

Super Smash Bros.™ for Nintendo 3DS

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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.

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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).

Connecting to the Internet via this game will allow you to do the following:

- Battle online (page 15)
 - Send/receive short messages (page 15)
 - Spectate in or post replays (page 16)
 - Post snapshots and Mii Fighters (page 16)
 - Use Miiverse™ features (page 22)
 - Purchase downloadable content (DLC) (page 23)
- ◆ Your profile may be visible to other players around the world.
 - ◆ 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.

- ◆ 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.
- **Miiverse**
You can restrict the posting and/or viewing of snapshots and Miiverse posts. It is possible to restrict posting only or to restrict both posting and viewing.
- **Online Interaction**
You can restrict online battles with other players or restrict the sending and receiving of short messages, snapshots, replays, and Mii Fighters.
- **StreetPass™**
You can restrict use of the StreetPass function for playing StreetSmash.
- **Nintendo 3DS Shopping Services**
Restricts the purchase of downloadable content.

5

What Kind of Game Is This?



In Super Smash Bros.™, characters such as Mario™, Link™, and Kirby™ jump outside the borders of their own series and do battle! Through different kinds of attacks, they try to launch each other into the air and off the stage. With wireless play, you can battle your friends nearby or fight players from around the world.

Launching Enemies

1. Damage

Increase the damage of your enemies by hitting them with attacks. The higher a fighter's damage, the farther that fighter will be launched when hit.



2. Smash Attacks

Use powerful smash attacks to send opponents flying out of the battlefield.



Recovering

Even if you've been launched away from the stage, you can use your jumps and other moves to try to return. Continue the fight!





When you first start the game, you will be asked to set up SpotPass™ settings (page 24).

Main Menu

Choose a play mode or other option.





Smash	Choose a fighter and a stage, and then battle (page 14).
Online	You can connect to the Internet to fight in online multiplayer battles, or you can spectate the battles of others (pages 15-16).
Smash Run	Fight enemies in an expansive labyrinth, and then use your powered-up fighter in a random type of battle (page 17).

Games & More	A collection of different modes. Here you can play the classic Smash Bros. game mode, take on armies of Mii Fighters in Stadium, customize your fighters, or watch replays you have saved (page 18).
Challenge	You'll receive rewards (such as trophies and custom moves) for fulfilling certain conditions while playing the game.
StreetPass	Play StreetSmash (page 19).

Wii U	Connect to Super Smash Bros. for Wii U to use your Nintendo 3DS as a controller, or send and receive custom character and Mii Fighter data between your Nintendo 3DS system and Wii U console.
Manual	Touch the manual icon on the lower screen to view the electronic manual.

Notices & DLC Shop

Touch Notices & DLC Shop on the lower screen or press  to see notices. On the Notifications screen, you can also touch DLC Shop or press  to open the DLC Shop, where you can buy downloadable content (page 23).






Navigating Menus

Use the buttons to navigate.

Choose a field	+ / ○
Make a selection	(A)
Cancel	(B)

- ◆ Some inputs can be performed with the Touch Screen.

New Nintendo 3DS

Any references to , , or  (the C Stick) in this manual apply only to the New Nintendo 3DS and New Nintendo 3DS XL systems.





Saving Data

Any progress you have made and any settings you have changed will be saved whenever you end a battle or adjust settings.



Deleting Data

After starting the game, wait until the Nintendo 3DS logo disappears. Before the title menu appears, press and hold (A), (B), (X), and (Y) to delete all save data.

- ◆ Deleted data cannot be recovered, so be careful.
- ◆ Make sure you have downloaded the latest update for the software before deleting data. If you have not done so, you will not be able to delete data that came from a system that has the latest update.

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.

About the Downloadable Version

If you have your save data on an SD card and try to overwrite it with save data you previously transferred to your computer, the Nintendo 3DS will not be able to read the save data. It is not possible to back up your save data this way, so please keep this in mind.





Walking

Use **○** to walk. Your speed will change depending on how much you slide it to the left or right.

Dashing

Flicking and holding **○** left or right will cause your character to dash. As long as you hold **○**, you will continue to dash.

Crouching

Slide **○** down to crouch and reduce the amount of knock-back that results from enemy attacks.

Dropping through Platforms

Flicking down on **○** will allow your character to drop through platforms.
◆ Not all floors can be dropped through.

Jumps / Air Jumps

You can jump by flicking up on **○** or by pressing **×** or **Y**. You are able to jump again in midair, or air-jump, by pressing the jump buttons again.

Footstool Jump

When above enemies, pressing ⊗ or ⊙ or flicking up on ⊙ will let you use them as a footstool to jump even higher.

Grabbing Edges

If you get close enough to an edge, your character will grab on to it. Pressing left or right, jumping, or pressing the attack or shield button will let you climb up off the edge in a variety of ways.



- ◆ Some fighters have special moves or tools to grab on to edges.

Taunting

Pressing + will cause your character to taunt. Different taunts will happen depending on the direction you press.



- ◆ Taunting leaves you exposed to enemy attacks, so taunt wisely.





Standard Attacks

You can perform standard attacks with **A**, and by repeatedly pressing **A**, you can execute a series of attacks. With some characters, if you hold **A**, you'll continue to swing until an attack hits an opponent. You'll then automatically unleash a series of standard attacks.

Strong Attacks

Slide **C** and press **A** to perform a strong attack. Different kinds of attacks can be launched depending on the direction you slide **C**.

Smash Attacks

Flick **C** and press **A** at the same time or tilt **C** to deliver a smash attack and launch your enemy.

Charge Smash

Flick **C** and hold **A** or hold **C** in a certain direction to charge up power. Release the held buttons to deliver a more powerful smash attack.

Dash Attacks

Press **(A)** while dashing.

Aerial Attacks

While airborne, press **(A)** to perform attacks. Sliding **(C)** and pressing **(A)** or tilting **(C)** will trigger different moves.

Special Moves

Press **(B)** to do a special move. You can perform other moves and attacks by sliding **(C)** and pressing **(B)**.



Final Smashes

By breaking open a Smash Ball (page 13) and pressing **(B)**, your character will perform his or her Final Smash—a secret and powerful attack unique to that character.



10 Shields

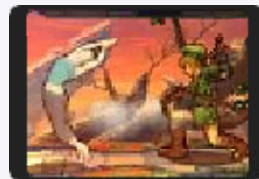
Press **R** or **ZL** to guard against enemy attacks.



- ◆ Your shield will shrink over time or if it takes damage. If your shield breaks, you'll be stunned for a short time and unable to act.

Dodging

When shielding, flick **○** to dodge in the selected direction. This is useful when you want to dodge a blow or sneak around for a counterattack.



- ◆ Press **R** or **ZL** to dodge in midair.

Grabbing/Throwing

Grab opponents either by pressing **L/ZR** or by pressing **A** while shielding. After grabbing an enemy, use **○** to throw them or **A** to attack them while they are in your grip.





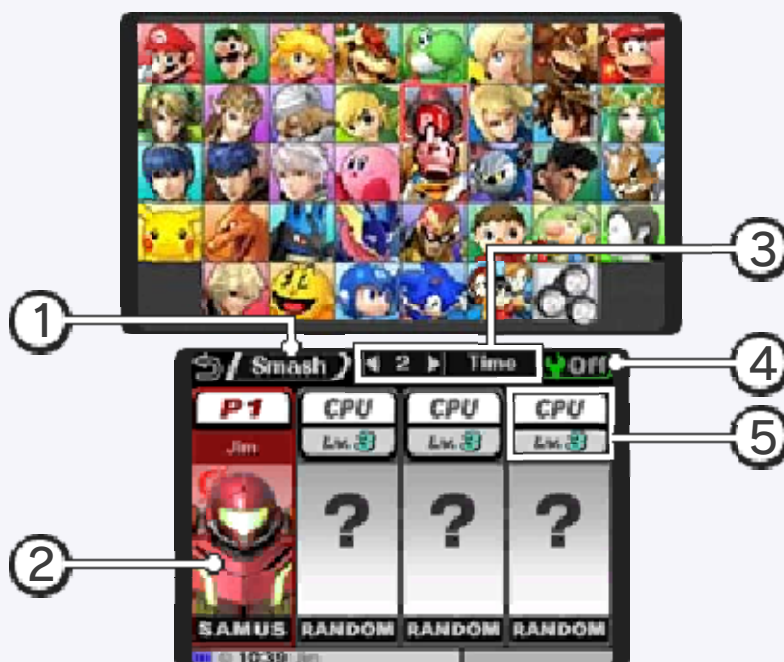
11 Starting Out



Character-Selection Screen

Once you've selected a mode to play, the character-selection screen will appear. Place your token **P1** on the fighter you want to use, and then make selections for settings **1** through **5**. Once everything is ready, press **START** to begin the battle.

- ◆ Hold **B** to fill the  gauge and return to the previous menu. You can also tap and hold  to return.
- ◆ Available settings will change depending on the game mode you have selected.



1 Battle format

You can choose to have a free-for-all Smash battle or split the fighters up for a team battle.

2 Fighters

Touch your fighter to change his or her appearance.

- ◆ You can use **L** and **R** or **X** and **Y** to change costumes as well.

3 Rule changes

You can adjust the rules for the battle, such as the time limit and item-spawn settings.

- ◆ Selecting ◀ or ▶ will change the time limit when playing a timed match or the stock (number of lives) in a stock match.

4 Custom characters

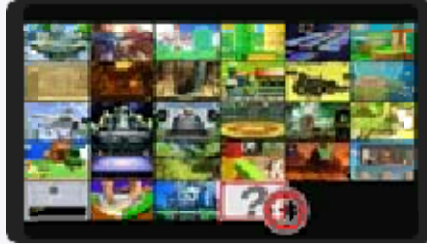
Turn on this setting to use custom characters from the character builder (page 18).

5 CPU players

Tap these buttons to set whether a CPU player will appear and what that player's difficulty level will be.

Stage-Selection Screen

Once a stage is selected, the battle will begin.



- ◆ Some modes will not display a stage-selection screen.

Ω Form Stages

By pressing ⊗ and then selecting a stage, you will enter its Final Destination form. The stage is completely flat in this form, and any environmental obstacles are removed.

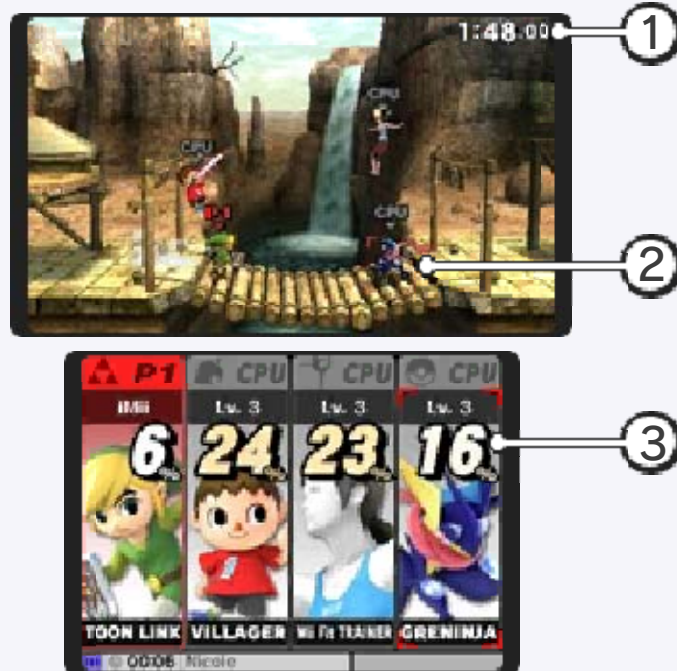
12 Basic Rules



The object of each battle is to knock back and launch your enemies so they fall off or cannot make it back to the stage. Hit enemy fighters to increase their damage, and then land a Smash Attack to launch them!



Battle Screen



① Remaining time

② Lock-on cursor

Touch a fighter on the lower screen to display this. It lets you easily see that fighter's location.

◆ Available in Smash and the Final Battle in Smash Run.

3 Damage

Global Smash Power

Global Smash Power (GSP) is a value displayed in Classic, Smash Run, All-Star, and Stadium modes. It represents the number of players worldwide whom you place higher than in skill.



- ◆ For example, if your number was 147,200, you would be ranked higher than 147,199 people worldwide.
- ◆ This number is calculated by sending and receiving ranking information via the Internet. If you have not connected to the Internet at least once after purchasing this software, Global Smash Power will not be displayed.

Pause

Pressing will temporarily pause the game, allowing you the chance to take snapshots or end a battle.



- ◆ Snapshots will be saved to your SD card.



Results

After the battle, a results screen will be displayed. Depending on the game mode you selected, you may also receive some gold.

Gold

Gold can be used to purchase in-game trophies, among other things.



13 Items



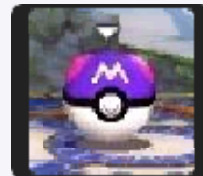
Pick up a nearby item by pressing **(A)**. Press **(A)** again to use it, or press **(L/ZR)** to discard it. Throw the item by sliding **(C)** and pressing **(L/ZR)** at the same time.

Item Information

The effects of some items become clear simply by touching them or picking them up, while other items require you to hit an enemy or wait awhile. It all depends on the item.

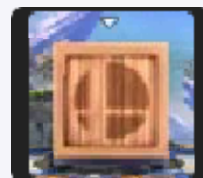
Master Ball (Helping)

Throwing one of these will cause a Legendary or hard-to-find Pokémon to appear and assist you.

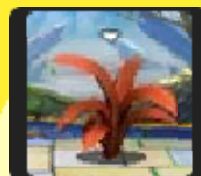


Container (Carrying)

Attacking or throwing a container will break it open, revealing the items inside.

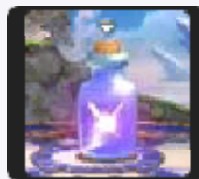


You can also get items by pulling up grass.



Fairy Bottle (Recovery)

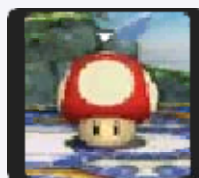
If you get one of these when your damage is over 100, it will remove 100 points of damage. If you have less than 100, you can still throw the item at enemies.



- ◆ If your enemy is at over 100 damage, the item will heal that enemy when it hits.

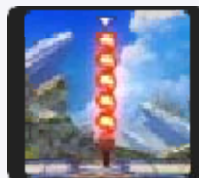
Super Mushroom (Transforming)

Touching this item will make a fighter bigger and more powerful.



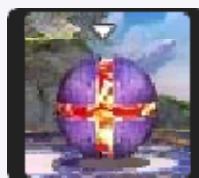
Fire Bar (Battering)

Hitting enemies with this weapon will light them on fire and damage them. When you land a blow, this weapon loses one fireball.



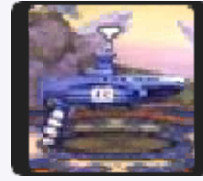
X Bomb (Throwing)

When it explodes, this item emits long lines of fire in the shape of an X and pierces all terrain.



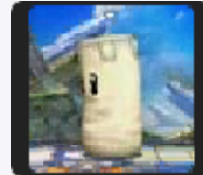
Steel Diver (Shooting)

Fires small torpedoes.



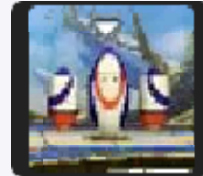
Sandbag (Punching)

Attacking Sandbag will cause items to fall out.



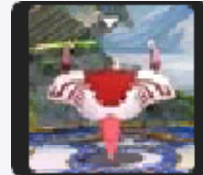
Rocket Belt (Gear)

While in the air, hold \odot up, or hold \otimes or \odot , to fly upward on bursts from the belt's jets.



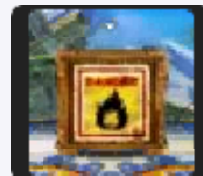
Dragoon Parts (Combining)

Gather all three parts to complete the legendary Dragoon.



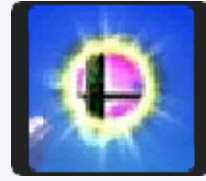
Blast Box (Exploding)

Light it on fire or hit it with a strong attack to cause an explosion.



Smash Ball (Final Smash)

Use attacks to break open the ball, and then press **B** to launch your Final Smash.



- ◆ There are many other items besides these!



14 Smash



Select the stage and rules, and play against CPUs or friends.

Solo Smash

Battle CPUs by yourself.

Group Smash (Local Play)

Up to four people can play if there are enough systems and software.

- ◆ The Nintendo 3DS system will not enter Sleep Mode while you're fighting in a local battle.

You Will Need:

- One system per player, up to four
- One copy of the game per player, up to four

Controls




One player hosts the game on his or her system. Other players can join and battle in the game the host creates.

- ◆ The battle rules can be set up by the hosting player.


Player Hosting

1. Select Host Game.



2. Set the rules and select your character, and then press  .
3. Select the stage you want to play.
4. Until all participants are ready, you will train while you wait. When everyone is ready, press  +  to start the battle. If there are four players, the match will automatically start.

Participating Players

1. Select the game you want to join.
2. Select your character and press  .
3. Select a stage.
4. You can train while you wait.

Rules

If you select Rules, you can adjust the battle rules, time limit, number of stocks, and the item-spawn settings.

15 Online (Battle)



Battle (Internet)


Connect to the Internet and play against players located around the world. From the Online menu, select either With Friends or With Anyone.

- ◆ If you enter Sleep Mode during an online battle, it will count as a disconnection and you may be penalized.
- ◆ To battle other players in With Friends mode, you must have added the room's host as a friend. You can add players as friends from the friend list on the HOME Menu.

With Friends

Battle friends. One of the players will host the battle. Once other players are ready, the battle will begin.

Player Hosting

1. Select Create Room.
2. Set the rules and select your character, and then press  .
3. Select the stage you want to

play.

4. You can train while you wait for all participants to be ready to battle. When everybody is ready, press **L** + **R** to start the battle. The battle will begin automatically if there are four players.
- ◆ The host will set up the rules for the first battle. From the second battle on, the player who placed last in the previous battle can set the rules.

Participating Players

1. Select the game you want to join.
2. Select your character and press **START**.
3. Select a stage.
4. Train while you wait.

Short Message

You can send short messages to friends during a match by taunting.

- ◆ When you use short messages, please be respectful of others.

With Anyone

Battle against players from around the world. Fight with all your might in For Glory, and enjoy a laid-back match in For Fun.

For Glory

Battle on a randomly selected Ω Form stage. Your battle results (including your number of losses) will be recorded.

For Fun

Battle on a randomly selected stage besides Final Destination. Only your number of wins will be recorded.



Profile

By tapping the character on the results screen after a battle, you can view that player's profile.

- ◆ You can set up your profile by going to Profile in Internet Options.

Reporting and Blocking Users

When viewing other players' profiles, you can choose to block them or report them for bad behavior.

- ◆ Baseless reporting of other players may result in the reporting player's suspension from online battles.
- ◆ If you would like to remove players from your list of blocked players, open the Online menu and hold **START** for more than three seconds.

About Penalties

Quitting during a match, continually self-destructing, idling, or attacking one person excessively will count toward penalties forbidding you to play online matches for a while.





Spectate (Internet)

From here you can watch other players' online matches and view other players' replays.

Spectate	Bet gold on other players' online battles.
Replay Channel	View replays of matches played with a specific character.
World Status	View worldwide stats, and see how many people are playing online.



Share

From here you can view content sent by players from all over the world or send your own content to your friends and other players who also own the game.

View

Browse and download content posted by other players, such as snapshots, replays, and Mii Fighters. You can then view content in the Vault or use your new Mii Fighters in battle.

- ◆ Downloaded content will be saved to the SD card.

Send

Post your own content to the server, such as snapshots, replays, and Mii Fighters.

- ◆ In order to receive content that your friends send to you, select Games & More → Options → Internet Options and change Data from Friends to On.
- ◆ Data posted to the server will be deleted after 30 days.
- ◆ If data is deemed to be unsuitable, it will be deleted immediately.



Conquest

An event where up to three teams battle it out! You can contribute and compete for points. Select Conquest to view the details of the current conquest, as well as other information.

- ◆ This mode is only available when a Conquest event is active.

How to Play Conquest

When playing With Anyone battles as one of the characters featured in the current Conquest event, you'll contribute points to that character's team. Whichever character's team gets the most points while the event is running is the winner. If the character you supported the most wins the event, you get a reward!

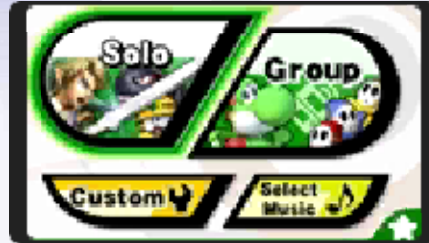
- ◆ If you fight in a battle that contributes points, you won't be able to do so again for a certain amount of time.



17 Smash Run

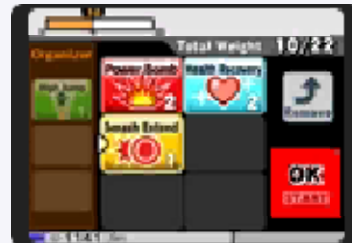


Face enemies in a vast labyrinth, and power up your character for the final battle.



Custom

You can change a character's abilities and select equippable Powers to bring to the battle.



- ◆ Each Power weighs a certain amount, and you won't be able to finalize your Powers if the total weight goes beyond a certain limit.
- ◆ The amount you can equip differs depending on the character's weight.

Stage Screen

Explore the labyrinth while defeating enemies and collecting power-ups. When the timer runs out, a final battle will begin!



① Time limit

② Equippable power

Tap to use.

③ Powered-up stats

④ Map

Switch to the map screen.



18 Games & More




Play minigames or change the game settings.



Solo

Play any of the following modes by yourself.

Classic

Move along the map, and challenge the CPU opponents that await. When the road splits, use  to choose which direction to go.

Intensity

Choose the amount of gold to bet, and change the intensity.



The higher the intensity, the greater the reward.

All-Star

Battle against a swarm of CPU fighters. Your damage won't reset between battles—make good use of the healing items provided in the rest area!

Stadium

Play Multi-Man Smash, Target Blast, and Home-Run Contest.

Training

Hone your Smash skills.

Group

Play All-Star or Multi-Man Smash with two players via local wireless.

Custom

Create Mii Fighters and customize characters.

Create a Mii Fighter

Register Mii™ characters you've made in Mii Maker™ as Mii Fighters. Once you've chosen your fighter, you can customize your Mii Fighter's fighting style and gear.

- ◆ Even if the Mii character used to create the Mii Fighter is deleted from Mii Maker, the Mii Fighter will not be deleted.

amiibo


Train your amiibo™ figure to be your personal Figure Player (pages 20-21).

Vault

View your trophies, records, snapshots, and more.

- ◆ You can buy trophies using gold or Play Coins.
- ◆ Please refer to the user manual regarding Play Coins.

Sounds

If you have headphones connected to the system, you can listen to the game's music even when the system is in Sleep Mode by selecting the Play in Sleep Mode option  **ZZZ**. Use **[L]** to skip to the previous song and **[R]** to skip to the next song.

Options

Change the controls, sound settings, and the width of the character outlines. Edit short messages and profiles in Internet Options.



19 StreetSmash



In StreetSmash, you can use character tokens you've collected to battle other players via StreetPass™.



Collect Character Tokens (StreetPass)

If you tag another StreetSmash player's system via StreetPass, he or she will automatically send and receive character tokens, allowing you to do battle in StreetSmash.

Set Up StreetPass

To activate StreetPass, select StreetPass on the main menu and then select OK.

- ◆ To deactivate StreetPass, go to the HOME Menu and select System Settings → Data Management → StreetPass Management.

StreetSmash

Prepare for StreetSmash battles, or adjust the settings.

Street-Smash	Battle by hitting your opponent's character tokens.
Practice	Play a StreetSmash practice match.
Profile	Edit your battle message sent via StreetPass, or set up characters you will use.
Records	Check your StreetSmash records.
Tutorial	View the StreetSmash tutorial.

How to Play StreetSmash


Hit your opponent's character tokens with your own.



You'll earn gold if you make one of your opponent's character tokens fall off the stage.

Controls

Move

Use  to move a character token in any direction.

Attack

Press **A** to attack. Press and hold **A** to charge power, and then release **A** to unleash a powerful attack.

- ◆ Strike the opponent's character token from behind to send it flying.

Shield

Press **R** to guard with your shield.

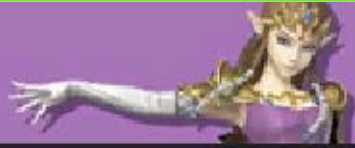
Dodge

Slide **C** while shielding to dodge in the direction indicated.

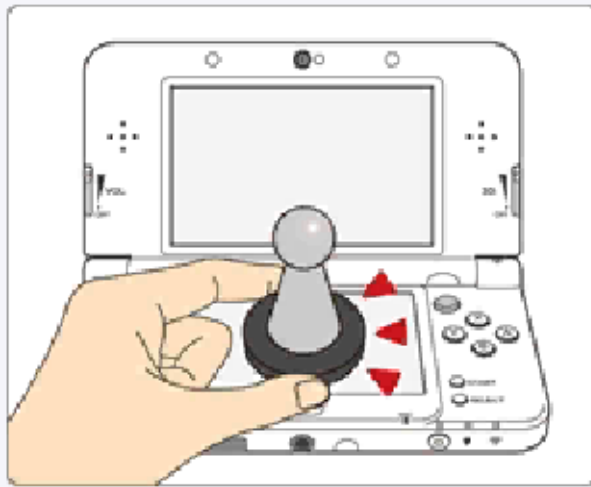
Counterattack

If you've narrowly dodged an enemy's attack, press **A** to counterattack.







This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.



Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at <http://www.nintendo.com/amiibo>.

- ◆ Only one software's game data can be saved on an amiibo at a time. In order to create new game data on an amiibo that has existing data from another game, you must first delete the existing game data. To delete your game

data, open  on the HOME Menu and then reset the data under amiibo Settings.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory (sold separately).

Precaution about amiibo

Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.



21 Playing with amiibo



If you use an amiibo, the data saved on it can appear in battles as an FP (Figure Player). FPs can stand against you as rivals or fight by your side as partners.

◆ You cannot control FPs.

Connecting to Super Smash Bros. for Wii U

You can share amiibo data between both versions of Super Smash Bros. That means that an amiibo trained on Super Smash Bros. for Wii U can be used with the Nintendo 3DS version, and vice versa.

About amiibo

As amiibo battle, they will level up, slowly becoming stronger. They will learn based on how their opponents fight, and you can feed them equipment to give them new abilities, allowing every amiibo to grow into a unique fighter.



First-Time Setup



Go to Games & More → amiibo, and then touch your amiibo to the NFC area to register the owner's Mii and the amiibo figure's nickname and then set character's appearance.

- ◆ If your amiibo is set to work with Super Smash Bros. for Wii U, you don't have to change any settings to make it work for this version.



Things You Can Do with amiibo

Make Them Fight as FPs

To make an amiibo appear in battle as an opponent or a partner, press  or  on the character-selection screen in Smash Mode and then touch the amiibo to the NFC area.

- ◆ If you touch several amiibo to the NFC area, you can make your amiibo fight each other.

Customize Them

To customize an amiibo, go to Games & More → amiibo and then touch it to the NFC area. You can feed it equipment to change its attack, defense, and speed stats and change its special moves.

- ◆ When you feed your amiibo equipment, keep an eye on the equipment's positive and negative stat values. They'll affect the growth of your amiibo.



Saving and Deleting amiibo Data

Saving Data

When you leave the character-selection screen or the amiibo menu, you will be given the opportunity to save changes to the amiibo. Touch the amiibo to the NFC area to save the following data.



Leaving the Character-Selection Screen

- Stats that have improved through leveling up
- Newly learned fighting techniques
- Gifts acquired

Leaving the amiibo Settings Screen

- Changes to stats
- Changes to special moves

Resetting Your amiibo

This returns the amiibo to the state it was in before you trained it. Go to Games & More → amiibo, and then press **L** + **R** + **X** to display the amiibo figure reset screen. You can then reset the amiibo figure's level and memories by touching the amiibo figure to the NFC area.

- ◆ This will not reset the amiibo figure's nickname, the owner's Mii, or the character's appearance.
- ◆ **Once this data has been deleted, it cannot be recovered, so be careful.**



By posting to Miiverse, you can share your feelings about the game and snapshots you've taken with players around the world.



Posting

Snapshots

You can post snapshots by selecting Album in the Vault menu or by selecting Share in the Online menu.



23

Downloadable Content



Purchasing Downloadable Content

Connect to the Internet to be able to purchase downloadable content.

3DS and 3DS & Wii U

Downloadable content is divided into two types: content for use on Nintendo 3DS only, and content for Nintendo 3DS that also includes a download code for the Wii U version of the content.

- ◆ After purchasing downloadable content from the 3DS & Wii U category in the DLC Shop, you can find the Wii U download code in the Account Activity section of Nintendo eShop for Nintendo 3DS. You can then enter the download code in the Wii U version of the eShop.
- ◆ If you have purchased downloadable content from the Wii U & 3DS category in the Wii U version of Nintendo eShop, you can find the download code in the Account Activity section of the Wii U version of the Nintendo eShop. You can then enter the download code in the DLC Shop on the Nintendo 3DS version.

How to Purchase

- 1 Select Notices & DLC Shop from the main menu.

- ② Select DLC Shop.
- ③ Find the downloadable content you wish to purchase, and then select Purchase.
- ◆ Read the purchase information carefully, and then select OK.
- ④ Select Purchase.
- ◆ Make sure to read everything on the Additional Information screen.
- ⑤ You will be returned to the DLC Shop menu after receiving your downloadable content.

About Purchasing DLC

- You can check your purchased DLC in the Account Activity section of Nintendo eShop.
- Purchased DLC is non-refundable and may not be exchanged for other products or services.
- Once purchased, DLC can be re-downloaded for free except as described below.
- ◆ You cannot re-download software if you select the **Delete Account** option or if you erase your Nintendo Network ID.
- ◆ You cannot re-download software if it is an item that has been temporarily or permanently discontinued.
- Purchased DLC will be saved to the SD Card.
- Purchased DLC is only compatible with the

Nintendo 3DS system used to purchase it. If you insert the SD Card into another system, items you have purchased will not be available on that system.

Adding Funds to Your Account

You must have sufficient funds in your Nintendo eShop account to cover the purchase price of the DLC. If you do not have enough funds in your account, select **Add Funds** when prompted to add funds to your account.

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

- ◆ You can store your credit-card information, which lets you add funds to your account by simply entering the password you established when you first entered the credit-card information.
- ◆ You can delete the credit-card information at any time by accessing **Settings / Other** in Nintendo eShop.





Receiving Notifications (SpotPass)

You can receive SpotPass notifications even when you are not playing the game by leaving the system in Sleep Mode. This will allow the system to connect to the Internet as long as it can find an access point.

- ◆ Data received from SpotPass will be saved on the SD card. It is recommended that you leave the SD card in your system at all times.


Using SpotPass

Select Games & More → Options → Internet Options, and change SpotPass to On.


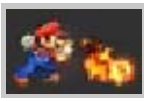



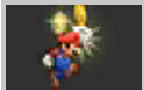

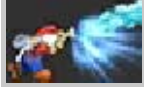
- ◆ If you want to disable SpotPass notifications, change SpotPass to Off.

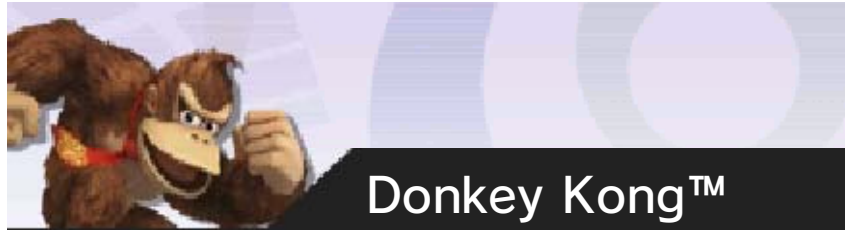
25

Mario/Donkey Kong/Link



Mario™

Fireball	
Throw a fireball that bounces along the ground.	
Cape	
Whip out a cape to spin opponents around and reflect projectiles.	
Super Jump Punch	
A rising punch that hits repeatedly.	
F.L.U.D.D.	
Blast opponents with water. Can be charged.	



Donkey Kong™

Giant Punch



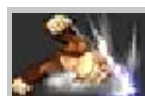
A mighty punch. Press the button once to wind up and then again to unleash it.



Headbutt



Hits downward in front of you and buries opponents on the ground.



Spinning Kong



A whirlwind of punches. You can move left and right while spinning.



Hand Slap



Slap the ground to cause shock waves that send opponents into the air.





Link™

Hero's Bow



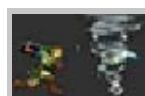
Fire an arrow. The longer you hold the button, the stronger the shot.



Gale Boomerang



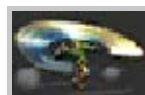
Deals damage on its way out, and can pull opponents toward you on its way back.



Spin Attack



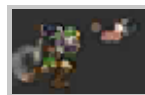
Strike opponents while spinning. Acts as a jump if used in midair.



Bomb



Pull out a throwable bomb that explodes on impact or when the fuse runs out.





Samus™

Charge Shot



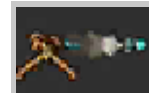
An energy blast that shoots straight. Can be charged and stored for later.



Missile



Launch a homing missile. Perform like a smash attack to launch a Super Missile.



Screw Attack



Spin into the air. Any opponents caught by the move get hit several times.



Bomb



Drop a bomb in Morph Ball form. You'll fly upward if you're hit by the explosion.



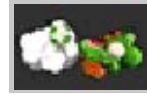


Yoshi™

Egg Lay



Grab an opponent with your tongue, swallow them, and turn them into an egg.



Egg Roll



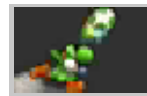
Turn into an egg and roll into enemies. You can jump once while in the egg.



Egg Throw



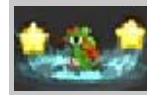
Lob an egg. You can set the angle of the throw by pressing the desired direction while pressing the button.



Yoshi Bomb



Jump up quickly and slam to the ground, shooting stars out left and right.



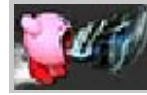


Kirby™

Inhale



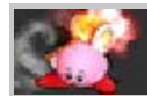
Inhale an opponent. You can then copy one of their abilities or spit them out as a star.



Hammer Flip



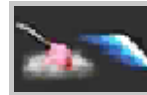
A powerful hammer attack that can launch foes. Dangerous when fully charged.



Final Cutter



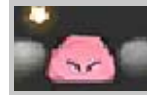
Jump high into the air, striking on the way up and down. Creates a shock wave when landing.



Stone



Turn into a heavy object and plummet. You'll take no damage while transformed.

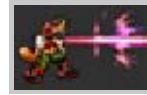




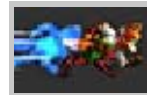
Fox

Blaster (B)

Rapid-fire lasers that deal damage but don't knock opponents back.

Fox Illusion ←○→+(B)

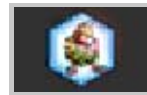
Dash through opponents at great speed to knock them into the air.

Fire Fox ↑○+(B)

Engulf yourself in flames and rocket skyward. You can change the direction while charging.

Reflector ↓○+(B)

A shield that reflects projectiles, upping their speed and power.



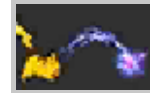


Pikachu

Thunder Jolt

(B)

Send a ball of electricity bouncing along the stage.



Skull Bash

←○→+B

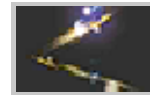
A flying headbutt that can be charged up.



Quick Attack

↑○+B

A fast attack in any direction. Change direction midmove to move a second time.



Thunder

↓○+B

A lightning strike that deals more damage to opponents if the bolt hits you.





Luigi™

Fireball



Throw a fireball straight ahead. It will bounce if it hits a wall or the ground.



Green Missile



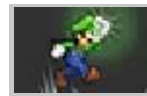
A sideways dive that can be charged. It's Luigi, so this move can backfire.



Super Jump Punch



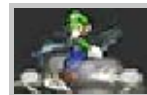
Punch up through the air. Stronger at the start of the move.



Luigi Cyclone



A spinning attack that can be moved sideways. Tap the button quickly to rise.

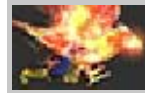




Captain Falcon

Falcon Punch

Charge up for a moment, and then strike. The direction can be changed while charging.



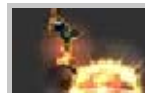
Raptor Boost

Dash forward and uppercut when you reach an opponent.



Falcon Dive

Jump up and grab a foe. If you connect with your prey, you'll explode off of them.



Falcon Kick

On the ground, does a flying sideways kick. In the air, kicks diagonally downward.



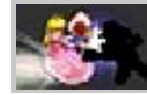


Peach™

Toad



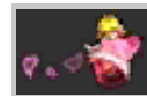
Use Toad™ as an unwilling shield. If he gets hit, he spreads spores.



Peach Bomber



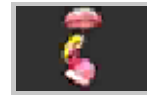
Jump sideways and deliver a powerful hip bash.



Peach Parasol



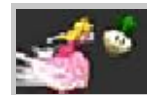
Jump high into the air and open your parasol. Keep it open to slowly float down.



Vegetable



Pluck a veggie if on the ground. The veggie's power depends on its mood.





Bowser™

Fire Breath



Breathe fire. Power decreases if used too much. You can control the angle a little bit.



Flying Slam



Grab an opponent, jump into the air, and slam them to the ground.



Whirling Fortress



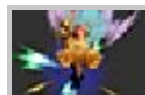
Duck inside your shell and spin. You can move sideways while spinning.

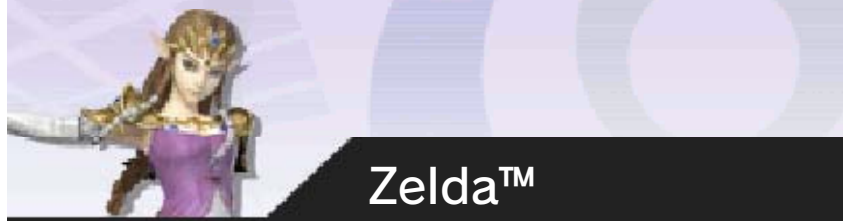


Bowser Bomb



Butt-stomp your enemies. On the ground, you can lift opponents with your horns.





Nayru's Love



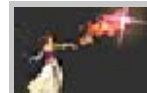
Envelop yourself in a crystal that deals damage and reflects projectiles.



Din's Fire



Fire magic that explodes after a time or when the button is released.



Farore's Wind



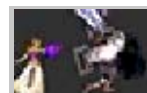
Teleport in any direction. Deals damage when disappearing and reappearing.

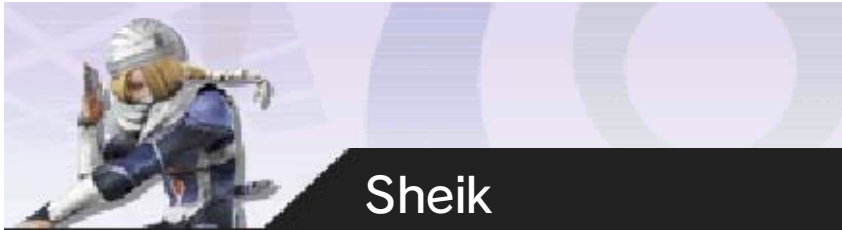


Phantom Slash



Summon a Phantom that slashes foes in front of you. Can be charged.





Sheik

Needle Storm



Throw needles forward if on the ground or diagonally down if in the air. Can be charged.



Burst Grenade



Throw a stealthy grenade that pulls opponents in before exploding.



Vanish



Throw a bomb to the ground, and warp in any direction. Deals some damage.



Bouncing Fish



Flip through the air, and strike foes with your heel. If you land the kick, you bounce back.





Marth

Shield Breaker



Thrust your sword forward. Can be charged. Great for breaking shields.



Dancing Blade



Press repeatedly to unleash a sword combo. Press up or down to change the attacks.



Dolphin Slash



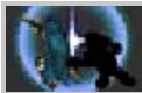
Strike upward with your sword as you rise into the air. Deals most damage at the start.



Counter



Prepare for an attack and strike back if hit. The power depends on your enemy's attack.



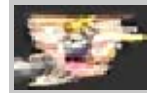


Meta Knight

Mach Tornado



Twirl and hit enemies multiple times. Press repeatedly to increase spin.



Drill Rush



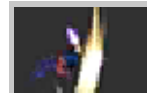
Spin into opponents with your sword. You can change the angle a bit.



Shuttle Loop



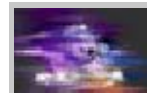
Fly into the air and strike, and then strike again after looping.

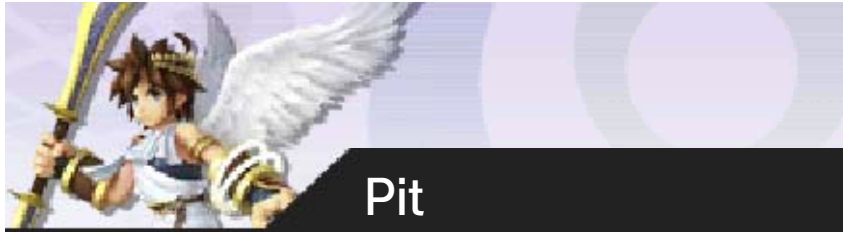


Dimensional Cape



Vanish, teleport in any direction, and then attack when reappearing.





Pit

Palutena Bow



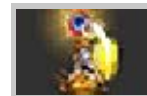
Fire a guidable arrow. While charging, you can aim the bow straight up.



Upperdash Arm



Dash forward and uppercut opponents. Can deflect projectiles.



Power of Flight



Fly high through the air. The flight angle can be changed while charging.

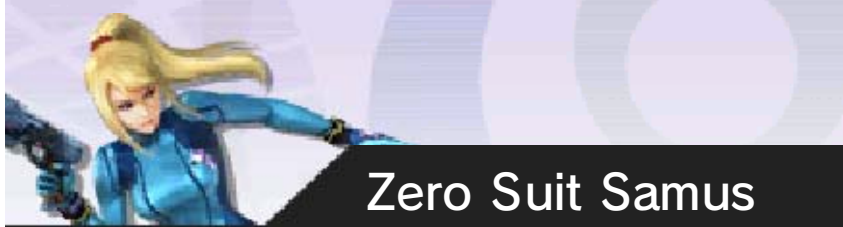


Guardian Orbitars



Shields your front and back and reflects projectiles, but you're vulnerable from above.





Zero Suit Samus

Paralyzer



Fire an energy blast that stuns enemies. Can be charged.



Plasma Whip



Attack foes with an energy whip. Can also be used to grab on to edges.



Boost Kick



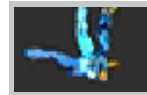
Rise into the air, striking multiple times, and then finish with a spinning kick.



Flip Jump



Flip through the air. If you land on an opponent, they'll be buried in the ground.



31

Ike/Charizard/Diddy Kong



Ike

Eruption



A fiery burst triggered by plunging the sword into the ground. Hurts you when fully charged.



Quick Draw



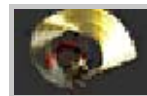
A forward lunge that ends with a slash at any foe in your path. Can be charged.



Aether



Throw your sword up, jump to grab it, and then swing it on the way down.



Counter



Block and counter an enemy attack. The strength of your strike depends on their attack.





Charizard

Flamethrower



Breathe fire on your opponents. Can be aimed slightly. The longer you use it, the weaker it gets.



Flare Blitz



Hurtle sideways in an explosive assault. Damages both you and your foes.



Fly



Spiral into the sky. Can hit opponents multiple times while soaring upward.



Rock Smash



Headbutt a rock to send fragments flying. Both the headbutt and the fragments can hurt rivals.



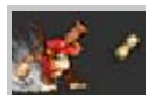


Diddy Kong™

Peanut Popgun



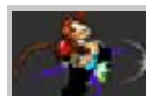
Diddy's trusty peanut shooter. Don't charge it for too long, or it'll blow up in your face!



Monkey Flip



Leap forward to grab whoever you contact, or press the button again to kick.



Rocketbarrel Boost



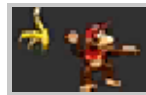
Boost into the air and hit opponents. Can be charged for extra distance.



Banana Peel



Throw a banana peel behind you to trip foes. Only one peel can exist at a time.



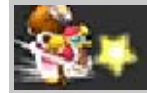


King Dedede

Inhale



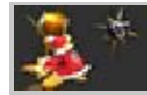
Inhale opponents and spit them out as stars.



Gordo Throw



Throw a Gordo. If opponents attack it with the right timing, they can hit it back.



Super Dedede Jump



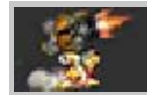
A big jump, then a downward crash. Press up to cancel it.

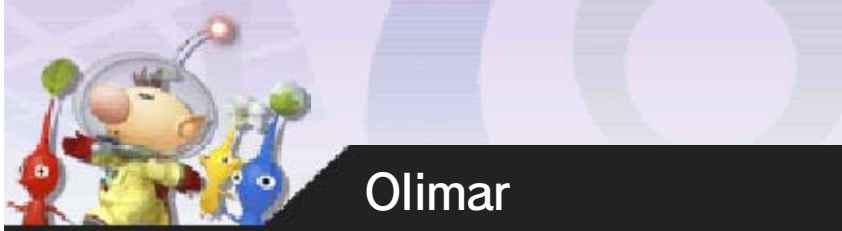


Jet Hammer



You can charge it while walking around, but charge for too long and you'll take damage.

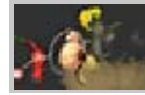




Olimar

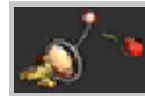
Pikmin Pluck

Pluck a maximum of three Pikmin in this order: red, yellow, blue, white, purple.



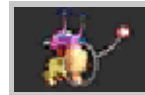
Pikmin Throw

Throw your Pikmin. Most colors will stick to opponents, but purple Pikmin will slam them.



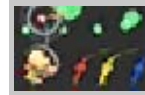
Winged Pikmin

Summon Winged Pikmin to fly you around. Less effective if you have more Pikmin.



Pikmin Order

Blow your whistle to recall your Pikmin and change their order.



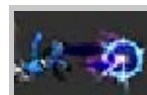


Lucario

Aura Sphere



Charge a ball of energy that does more damage as your damage increases. It will damage foes even while powering up. Press again to launch.



Force Palm



A punch that unleashes concentrated energy. Will grab the enemy if they're close enough.



Extreme Speed



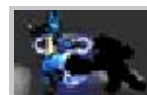
A dash through the air that ends in an attack. You can also swerve midflight.



Double Team



Prepare for an incoming attack, and counterattack with a sliding kick if struck.



33

Toon Link/Villager/Trainer

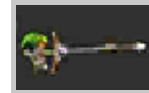


Toon Link

Hero's Bow



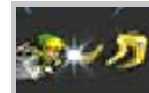
Fire an arrow with your bow. Charge it up for more power and range.



Boomerang



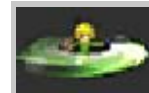
Deals damage on its way out and on its way back. Can be thrown diagonally.



Spin Attack



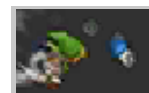
Spin with your sword. Can hit opponents more than once, and can be charged.



Bomb



Pull out a throwable bomb that explodes on impact or when the fuse runs out.





Villager

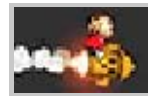
Pocket

Pocket an item or projectile to use later. Press the button again to take it back out.



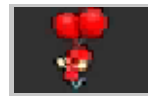
Lloid Rocket

Fire Lloid forward like a rocket. Hold the button to ride on top of Lloid.



Balloon Trip

Don a balloon hat and fly around. You have a lot of control, but the balloons can be popped.



Timber

Plant a seed, water it, and chop the tree down. Each step has a different effect on foes.





Wii Fit Trainer

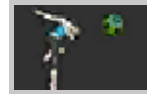
Sun Salutation

Charge a ball of energy. Press again to launch it. Heals you slightly when launched at full charge.



Header

Head a soccer ball at opponents. Press the button again to head the ball early.



Super Hoop

Gyrate into the air, striking opponents. Press rapidly to go higher.



Deep Breathing

Press the button at the right time to heal and boost your launching power.

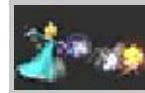





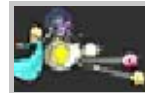
Rosalina & Luma

Luma Shot 

Fling Luma forward. Press the button again to call Luma back. This attack can be charged.

Star Bits 

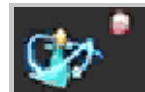
Command Luma to fire three Star Bits forward. Works at any range.

Launch Star 

Fly into the air at an angle. You can adjust the angle slightly.

Gravitational Pull 

Draw items and projectiles safely toward you. While being drawn in, they can damage foes.





Little Mac

Straight Lunge



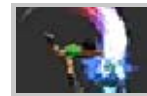
Blast forward with a powerful punch. Press once to charge and again to strike.



Jolt Haymaker



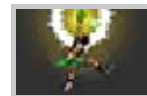
Leap forward, dodging low attacks, and deliver a punch. Press again to punch early.



Rising Uppercut



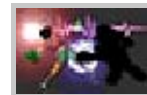
Punch upward while twisting into the air. Hits opponents multiple times.



Slip Counter



Wait for your opponent to attack, and then counter with an uppercut.



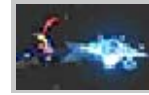


Greninja

Water Shuriken



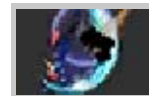
Fire a shuriken of water straight ahead. Charge it up to make the shuriken grow!



Shadow Sneak



Send a shadow along the ground. Release the button to warp to that point and strike!



Hydro Pump



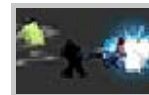
Fire a powerful water jet, propelling you in whichever direction you choose.



Substitute



Evade an incoming enemy attack by summoning a substitute, and then counterattack.



35

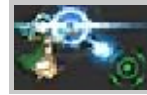
Palutena/Robin/Shulk



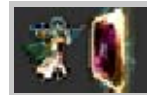
Palutena

Autoreticle 

Fire energy blasts from your staff directly at an opponent in front of you.

Reflect Barrier 

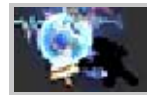
Cast a reflective wall that moves forward for a short distance. Can be used to push rivals.

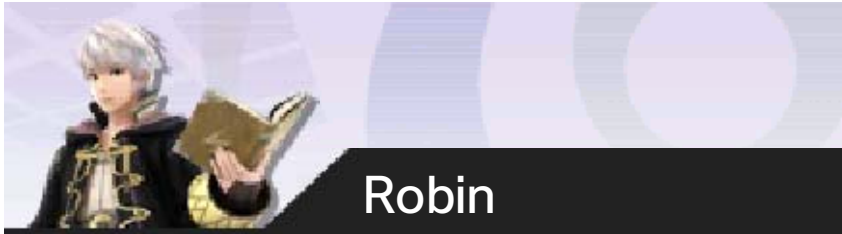
Warp 

Teleport in any direction. You can't attack or be attacked while warping.

Counter 

Prepare for an opponent's attack, and strike back when struck.





Robin

Thunder



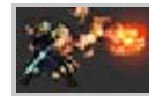
Lightning magic that can be charged to cast Elthunder, Arctthunder, and Thoron.



Arcfire



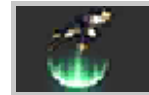
Cast a spell to throw a ball of fire. When it hits, it triggers a pillar of flames.



Elwind



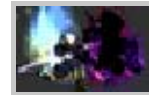
Cast wind magic downward, dealing damage and boosting you into the air twice.

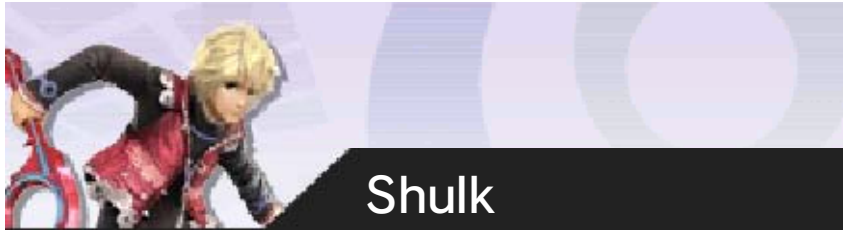


Nosferatu



A dark curse that steals the life force of enemies.

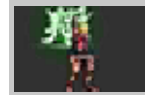




Shulk

Monado Arts (B)

Activate one of five different Arts, each of which provides a different advantage.



Back Slash ←○→+B

Leap forward to deliver a powerful slash. Attack from behind for massive damage!



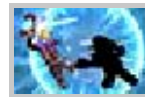
Air Slash ↑○+B

Lift enemies into the air with a rising slash. Can be followed up with a midair strike.



Vision ○↓+B

Evade an incoming enemy attack, and deliver a swift counterattack. The time you are ready to counterattack will get shorter with multiple uses.





Sonic

Homing Attack



Jump into the air and home in on the closest fighter (if there's one in range).



Spin Dash



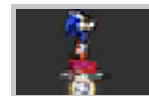
Roll forward at high speed. You can charge it, change the direction, and link to other attacks.



Spring Jump



Spawn a spring. When used on the ground, it sticks around and can be used by anyone.



Spin Charge



A forward dash that can be powered up by rapidly pressing the special-move button.





Mega Man

Metal Blade



Metal Man's spinning saw. It goes through foes. It can be thrown in eight different directions.



Crash Bomber



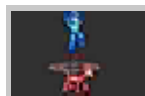
Crash Man's weapon. Fire a bomb that will attach to any opponent in its path and explode.



Rush Coil



Summon your faithful dog, Rush, to propel you to new heights.



Leaf Shield



Wood Man's rotating shield. It hurts foes who get close. Press again to fire the leaves.



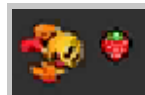


PAC-MAN

Bonus Fruit



Summon a variety of fruit to throw at your foes. Some of them seem a little less edible, though...



Power Pellet



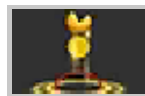
Summon a row of Pac-Dots ending in a Power Pellet, and send PAC-MAN™ on a retro dash.



Pac-Jump



Bounce high into the air with a trampoline that sticks around for a little while.



Fire Hydrant



Summon a fire hydrant that shoots powerful jets of water that push nearby fighters.



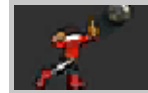


Mii Brawler

Shot Put



This iron ball makes an impact, but it doesn't go very far.



Onslaught



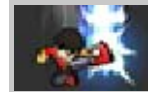
Rush forward to deliver a flurry of kicks, and then finish with an uppercut.



Soaring Axe Kick



Hit 'em on the way up while flipping, and hit 'em on the way down with an axe kick.



Head-On Assault



Crash headfirst into the ground, burying any foes standing nearby.





Mii Swordfighter

Gale Strike



A blade technique that sends a tornado hurtling forth.



Airborne Assault



Flip forward to strike a foe, and then rebound off of them.



Stone Scabbard



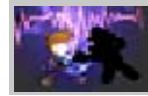
A high jump followed by a firm downward strike with your sword.



Blade Counter



Counters an enemy attack. The strength of your strike depends on their attack.



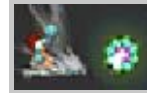


Mii Gunner

Charge Blast



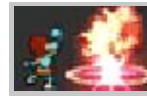
A straight plasma shot. Charge it for extra firepower.



Flame Pillar



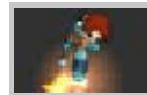
Fire a blast diagonally toward the ground, creating a miniature inferno on impact.



Lunar Launch



Shoot downward, and the recoil will rocket you into the air.



Echo Reflector



Reflects enemy projectiles, sending them back even stronger than they were before.



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