

Puzzle & Dragons Z + Puzzle & Dragons Super Mario Bros. Edition

1 Important Information

Getting Started

2 Information-Sharing Precautions

3 Internet Enhancements

4 Note to Parents and Guardians

PUZZLE & DRAGONS Z

5 Introduction

6 Your Character

7 Controls

8 Start Menu

9 Exiting the Game

Field

10 Zed City

11 World Map

Dungeons

12 Dungeon Exploration (1)

13 Dungeon Exploration (2)

D-Gear Menu

14 Using the D-Gear Menu (1)

15 Using the D-Gear Menu (2)

16 Using the D-Gear Menu (3)

Ranger HQ

17 Counters in the HQ

18 Dragon Lab (1)

19 Dragon Lab (2)

20 Dragon Lab (3)

Battles

21 Battle Basics

22 Battle Rules

23 Basic Techniques

Communications

24 StreetPass

25 Online Interaction

26 Local Wireless

P&D SMB EDITION

27 Introduction/Controls

28 Start Menu/Exiting the Game

Your Adventure

29 World Map

Courses

30 Course Guide (1)

31 Course Guide (2)

Menu

32 Using the Menu (1)

33 Using the Menu (2)

34 Using the Menu (3)

Toad House

35 Toad House (1)

36 Toad House (2)

Battles

37 Battle Basics

38 Battle Rules

39 Basic Techniques

Adventure Tips

40 Adventure Tips

Communications

41 Online Services

Troubleshooting

42 Support Information

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.

Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.

© GungHo Online Entertainment, Inc.

© Nintendo.

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.

CTR-P-AZGE-00

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 to receive data and data updates online.

- ◆ Refer to your Operations Manual for information about connecting your system to the Internet.
- ◆ You must go through the initial setup for Miiverse on your system before you can use Miiverse with this game.

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.

- **StreetPass**
Restricts the exchange of Tamer Cards via StreetPass.
- ◆ 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 part of the manual covers Puzzle & Dragons Z. If you want details for Puzzle & Dragons Super Mario Bros. Edition, please see page 27.

Welcome to Dracomacia, a continent that both humans and dragons call home.

The atmosphere of this world contains five kinds of Orbs: Fire, Water, Wood, Light, and Dark Orbs. When Orbs of the same elemental attribute are matched, a huge amount of energy is generated.

Orbs are also the source of a monster's life force, so monsters gather wherever Orbs abound. And where are Orbs found most often? In dungeons, of course...



The Evils of Paradox



There are those who'd like to see Dracomacia utterly destroyed, so the world can be completely re-created. These people, who want to make a new world based on their mad beliefs, are part of the evil group Paradox.

Paradox is full of Dragon Tamers, just like you. So use your power over monsters to defeat them—before they destroy Dracomacia!





Selecting Your Character

When playing for the first time, you will be able to select your main character. You are a new Dragon Tamer recruit striving to become a Dragon Master. Choose whether you'd like to be male or female.



Entering Your Name





Touch the letters to enter your name. You can enter up to 8 characters. Tap the arrow icon to switch between uppercase and lowercase.

● **Confirm with OK**

Once you're finished, touch OK to confirm your character's name.





You can use stylus controls on the lower screen to play most of the game.



While Talking



Next	(A)/touch arrow
Back/Cancel	(B)
View previous dialogue	+/(C)



Zed City



Move	+/(C)
Dash	(B)++/(C)
Talk/Interact	(A)/touch dialogue icon
Cancel	(B)/touch cancel option
D-Gear menu	(X)/touch Menu option
Leave Zed City	(Y)/touch Leave City option



World/Area Map



Select area	+ / ○ / touch area
Display Menu	⊗ / touch Menu option
Go to Zed City	Ⓨ / touch To City option

Team Selection

Switch teams	L / R / touch arrows
Select	Ⓐ / touch OK option
Back	Ⓑ / touch back icon

Battles

Move Orbs	Touch lower screen
Targeting	L / R / + / ○
Menu	⊗ / touch menu icon
Skills	Ⓐ / touch Skills icon
Map	Ⓨ / touch map icon





You will have three options when you start the game.



Start the game from the beginning. First you must select your character.



Continue the game from where you last saved.



Configure settings for the Present Code option.



● Present Code

By connecting to the Internet and entering your Present Code, you will be able to obtain ticket items to gain access to special dungeons.

◆ About Online Interaction
(page 25)





Be sure to save before you exit the game, or else you will lose any data that hasn't been saved.

Saving

You can save your progress by touching the save icon in the D-Gear (page 14). Your game will be saved automatically from time to time.

You have one slot of save data. Saving your game will overwrite any existing data.

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.



10 Zed City



Zed City will be central to all of your adventures. The Dragon Lab and other important places can be found here.

Speaking with Characters



You will come across a great many people in Zed City. Press the A Button or touch the talk icon while standing in front of characters to talk to them.

● Complete the Help Quests

People who need help will have a  displayed above their heads. Talk to them to find out what their problems are, and try to help as many people as you can.

Facilities

There are a number of useful locations in Zed City. You will be able to make use of them as you

progress through the game.

Ranger HQ

You'll find a Dragon Lab at HQ that is vital for raising and enhancing your monsters, as well as various counters for trading and other functions (page 17).

Shrine

If you take runes or relics to Kokoro, you will be able to enter dungeons in other worlds that you wouldn't otherwise see on your main adventure. You can find runes and relics in various ways. To get a Daily Rune, visit the main character's father at the shrine once per day.



★ Daily Dungeons

The daily Dungeons that you can access using Daily Runes are great places to obtain monster-evolution materials and experience points. Make good use of them to power up your team.

The Dragon Colosseum

Navigate around virtual dungeons and compare your high scores with others at this location. The dungeons offer a variety of scenarios and difficulty levels. The objective is to clear each dungeon within five minutes and obtain a high score.

- ◆ You will be able to use the Dragon Colosseum after you've gotten to a certain point in the adventure.

Types

Free-Team Challenges

Compete using a team freely chosen from your monsters.

Fixed-Team Challenges

Compete using a team of monsters assigned to you.

Levels

Each dungeon has four difficulty levels: Novice, Intermediate, Expert, and Master.



11 World Map



World Map



① Zed City.

② Your location.

③ Newly opened areas.

④ Areas you cannot yet visit.

⑤ Touch the Menu option to open up the D-Gear menu.

⑥ Touch the To City option to return to Zed City.

Area Map

Select an area in the world map to open up its map.



① Your location.

Dungeons that you can explore.

② Use \oplus or touch the dungeon to move there. Press \textcircled{A} or touch the entrance icon to enter.

You will be able to travel farther

③ by clearing dungeons and obtaining World Pieces.

④ At the end of each area, there will be a boss battle.



12 Dungeon Exploration (1)



Each dungeon is divided into a number of stages. Defeat the boss at the end of each stage to progress.



Select a Team



When you enter a dungeon, the Select a Team screen will be displayed. Touch   or use / to select your team. You can edit your teams in the Monster Box (page 14).



Select a Helper





You can select a character to assist you in battles as a Helper. Once you select a character, you will be able to view related details, which will help you make the best decision. Touch OK to confirm your selection.

● Helpers via Wireless Communication

There are two other sources of Helpers. You can use leader monsters from the teams of other players with whom you've had StreetPass exchanges. Or you can use those of PuzzleFriends with whom you've exchanged Tamer Cards. When these Helpers show up, you can also select their Tamer Cards to see more details.



13 Dungeon Exploration (2)



Once you enter a dungeon, you will automatically follow the route shown on the map. You will battle any monsters that you encounter. When you come across branching paths or icons, you will be able to choose what course of action to take.

● Branching Paths

At branching paths, you can choose which route to take. Clear more Orbs of the color of the path you want to take than any other.



★ Check the Map!

Touch the map icon on the lower screen to view the dungeon map. Looking ahead can help you choose which route you want to take.

● Obstacles

Even after clearing enough Orbs at a branching path, obstacles will sometimes block your way. If you destroy the obstacle before your remaining number of turns reaches 0, you will be able to continue. If you run out of turns, you will automatically go down a different route.

● Dungeon Map Icons

Here are some of the icons you will come across:



Branching Path

Select which route you want to take at branching paths.



Dragon Rod

Finding a Dragon Rod has various positive outcomes, such as getting your Skill Gauge filled back up to maximum.



Chest

Opening a chest after clearing the Orb challenge will give you Volts and items. There are various types of chests.



Metal Dragon

You will have a battle encounter with Metal Dragons.



Boss

Once you defeat the boss, you clear the stage.

● Opening Chests

Clearing the displayed Orb challenge within a certain number of turns will open the chest. The type of challenge will depend on the type of chest.



14 Using the D-Gear Menu (1)



The D-Gear Menu will be displayed on the lower screen while you are in Zed City. You can also bring up this menu in the world map, in area maps, or during battles.

Monster Box



① The stats of your selected team.

② The Leader Skill of your team leader.

③ This is your team. Touch  or use  to switch between teams. The monster on the very left is your team leader.

- 4 A list of your monsters. Touch   to scroll, or use  to go up and down the list.
-

- 5 Touch the Sort icon to see options for changing the order of your monsters.
-

- 6 By touching an Orb, the list will exclude monsters of that attribute. Touching it again will display them again.
-

● Editing Your Team

If you want to put a monster on a team, drag and drop it into a team slot. You can edit multiple teams. The number of teams you can have will increase as you progress through the game (up to eight).



● Team Stats

Your team's stats are based on your monsters' stats, so knowing what these stats are will help you know if your team is ready for dungeon challenges.

● HP

Your team's total HP. When this

reaches 0 during a battle, you lose.

● DEF

The defense stat.

● ATK

Attack strength for each attribute.

● Leader Skill

You can set one monster as the leader for each team. This monster's Leader Skill will be activated. Each monster has a different Leader Skill. Be sure to think about how various Leader Skills work as you build teams. They can make a huge impact in battle.



15 Using the D-Gear Menu (2)



You can view all of your items. They're divided by category (items, Chips, and Eggs). Touch the category icon to see what you've got.



You can view information about your monsters. After selecting a monster, you can touch the Skills, Details, Evo Path, or Egg/Chips options to view those details.



Your Tamer Card contains information such as some play records.



● View PuzzleFriend Cards

View your PuzzleFriends' Tamer Cards.

● Trade Cards

Exchange Tamer Cards with users nearby using local wireless (page 26).

● Change Your Card Message

Edit the message on your Tamer Card. Enter text like you did when you entered your character's name. Select OK once you're done.

★ Caution

The information on your Tamer Card may be visible to other users. Please do not include any words or phrases that may be offensive.



16 Using the D-Gear Menu (3)



Touching the back icon will save your settings automatically.

● Speed

Select the battle speed.

● Animations

Switch enemy-attack animations on or off.

● Attribute Help

Turning this on will display a diagram that shows the strength and weakness of each attribute.



Save your progress. This will overwrite any existing data.





17 Counters in the HQ



You will find various counters at Ranger HQ.

Trading Counter

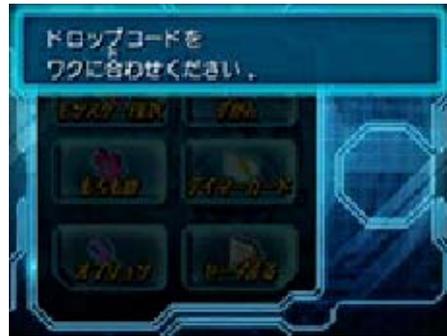
At this counter, you can trade monsters with players nearby using local wireless (page 26).



Scanning Counter

At this counter, you can scan Orb Codes using the camera function on your system to obtain items such as relics.





- ◆ This is only an example of an Orb Code and cannot be used in this game.

● How to Scan

Talk to the character behind the scanning counter at Ranger HQ. Place the Orb Code within the frames of your camera. You'll get a relic when the process finishes correctly.

Present Counter

At this counter, you can connect to the Internet to receive dungeon updates, relics, and other surprises.

- ◆ For more details, see page 25.



18 Dragon Lab (1)



You can hatch your Eggs at the Dragon Lab, as well as evolve and enhance your monsters.

ZEUS: Hatching Eggs



Choose the Egg you want to hatch, and touch OK to confirm.

● Add Monsters to Your Team

You can add newly hatched monsters to your team from the Monster Box. You can raise their levels by using them in battle, and you can also evolve and enhance them with other equipment in the Dragon Lab.





19 Dragon Lab (2)



Use Chips to evolve your monsters. The number and types of Chips you need will vary depending on the monster.

Evolution Screen



1 Details of what your monster will be if you evolve it.

Types and quantities of Chips needed to evolve your monster.
2 Those Chips you have will be lit up.

How to Evolve



Once you've selected the monster you want to evolve, you will have to put the Chips into the monster image like a puzzle. Touch and drag the Chips into the correct positions.

Chips come in various shapes, and you will be able to place only Chips that correctly match the shapes of the puzzle. A Chip will automatically rotate once you've dragged it into its position.





Use Eggs to enhance your monsters. The Eggs you use will disappear from your inventory, so be careful which ones you select.



● How to Enhance

Confirm the monster you want to enhance, and then select the Egg you want to use. If you've got more than one of the same Egg, you can choose how many to use.

★ Letting Monsters Go

Talk to Freddie, who stands below ATHENA, to remove any monsters you no longer want in your Monster Box.

- ◆ Monsters you let go will disappear from your Monster Box permanently.





When you encounter monsters or other enemies, a battle will begin. Clear Orbs to attack monsters.

Battle Screen

Top Screen



- ① Your monsters and their levels.
- ② An icon that appears if a monster can use its Skill.
- ③ Your team's total HP. If this reaches 0, you lose the battle.
- ④ The Skill Gauge. This will fill as you clear Orbs.
- ⑤ Your Skill Points. When the Skill Gauge is full, your Skill Points increase by one. Using a Skill requires a certain number of Skill Points.

The number of turns until the enemy monster will make a move.

- 6 A turn will be over when you finish moving Orbs. When this number reaches 0, the enemy takes its turn.

The targeting cursor. Use **L/R** to switch your target. Your attacks will then be focused on that enemy.

7

The enemy monster's HP and elemental attribute.

8

Icons that show if the enemy has a status condition. You and the enemy can use attacks that can cause status conditions.

9

Lower Screen



- 1 The Orb field. Touch and drag Orbs to move them.

- 2 The time gauge. You can move Orbs freely until time runs out.

- 3 The Skill button. Touch this to display the Skill-selection screen.

4 The map button. Touch this to display the map of the dungeon. You can then touch the arrow to return to the battle screen.

5 The D-Gear button. Touch this to open up the D-Gear menu.

Finishing a Battle

To win a battle, you need to reduce the HP of all of your enemies to 0. Your team will obtain experience points (XP), and you may get items and D-Energy (Volts). Your monsters will level up after they gain enough XP.

You lose the battle if your team's HP reaches 0. You'll immediately be taken out of the dungeon and reappear in Ranger HQ. You won't lose the items you collected in the dungeon.

★ D-Energy

This is the currency used in Zed City. It is measured in Volts.





Match three or more Orbs vertically or horizontally to clear them. Any monsters that have the same attribute (color) of cleared Orbs will attack. Clearing Heart Orbs will recover your HP.

Types of Orbs



Fire



Water



Wood



Light



Dark



Heart

Z-Orbs

A Z-Orb is a glowing Orb that triples the power of an attack, which can cause a lot of damage.



Elemental Attributes

Each attribute has an element that it is strongest against. As shown in the diagram, Fire is strong against Wood, Wood is strong against Water, and

Water is strong against Fire. Light and Dark are each strong against the other.



Check each enemy monster's attribute before you start moving Orbs for your attack. You'll do greater damage against a monster if your attack includes the attribute it's weak against. This can make a huge difference in whether you win or lose a battle. So consider making a team that is well suited to the attribute most common in a specific dungeon.



23 Basic Techniques



Clearing multiple batches of Orbs creates chains of combos. The more combos you clear, the more damage you do.



Clearing five or more Orbs in a line will make your attacks hit all of the enemies at once.



Skills

To use your monsters' Skills, you'll need enough Skill Points. Touch the Skills option on the lower screen to display the Skill-selection screen. There you will see your monsters' Skills and the Skill Points required to use them.



Once you've selected a Skill, touch OK or press (A) to activate it. Touch the back icon or press (B) to cancel.





If there are other players nearby who also have StreetPass turned on for this game, you will be able to use their leader monsters as your Helpers.

- ◆ The other player will need to have StreetPass activated as well.

Procedure

● Activating StreetPass

1. From the title screen, select Game Menu to return to the game-selection menu, and then choose StreetPass.
2. Select the Activate StreetPass option.

● Deactivating StreetPass

StreetPass can be deactivated via the Data Management in the System Settings. Go to StreetPass Management, then select the icon for this game, and then choose Deactivate StreetPass.

You can also deactivate StreetPass from the game-selection menu. From the title menu, select Game Menu,

then choose StreetPass, and then select Deactivate StreetPass.





Using the Internet, you can receive dungeon updates and relics that let you enter special dungeons.

- ◆ Refer to the Operations Manual for details on Internet settings.

How to Receive

1. Talk to the character behind the present counter at Ranger HQ (page 17).
2. You will be prompted to connect to the Internet. Select the Yes option to connect.
3. Follow the on-screen instructions to receive the data.



Enter a Present Code to receive a rune or relic that will grant you access to special dungeons.

- ◆ Refer to the Operations Manual for details on Internet settings.
- ◆ Present Codes are distributed only through sources outside of the game.

- ◆ Distribution of Present Codes may end without notice.

Receiving a Present

1. From the title screen, select Extras, and then choose Present Code.
2. Once you have connected to the Internet, follow the on-screen instructions and select "Receive new present."
3. Follow the on-screen instructions to enter your Present Code.





You can trade monsters with other players using local wireless.

You Will Need:

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

Setup

1. Talk to the character behind the trading counter at Ranger HQ.
2. Select the monster you want to trade.
3. Position your system as indicated.
4. Select the Trade with This Partner option.



Using local wireless, you can exchange Tamer Cards with other players.

- ◆ The information exchanged via Tamer Card is the same as that exchanged via StreetPass.

You Will Need:

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

Setup

1. Touch the Tamer Card option on the menu, choose Trade Cards, and then select "Start local wireless communication."
2. Position your system as indicated.
3. Select the Trade with This Partner option.



You can use stylus controls on the lower screen to play most of the game.



World Map

Move	+ / ○
Enter a course	Ⓐ / touch Enter option
Display menu	ⓧ / touch Menu option
Go to world-selection screen	Ⓨ / touch Worlds option



Edit Team Screen

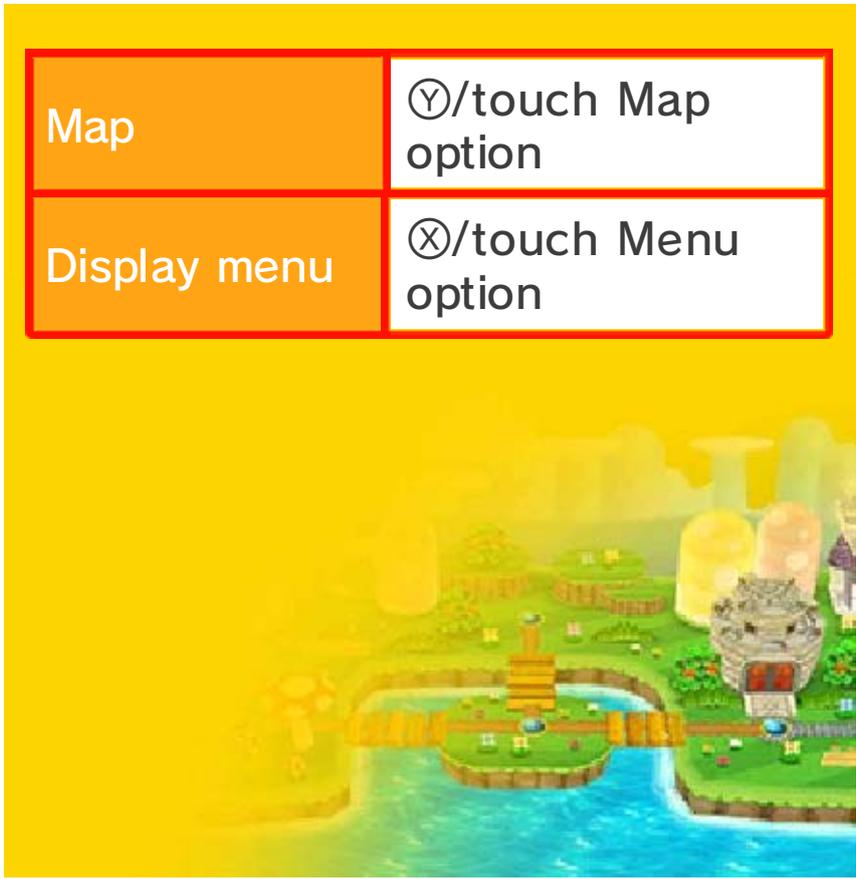
Switch teams	Ⓛ / Ⓡ / touch arrows
Sort	ⓧ / touch Sort option
Back	Ⓑ / touch Back option



Battles

Move Orbs	Stylus (lower screen)
Targeting	Ⓛ / Ⓡ / + / ○
Skills	Ⓐ / touch Skills option

Map	Ⓚ/touch Map option
Display menu	Ⓧ/touch Menu option





You will have three options when you start the game.



New Game

Select this option to start the game from the beginning. (Note: If you have save data for Puzzle & Dragons Super Mario Bros. Edition already, this will delete that data.)



Continue

Continue the game from where you last saved.



Game Menu

Choose this option to go to the Game Menu, where you can select which game you'd like to play and also configure the StreetPass setting.

By using StreetPass, you can exchange Friend Cards with other people who are playing Puzzle & Dragons Super Mario Bros. Edition. By default, StreetPass is deactivated at the start of the game.

◆ About StreetPass (page 41)

Exiting the Game

If you exit the game without saving first, you'll lose your progress since your last save. So be sure that your progress is saved before you quit playing.



Saving

You can save your progress by touching the Save option in the menu (page 34).

◆ Your game will also be saved from time to time automatically.

You have one slot of save data.
Saving your game will overwrite
any existing data.

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.



2 Your coin total.

3 Your highest score for the selected course.

4 Your location.

5 Touch the Worlds option to go to the world-selection screen. (Or press \odot .)

6 Touch the Menu option to go to the main menu. (Or press \otimes .)

7 Orbs that appear in the selected course.

8 Course details. (You can also change this to the map view.)

9 Touch the Enter option to enter the course. (Or press \textcircled{A} .)



Press or touch \odot while on the world map to display the world-selection screen. You can also go to a Toad House or play Score Attack from that screen.



Score Attack

In Score Attack mode, you must clear a course within a time limit. There are three levels of difficulty: Easy, Medium, and Hard.



Scores and Replays

Your score is based on your clear time and number of combos. When you clear Score Attack for a difficulty level, your score and replay data will be saved for that level. This data will also be saved on your Friend Card,

which can be shared with other users.





Select Helper

You will also select a Helper to assist your team. Once you select a Helper, you will be able to view related details. Touch the OK option or press **A** to confirm your selection.



Helpers via Wireless Communication

Players with whom you've done StreetPass exchanges will also have their Helpers added to your selection.





Choosing a Path

When you reach a Pipe or a Vine, you can choose which route to take. Clear more Orbs of the color that matches that of the way you want to go. You may come across ? Blocks or hidden bosses at the end of your chosen path.



Course Map Events

Pipe/Vine	Select which route to take.
? Block	Clearing the challenge will give you coins and items.
Enemies	A battle will begin when you encounter enemies.

Boss

You'll clear the course after defeating the boss.



Opening ? Blocks

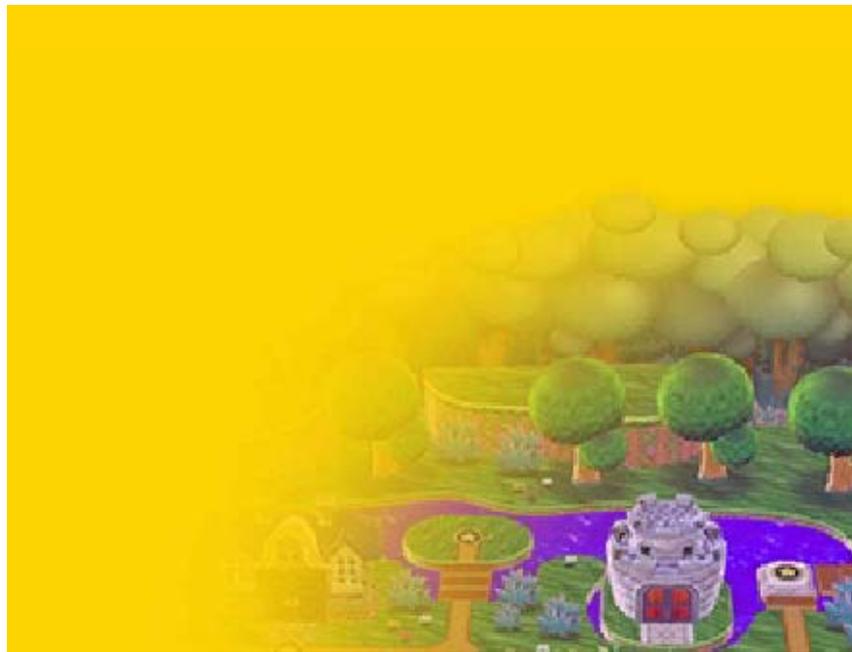
To open a ? Block, you must clear the challenge displayed before you run out of turns. The specific challenge can vary widely.



1 The challenge.

2 Turns remaining.

A turn ends after you move Orbs.



32 Using the Menu (1)



Touching the Menu option or pressing ⊗ will display the main menu when you're on the world map, in a Toad House, or battling in courses.



Ally Box

In the Ally Box, you can get details and stats about all of the characters in your collection, including allies, leaders, and Helpers. Touch a character on the lower screen to

view the stats on the upper screen.



1 Stats for the character.

2 The character's Skill.

3 The character's Leader Skill, Helper Skill, or Awoken Skill.

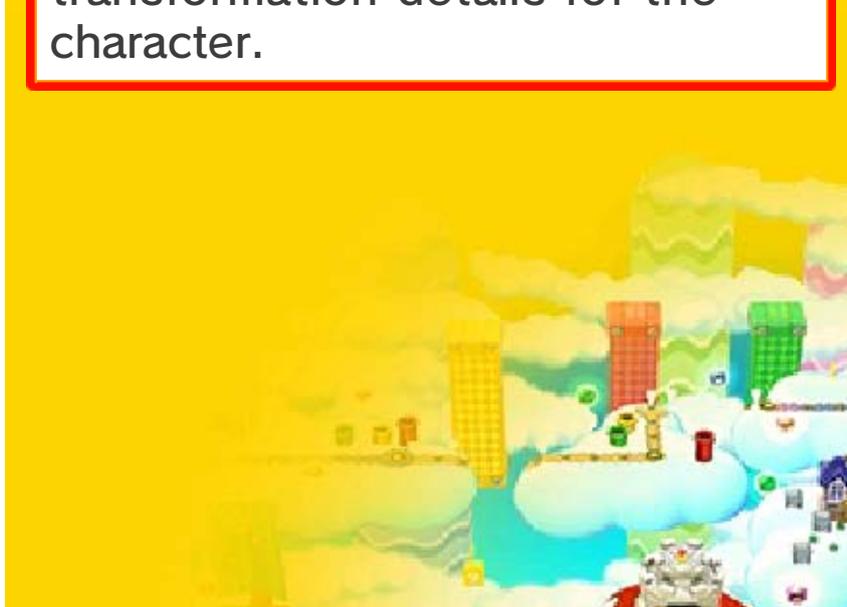
4 All characters in your collection.

5 Touch the Sort option or press ⊗ to see the sorting options.

⑥ Touch an attribute to remove characters of that attribute from the current view.

⑦ Touch the Part Ways option or touch ⊗ to remove the character from your collection.

⑧ Touch the Forms options or touch ⊕ to show any transformation details for the character.



see a character's Skill details by touching the Skill option or pressing \odot , and the related transformation details by touching the Forms option or pressing \otimes .



Your Friend Card contains your play records. You can exchange Friend Cards with other players using local wireless.



🌟 Enter Your Nickname

The first time you view your Friend Card, you must enter a nickname. Enter it with the touch keyboard. Select OK when you're done.





Edit Comment

Edit the comment on your Friend Card by using the touch keyboard. Select OK when you're done.



PuzzleFriend List

View the Friend Cards of your PuzzleFriends.

A PuzzleFriend is a player with whom you've traded Friend Cards.



Delete PuzzleFriend

If you want to remove PuzzleFriends, delete their Friend Cards from your PuzzleFriend list.



Trade Friend Cards

You can trade Friend Cards with nearby players using local wireless (page 41).

● Caution

The information on your Friend Card may be visible to other players. Please do not include any words or phrases that may be offensive.



34 Using the Menu (3)



Options

If you touch the Back option or press **B**, your settings will be saved automatically.



Battle Speed

This option allows you to select the battle speed.



Enemy Animation

This option allows you to switch

enemy-attack animations on or off.

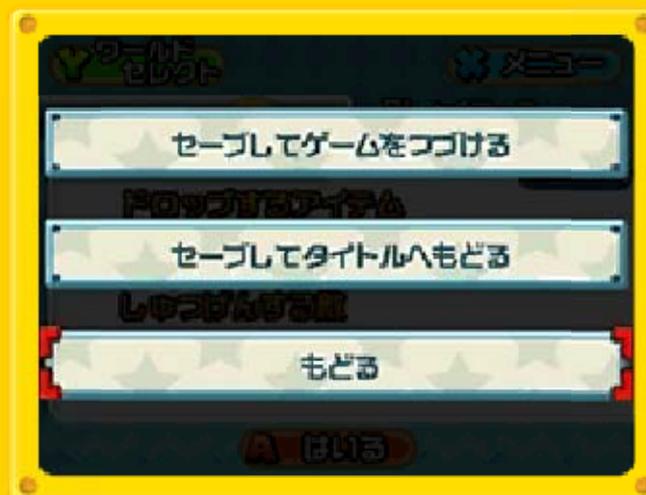


Attribute Display

This option allows you to turn the attribute-relationship diagram on or off. See page 38 for more information.



This option saves your progress. This will overwrite any existing data for Puzzle & Dragons Super Mario Bros. Edition.



35 Toad House (1)



At Toad Houses, you can edit your team and use a variety of spots that help you develop your teammates, like the Transform, Skill Up, and Power Up spots. Use \oplus/\odot to visit all of the spots at a Toad House.





Edit Team

Edit up to six teams so they're ready to take on various challenges in courses. When editing, drag characters into your team lineup and then drop them into position. Touch the Leader option, and then choose a leader. Touch the Sub tab, and then choose your allies for the submember positions.

You can also edit your teams from the Select Team screen (page 30).





1 The combined stats for the selected team.

2 The Leader Skill of your team leader.

3 The team lineup. Touch   or press **L/R** to switch teams. The character in the leftmost position is the team leader.

4 The collection of leaders or allies for the submember positions. You can touch the Leader and Sub tab to switch between these collections.

5 Touch the Sort option or press **⊗** to see sorting options for your characters.

6 Touch an attribute to remove characters of that attribute from the current view.

7 The  symbol is shown on all characters that are part of a team you're editing.



Your Team



1 The leader set to the lead position.

2 The allies set to the submember positions.

3 Touch the Leader tab to see your collection of leaders.

4 Touch the Sub tab to see your collection of allies for your submember positions.



Team Stats

When creating teams, you can look at the combined stats to see what the team is like as a whole.



① Your team's total Hit Points (HP). You'll lose a battle if this reaches 0.

② Your team's total Attack (ATK) for each attribute.

③ Your team's total RCV (Recovery). This stat reflects how much HP will be restored when you clear Heart Orbs.

◆ All stats show their values before any Leader Skill effect is activated.



Leader Skill

The Leader Skill that will benefit the team. Each character has a different Leader Skill, so experiment to see how various Leader Skills benefit teams.

The screenshot shows a team of four characters: Mario (Lv. 2), a Koopa (Lv. 3), a Yoshi (Lv. 3), and three unknown characters (represented by question marks). The status screen for Mario is displayed, showing the following stats:

HP	576
Fire ATK	169
Water ATK	166
Wind ATK	166
Earth ATK	166
Light ATK	0
Dark ATK	0
DEFENSE	105

The Leader Skill is "マリオコンボ" (Mario Combo). The effect text reads: "マリオコンボ いじょうで こうげきすると 陣内の「こうげき」が 上がる" (Mario Combo: When you attack, the attack power of the party members increases).





Power Up

You can depower allies (removing them from your collection) to give their XP (experience points) to another ally.





How to Power Up

Select the ally you want to power up. Then select up to five allies that you want to depower.

- ◆ An ally that gives up its power will be removed from your collection, returning to the world.



Skill Up

You can use Skill items to raise your allies' Skill levels. As a Skill level increases, the turns required before that Skill can be activated will decrease. The number and type of Skill items needed will depend on the ally.



Lucky ? Blocks

You can use coins to try your luck at winning prizes. One try costs 100 coins. To play, tap one of the three ? Blocks.

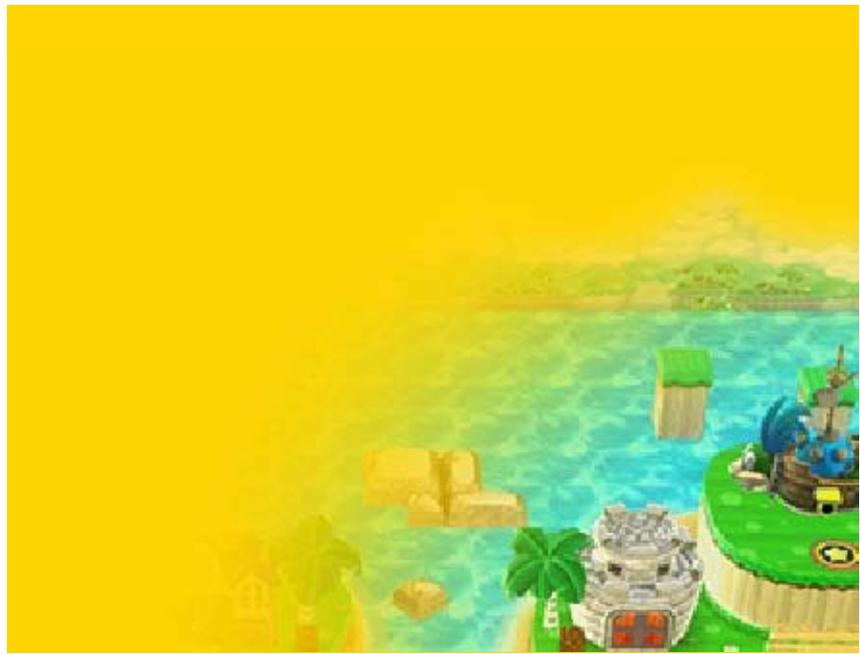




Awaken

You can use Star Gems to activate the Awoken Skills of those allies who have transformed as much as they can.





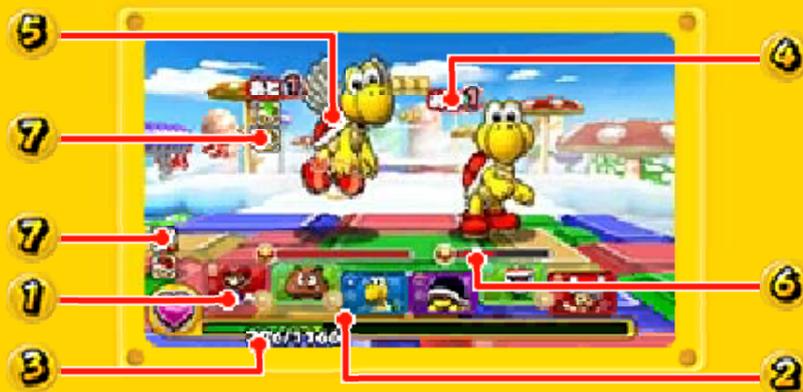


When you encounter enemies or bosses, a battle will begin. Clear Orbs to attack.

Battle Screen



Upper Screen



1 Your team and Helper.

2 An icon that appears if a character can use its Skill.

3 Your team's total HP. If this reaches 0, you lose the battle.

4 The number of turns until the enemy monster will make a move. A turn will be over when you finish moving Orbs. When this number reaches 0, the enemy takes its turn.

5 The targeting cursor. Use [L]/[R]/+/@ to switch your target. Your attacks will then be focused on that enemy.

6 The enemy's HP and elemental attribute.

7 Icons that show if the enemy has a status condition. You and the enemy can use attacks that can cause status conditions.

 Lower Screen



1 The Orb field. Touch and drag Orbs to move them.

2 The time gauge. You can move Orbs freely until time runs out.

3 The Skill button. Touch this or press (A) to display the Skill-selection screen.

4 The map button. Touch this or press (Y) to display the course map. You can then touch the arrow icon or press (B) to return to the battle screen.

5 The menu button. Touch this or press (X) to open the main menu.

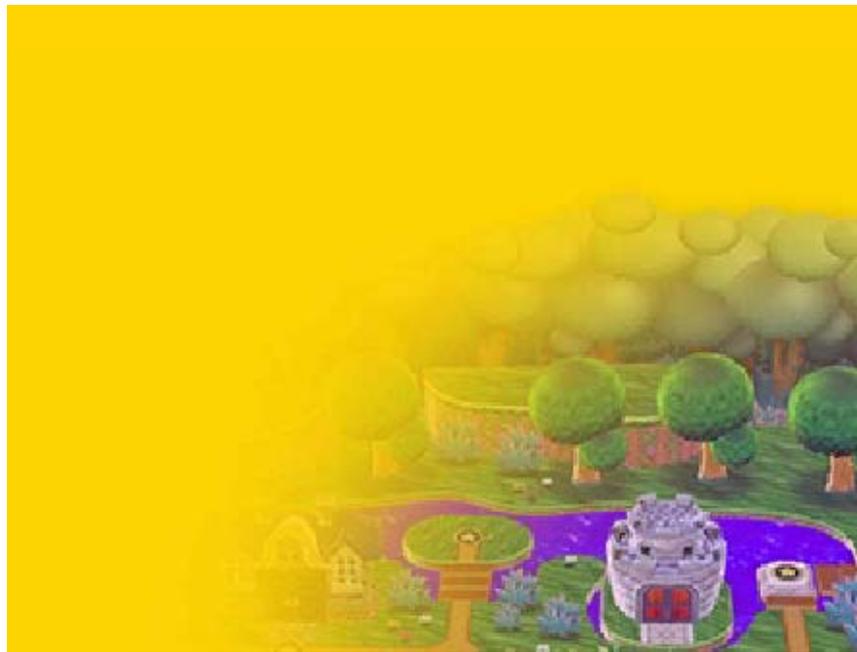
Finishing a Battle

To win a battle, you need to reduce the HP of all of your enemies to 0. Your team will obtain experience points (XP), and you may get items and coins. Your monsters will level up after they gain enough XP.



You lose the battle if your team's HP reaches 0. If you have remaining lives, you'll then have the option to continue where you left off in battle. If you don't or can't continue, you'll reappear on the world map, though you won't lose the items you collected in the course.







Orbs

Match three or more Orbs vertically or horizontally to clear them. Any characters on your team that have the same attribute (color) of cleared Orbs will attack. Clearing Heart Orbs will recover your HP.



Types of Orbs



Fire



Water



Wood



Light



Dark



Heart



Super Orbs

A Super Orb is a glowing Orb that triples the power of an attack, which can cause a lot of damage.



Elemental Attributes

Each attribute has an element that it is strongest against. As shown in the diagram, Fire is strong against Wood, Wood is strong against Water, and Water is strong against Fire. Light and Dark are each strong against the other.



Check each enemy's attribute before you start moving Orbs for your attack. You'll do greater damage against a monster if your attack includes the attribute it's weak against. This can make a huge difference in whether you win or lose

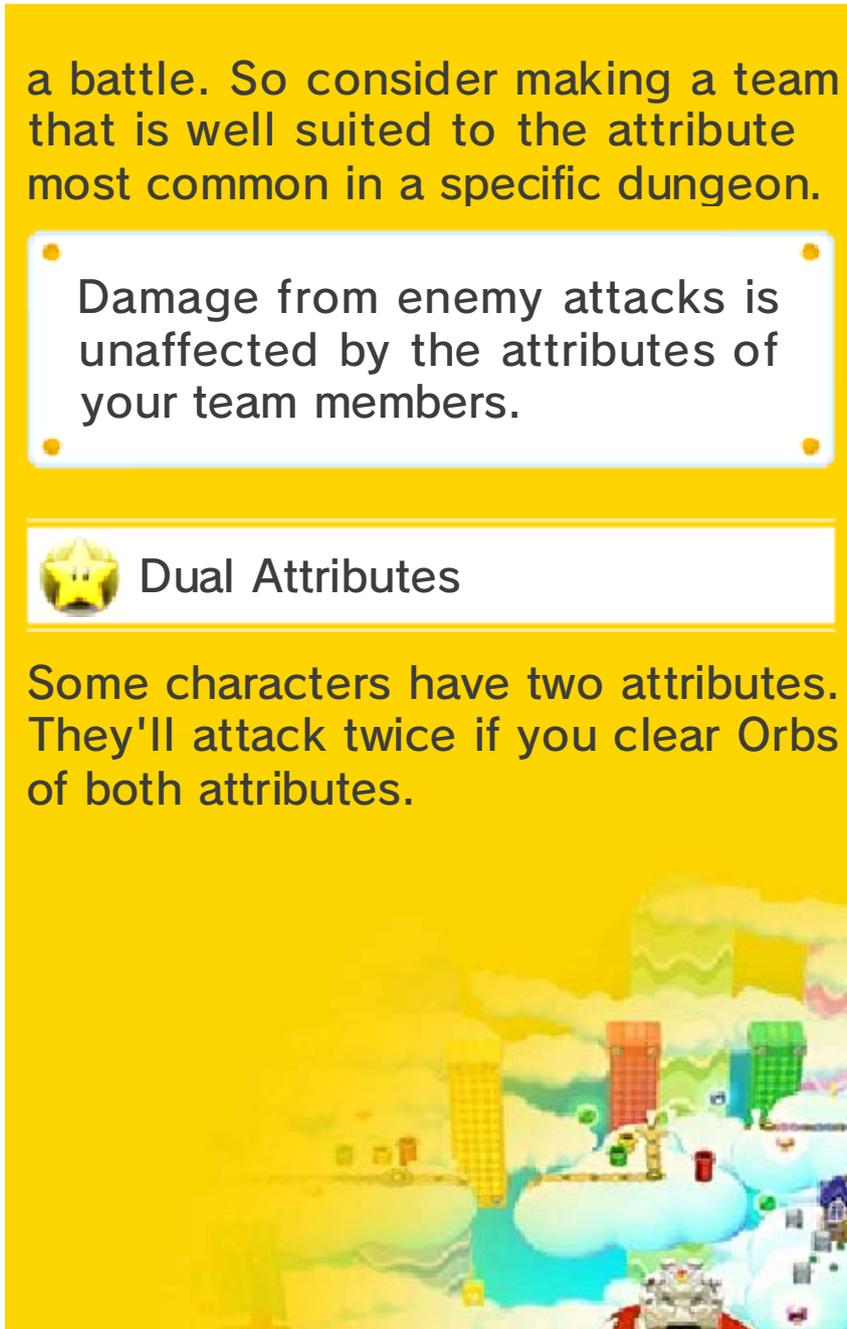
a battle. So consider making a team that is well suited to the attribute most common in a specific dungeon.

Damage from enemy attacks is unaffected by the attributes of your team members.



Dual Attributes

Some characters have two attributes. They'll attack twice if you clear Orbs of both attributes.





Combos

Clearing multiple batches of Orbs creates chains of combos. The more combos you clear, the more damage you do.



Group Attacks

Clearing five or more Orbs in a line will make your attacks hit all of the enemies at once.



Skills

Your teammates have Skills that you can activate, though each Skill is available only after a certain number of turns have passed. To see the Skill-selection screen, touch the Skill option or press (A). Any Skill that has a glowing **S** icon is ready for you to use.



To use a Skill, touch it or highlight it then press (B). You can touch the arrow icon or press (B) to return to the battle screen.

Once you use a Skill, its turn count will be reset. You can use it again after the specified number of turns.





Setting Up Your Team



Plan for the course!

Before you enter the course, look at the preview of what kinds of enemies you're likely to battle. What are their attributes? Go into the course with a team that has attribute advantages.



Pick a good leader!

Some Leader Skills increase ATK, some reduce enemy damage, and some enable team attacks. Choose a leader that will complement your team.

The leader you choose for a specific team can make a huge difference. Think about what a Leader Skill does and what kind of team will benefit the most from it. Some Leader Skills increase ATK. Others reduce enemy

damage, and still others unleash group attacks. There are many kinds of Leader Skills. Experiment with them all!



Pick the best allies!

All allies are useful, depending on what kind of course you're going into or what the team leader is. Allies' stats are important, but the Skills they'll give you during the course are vital too.



Get the best Helper!

Just like a leader, a Helper will benefit your whole team with its Helper Skill. And just like when picking a good leader for your allies, choosing a Helper that's perfect for your team can have a major impact on its success.



Use Awoken Skills!

Only allies that have transformed as much as they can are able to access their Awoken Skills, which benefit the whole team. These Awoken Skills are powerful, so if your allies have them, be sure to include those characters on your team!



Yay for dual attributes!

Any characters with two attributes will deliver two attacks if you clear Orbs that match those attributes. These characters are doubly useful on teams!



Pro Battle Tips



Use attribute advantages!

Look at the attribute of the enemy you want to defeat. If you attack it with the attribute it's weak against, you'll do much more damage.



Watch the enemy's turns!

Keep an eye on the enemy's turn count. If you're low on HP, try to recover as much HP as you can before the enemy attacks.



Be strategic about Skills!

You can use a Skill only once a certain number of turns have passed. So think about when you want to use certain Skills. For example, if you're hoping to use a specific Skill for the boss, consider taking more turns to beat enemies that lead up to the

boss.

The turns needed to use Skills won't count down if you don't match Orbs on a turn. So be sure to match Orbs to make those turns count!



Make your turns count!

A turn passes after you move Orbs, and an enemy will attack only after its turn count reaches zero. Fortunately, using a Skill won't count as a turn, so don't pass up a good opportunity to use Skills.





After preparing your Friend Card, you can trade it with other players' Friend Cards via local wireless and StreetPass exchange. Any FriendCards you receive will be displayed in your PuzzleFriend list. Any allies registered to Friend Cards can be used as Helpers in your battles.



Trading Friend Cards (StreetPass™)
♫))

If you and another player have StreetPass activated, you will automatically trade Friend Cards.

● Activating StreetPass

From the title screen, select Game Menu, then choose the StreetPass option, and then select Activate StreetPass.

- ◆ You can select Deactivate StreetPass at any point to deactivate StreetPass.



Trading Friend Cards (Local Play) 
Two players can trade Friend Cards if they have the correct equipment set up properly. This function is unlocked after you've progressed a certain way through the game.

You Will Need:

One Nintendo 3DS system per player

One copy of the software per player

Setup

1. Choose Friend Card from the main menu, then select Trade Friend Cards, and then select "Start local wireless."
2. Position the systems as indicated.
3. Select the player with whom you want to trade.



Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078