using the Game Screens

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

① HP Gauge

The aqua-blue gauge shows how much HP (Health Points) your current Pokémon has got left. As the Pokémon takes damage, the gauge goes down. When the gauge

is empty, the Pokémon is defeated.

② Information about Foes

This shows the name and type of the Pokémon you are battling.

③ Mini-map

The mini-map shows what's going on around you. The type of icons displayed on the map will change depending on your game location.

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

④ Currently Held 🪙 (p. 9)

⑤ Combo

⑥ Boss's HP Gauge

This gauge is displayed when battling a Boss.

⑦ Wonder Keys

The number of Wonder Keys goes down by one when your Pokémon is defeated. When all the Wonder Keys are gone, it's Game Over.

⑧ Current Location

⑨ Number of Allies

Moves and Types

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

Befriend Pokémon

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

Switch Pokémon

Press Ⓧ to display the Switch Menu (p. 7). In this menu you can switch the Pokémon you are controlling (your current Pokémon) to one of your other befriended Pokémon whenever you want.

Wonder Keys and Game Over

When your current Pokémon loses all of its HP, it faints, and you lose a Wonder Key 🔑. Choose another Pokémon in the Switch Menu. If you lose all of your Keys or have no

Pokémon left to switch to, it's Game Over. You'll then be returned to a town.

Combo

The Combo shows the number of Pokémon you've defeated in a row. As the Combo number increases, it will become slightly easier to make foes tip over. The Combo will end if you don't attack Pokémon for a while.

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 Pokémon, ⏱ will appear. Pick them up to extend the time limit.

◆ 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, then 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 Ⓧ 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 Ⓐ quickly or rotate ◎ 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 strengthen your forces to try again.

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

◆ 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 Ⓐ.

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

Filter and Sort

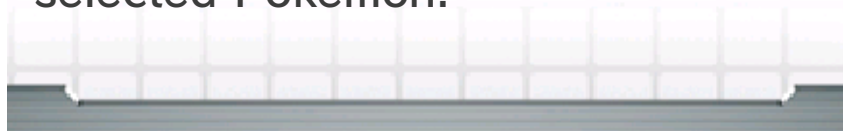Press START in the Switch Menu to filter the list of displayed Pokémon or sort the order by name, type and so on.

Favorites

You can register a selected Pokémon as one of your "Favorites" by pressing Ⓡ in the Switch Menu. Your favourite Pokémon will have a 💗 symbol and be displayed at the top of the list after your currently selected Pokémon.

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

① Power

② Type

③ Current HP / Max HP

④ Move Info

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

◆ 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.

⑤ Effects of Special Traits

⑥ Original Toy Trainer

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

◆ If you haven't created a Mii™ character, the user name set on the Nintendo 3DS system is displayed.

⑦ Attack / Defense

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

⑧ Effects of Moves

Additional effects, if any, will be displayed here.

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.

◆ Names of Pokémon with Special Traits are displayed in different colours.

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.

◆ Some facilities are available outside towns as well.
◆ 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.
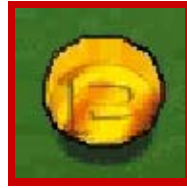
Move Vendor

You can spend 🪙 to teach a specific move to a selected 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 Ⓐ and Ⓑ.

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.

Release Point

Release befriended Pokémon here. Press Ⓐ to place a check mark by the Pokémon you want to release. When you're done selecting Pokémon, press Ⓑ, 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 Ⓑ, and the confirmation message will appear. After the Pokémon learns the move, the Pokémon that taught it will disappear.
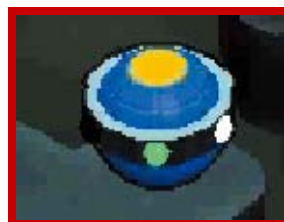
Tunnel

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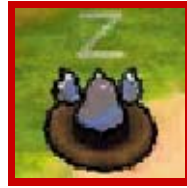
Enter Passwords

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

◆ Passwords will be revealed outside this game. Visit the official Super Pokémon Rumble website for more details (www.pokemon.com/superrumble/). Please note that this service may end without prior notice.

Local Play 🖧

This software allows you to take on a variety of areas with a friend via Nintendo 3DS Local Play and befriend more Pokémon than usual. Up to 2 players can participate. Each player must have a copy of the software.

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

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

⚙ You Will Need:

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

⚙ Setup

① The host selects RECRUIT, and the player who joins (the guest) selects SEARCH FOR A PLAYER. If communication succeeds, the guest's screen will show 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 can then use the Launch Pad to select an area.

◆ 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 some of it 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.

StreetPass™ 🚶))

This software supports
visits to your Toy
Shop by other players'
Mii characters, and
battles with other
players' Toy Pokémon Collections.
To communicate using this feature,
all players must activate StreetPass
for this software. Your player name,
Mii name, and greeting will be seen
by other users.

◆ You can restrict StreetPass
  functionality via Parental Controls.
  For more information, refer to the
  Operations Manual.

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

Activating StreetPass

⚙ Activation Procedures

① When you use the
  Shopscope facility,
  the following menu
  will appear. You can
  activate StreetPass
  from the settings menu.
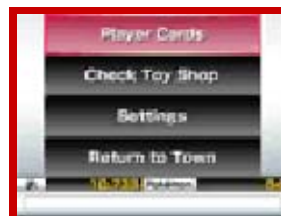
Player Cards	Look at information about other players who pass by, and battle against their Collections.

|	
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 customers.
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.

② When StreetPass is successful, customers can visit your Toy Shop and shop there. You'll receive 🪙 when they visit!
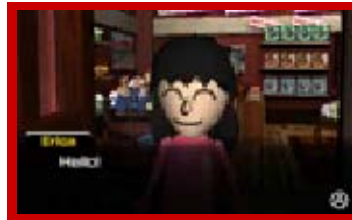
③ Once customers have visited your Toy Shop, you can check information
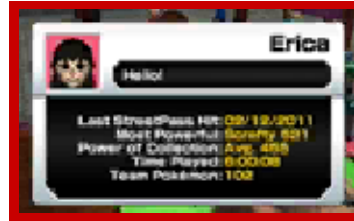
about them by selecting PLAYER CARDS in the Toy Shop menu. Select a card by pressing Ⓐ, and the customer's Collection will be shown. You can then battle against his or her Pokémon.

◆ 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.

Deactivating StreetPass

Select STREETPASS SETTINGS under SETTINGS in the Toy Shop menu. When you press Ⓐ, you'll see "Deactivate StreetPass for Super Pokémon Rumble?" Select YES to stop StreetPass communication.

12   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