Thank you for choosing the Fluidity: Spin Cycle game for the Nintendo 3DS™ system.

Please read this manual carefully before using the software. Please also read your Nintendo 3DS Operations Manual for more details and tips to help you enjoy your playing experience.

Health and Safety Information

**IMPORTANT**

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the **HOME** icon on the HOME Menu, then tap Open and read the contents of each section carefully. When you are finished, press **HOME** to return to the HOME Menu.

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

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Fluidity: Spin Cycle is an action puzzle game in which you help Eddy, a brave Water Spirit, on his quest to save his Rainbow Spirit sisters from imprisonment within a magical book.

Eddy and the Rainbow Spirits have spent most of their lives as neighbors on a potion shelf in a wizard’s library.

Our story begins on the day the wizard lets the Rainbow Spirits loose inside his favorite book. Working their unique magic, they bring the book’s illustrations to life. But another substance on the shelf, the dark and toxic Goop, becomes jealous and tries to claim the Rainbow Spirits’ power for itself. With the book in the clutches of evil and the Rainbow Spirits trapped between its pages, Eddy has no choice but to venture inside. The Goop will do whatever it takes to get rid of Eddy, including putting puzzles in his path, facing off against him in battle, and even turning the world upside down. Eddy must call on all of his water powers, from freezing into a block of ice to vaporizing into a cloud of steam, but he’s also going to need your help...
Controls

Menu Controls
Select/Confirm 
Cancel/Back 
Pause START / SELECT

Gameplay Controls

Water State
Jump Hold down @ or keep in contact with the Gather icon on the Touch Screen
Gather
Activate game objects @ (hold when using a squirter)

Ice State
Rotate (slide up/down or left/right)
Jump @
Stick Hold down @ or keep in contact with the Stick icon on the Touch Screen
Activate game objects

Cloud State
Gust (slide and hold)
Float up
Float down Hold down @ or keep in contact with the Lightning icon on the Touch Screen to charge, and then release to strike

Rain @ (hold)

When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

Sleep Mode
Close your system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.
Select a Profile

There are three save slots to choose from. Start a new game or continue from a saved game.

Chapter-Selection Screen

After completing the first puzzle, you will be returned to the chapter-selection screen and the second puzzle will be unlocked. Each puzzle you complete will unlock additional puzzles!
Saving Data

Game progress is saved automatically when you solve or quit a puzzle and transition back to the chapter-selection screen. When this happens, you’ll see the word "SAVED" on the lower screen.

Deleting Data

To delete a saved game, tap the trash-can icon on the profile-selection screen, select the profile you want to delete, and then tap Delete. Confirm your selection by tapping Yes, or go back by tapping No.

Once a saved game has been deleted, it can never be recovered, so please be careful.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing the 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.
### Upper Screen
1. Ability overuse/damage indicator
2. Water reserve when refilling
3. Task indicator

### Lower Screen
4. Water reserve
5. Bonus timer
6. Touch Screen buttons
7. Camera
8. Health indicator
During his adventure, Eddy will need to use his ice powers for coldness, water to create ice, and steam—to solve puzzles.

**State Changer**

As a pool of water or an ice block, Eddy can use a water sword to change into steam and transform to his fourth state.

When in his cloud state, Eddy does not need a state changer. He can use his ability to change back into water whenever he wants.

**Water Abilities**

- **Water Grenade:** Eddy can jump on it to dash towards objects and collect hard-to-reach items.
- **Gather:** Use this ability to gather Eddy in one place. If you use it for too long, Eddy will get exhausted and take damage.

**Ice Abilities**

- **Ice Wall:** Eddy can push Pressure Pads and smash through the walls. Eddy can also break ice items inside his body when he enters the state, the state changer will change to water for a while until he comes back with the ice.
- **Jump:** As well as jumping to high areas, Eddy can scale walls by jumping while holding Stick.

**Stick**

- **Stick:** Eddy uses Stick to stay still on an iced or moving platform, or even cling to the ceiling. If you hold onto the Stick icon and press and hold on the Stick icon and then use Jump. Eddy can scale vertical surfaces.

**Stiff**

- **Stiff:** Eddy can hit enemies with his Stick, freezing them solid. Eddy can solidify his enemies even when they are in his ice state.
- **Gust**
  - **Gust:** Eddy can use this ability to make enemies float in the air. If Eddy hits the snow with his Stick, the Snow will be blown away and Gust will help make a Gust.

**Lighting**

- **Lighting:** Eddy can strike enemies with Lightning Rods, enemies, and other objects.
- **Don't Charge Lightning Rods:** Eddy can strike enemies with Lightning Rods, enemies, and other objects.

**Rain**

- **Rain:** Eddy doesn't need a state changer to change from a cloud to water, but he can just use a Rain ability. Be careful not to rain on anything dangerous!
Health System

Health Level

If Eddy takes damage, his health level will go down. You can check Eddy’s health level using the health indicator in the top-left corner of the bottom screen.

If Eddy’s water level gets low and his reserve is empty, you’ll only have a short time to refill it. Collect some water bubbles before the timer on the top screen runs out!

Water Reserve

Eddy has a water reserve that replenishes his health whenever he takes damage. A few moments after he gets hurt, water will flow out of his reserve and into his health indicator.

If Eddy’s water reserve is empty, he won’t be able to recover health! But don’t worry—each puzzle is full of water bubbles that you can collect to fill Eddy’s water reserve.
Tilt Gravity

If you tilt the system, Eddy will move in the direction of your tilt. Some other objects in the game will also move when you tilt. They could be the answer to a puzzle, so look out for them!

Full-Rotation Gravity

Some areas of the book have been so corrupted by the Goop that up and down have lost all meaning. In these full-rotation puzzles, you can rotate the system a full 360 degrees to pour Eddy around the environment.

Goop-Crystal Gravity

Some full-rotation puzzles feature strange Goop crystals. These crystals are subject to special gravity rules. Use Goop-gravity changers to change how gravity affects them.

Safety Notice:

Please take care when rotating the Nintendo 3DS. Always ensure you have an adequate grip on the system at all times during play.
If you complete a puzzle, your performance will be rated on a scale between one and five stars. Collecting water bubbles, avoiding damage, and completing the puzzle as fast as possible will all contribute to your rating. In some puzzles, you will only be able to get five stars if you seek out all of the hidden water bubbles. Try to get five stars on every puzzle!
Each puzzle (with the exception of boss rooms) contains a hidden puzzle piece. Collect all 14 in each chapter to unlock a special Playroom.

Each Playroom contains a fiendish obstacle course where you can test your mastery of Eddy’s abilities. There are no Rainbow Spirits to rescue in the Playrooms, so you can focus on honing your skills and beating your high scores.
Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

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1-800-255-3700

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(001) 425-558-7078
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