defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three

1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

WARRANTY LIMITATION

SERVICE AFTER EXPIRATION OF WARRANT

HARDWARE WARRANTY  •

Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone,

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

NOT APPL Y TO YOU.

LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY

LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE

AND FITNESS  FOR A PARTICULAR PURPOSE, ARE HEREBY 

DEFACED OR REMOVED.

(b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT,

NINTENDO (INCLUDING, BUT NOT TO LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES);

if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the

period, Nintendo will repair or replace the defective hardware product or component, free of charge.* The original purchaser is entitled to this warranty only

THIS WARRANTY SHALL NOT APPL Y IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo

prosecuted.

• 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.

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at

www.nintendo.com

Nintendo of America Inc.
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WARNING - SEIZURES

1. Sit or stand as far from the screen as possible.

3. Do not play if you are tired or need sleep.

2 - 6 players

VS/Co-op Play

Connect to other

Local Play

Circle Pad Pro

ALLOWS AUTOMATIC SEARCH AND INFORMATION

ALLOWS WIRELESS MULTIPLAYER GAMES WITH

ALLOWS INFORMATION EXCHANGE BETWEEN THE

Informa

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CHILD PLA Y VIDEO GAMES.

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:

• Convulsions Eye or muscle twitching Loss of awareness

• Altered vision Involuntary movements Disorientation

• Hearing voices or seeing things that are not there

• Dizziness, trouble concentrating, or problems with short-term memory

• Massages, muscle weakness, unequal pupil size, or visual changes

• Nausea or vomiting

• Feelings of tension, anxiety, or uneasiness

• Headaches

• Balking, rage, or other unusual behaviors

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

1. Sit or stand as far from the screen as possible.

2. Play in a well-lit area.

3. Do not play if you are tired or need sleep.

4. 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

5. 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.

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WARNING - 3D FEATURE ONLY FOR CHILDREN 7 AND OVER

Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

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.
**Basic Controls**

- **Move**
  - Dash: Quickly flick (○).
  - Dash Attack: Press (L) while dashing.

- **Dodge**
  - Quickly flick (×) immediately before getting hit.

- **L Attack**
  - Launches attacks in the direction of the reticle (○). Hold down the button for continuous fire.

- **Charged Shot**
  - Press (L) when the reticle changes shape.

- **Melee**
  - Press (L) near enemies, rapidly for a combo.

**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.

- **Staves**
  - 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.

- **Palm**
  - 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.

**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.

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

  - Prepare the following items to perform local wireless play with nearby players.
    - Nintendo 3DS System
    - Kid Icarus: Uprising Game Card
      - 1 system for each player (up to six)
      - 1 Game Card for each player (up to six)

**Nearby (Local Wireless)**

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

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

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.