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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.

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

Nintendo Customer Service
SUPPORT.NINTENDO.COM
or call 1-800-255-3700

REV-R

Other Wireless Features

StreetPass

You can acquire and trade Weapon Gems (gems converted from weapons you possess) with other players using the StreetPass™ feature.

Note: To trade with other players, they must also have StreetPass activated.

SpotPass

When enabled, the SpotPass™ feature automatically searches for a wireless Internet connection. When connected, SpotPass allows you to receive Weapon Gems and notifications for this game.

AR Cards

This software includes six AR Cards.

- These cards are for use exclusively with Kid Icarus: Uprising and cannot be used with any other software.
- Before using these cards, be sure to read the electronic operations manual built into this software for correct use.

For more detailed information about AR Cards, visit the Kid Icarus: Uprising official site at <http://kidicarusuprising.nintendo.com>

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INSTRUCTION BOOKLET

MAA-CTR-AKDE-USA



NINTENDO 3DS™

Nintendo



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- 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 - EYESTRAIN AND MOTION SICKNESS

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.

Conversions
Altered vision
Involuntary movements
Loss of awareness
Disorientation

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

- Some people (about 1 in 400) 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:

WARNING - SEIZURES

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 - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

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.

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

IMPORTANT LEGAL INFORMATION

- 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.

carpal tunnel syndrome or skin irritation:

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

WARNING - REPETITIVE MOTION INJURIES

WORKS WITH SPECIALLY DESIGNED GAMES.

Circle Pad Pro
Compatible

SpotPass™
Connect to Internet hotspots

StreetPass™
Connect to other Nintendo 3DS systems

Local Play
2 - 6 players

VS/Co-Play
2 - 6 players

Internet
2 - 6 players

ALLOWS MULTIPLE PLAYERS TO PLAY TOGETHER. EACH NINTENDO 3DS SYSTEM CONTAINING A SEPARATE GAME CARD.

ALLOWS ONLINE PLAY THROUGH THE INTERNET.

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

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."

NEED HELP PLAYING A GAME?

To view the built-in instruction manual, tap the button labeled "Manual" displayed on the HOME Menu.

FOR MORE INFORMATION, SEE THE BUILT-IN INSTRUCTION MANUAL

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.



Basic Controls

Move

Land Battle

Dash

Quickly flick .


Dash Attacks

Press  while dashing.




Land Battle

Dodge

Quickly flick  immediately before getting hit.






Attack


Launches attacks in the direction of the reticle . Hold down the button for continuous fire.



Charged Shot

Press  when the  → .

Melee

Press  near enemies, rapidly for a combo.



START Pause



Aim/Change Direction

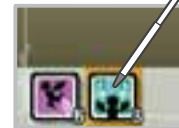
Slide to aim the reticle. In Land Battles, this changes the direction Pit faces. Flick to quickly change the camera angle.

Land Battle

Switch/Use Powers

Slide/tap the Power Palette.

Note: You can also switch with  or use a power with .



Air Battle

Special Attack

Tap the icon.



Weapon Categories

The weapons that our hero Pit uses vary greatly in their characteristics. There are nine overall weapon categories, and there are multiple weapons within each category. In addition, multiples of the same exact weapon can possess extra modifying characteristics.

Stuffs

With powerful, penetrating shots, staves excel in long-range sniping. Although weak in close combat and lacking homing performance, staves feature shots that grow in power over distance.

Bows

Bows perform well as medium- to long-range weapons, featuring razor-sharp arrows with decent homing ability and high velocity.

Clubs

Clubs are generally the most powerful and dynamic weapons. While lacking a continuous-fire mode during Land Battles, the massive charged shots from clubs leave a swath of destruction.

Orbitars

Orbitars are best suited for long-range fire. They launch two separate shots that can hit targets individually over a wide range and add up to high damage when used on one target.

Blades

Well balanced for both usability and strength, blades combine characteristics of swords and guns for performance in both ranged and close-quarters combat.

Claws

Equipped on both hands, claws are well suited to melee combat. Their light weight also increases running speed, allowing for penetration right up into melee range of enemies.

Palms

Enabling a wielder to launch shots from the palm of the hand, palms make up for deficiencies in range and power with remarkably high homing capabilities.

Cannons

With charged shots that explode on impact, cannons are at their best when enveloping groups of enemies in massive, extremely powerful explosions.

Arms

Exhibiting immense melee power in close-quarters combat, the best tactic with arms is to close in on opponents, thus minimizing its biggest weakness: the shortest range of any weapon category.

Playing Wireless Modes

Select **Together** from the top menu to cooperate/compete in multiplayer matches of up to six players.

Far Away (Internet)

By connecting to the broadband Internet, you can play with players far away from your location. To play with friends, select **With Friends**, or if you don't want to limit who you can play with, select **With Anyone**.

With Friends: Either select players from your friend list or use Create Game, select Light vs. Dark or Free-For-All, then wait for players to join. Next, select your gear and match details (only if you created the game), then select Move Out! to begin playing.

Note: You can join games of friends on your HOME Menu friend list marked with OK to Join.

With Anyone: Select Light vs. Dark or Free-For-All, then choose your gear and select Move Out! to begin playing.

Nearby (Local Wireless)

Prepare the following items to perform local wireless play with nearby players.

- Nintendo 3DS System 1 system for each player (up to six)
- Kid Icarus: Uprising Game Card 1 Game Card for each player (up to six)

- 1 Select a game from the list of connections. To recruit other players, select Create Game.

- 2 When everyone has joined and you have selected gear and match details (only if you created the game), select Move Out! to begin playing.

