Chibi-Robo!™ Zip Lash

Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual apply to all systems in the Nintendo 3DS™ family.
◆ When playing on a Nintendo 2DS™ system, features which require closing the Nintendo 3DS system can be simulated by using the sleep switch.
◆ The game includes the depictions of real snacks of third parties. The purpose of this inclusion is to make the gameplay more fun by using real life themes. Nintendo did not receive any payment from third parties for the inclusion.

⚠ IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.
You should also thoroughly read the Operations Manual, especially the "Health and Safety Information" section, before using Nintendo 3DS software.

Language Selection

The in-game language depends on

the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian.
If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English.
For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

Classification Operations Branch (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.classificationoffice.govt.nz

Russia:
minsvyaz.ru/ru/doc/index.php?id_4=883

Advisories

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After the Nintendo 3DS system or any software is updated, any existing or future unauthorised technical modification of the hardware or software of your Nintendo 3DS system, or the use of any unauthorised device in connection with your Nintendo 3DS system, may render your Nintendo 3DS system permanently unplayable. Content deriving from

the unauthorised technical modification of the hardware or software of your Nintendo 3DS system may be removed.

This software, instruction manual and other written materials accompanying the software are protected by domestic and international intellectual property laws.
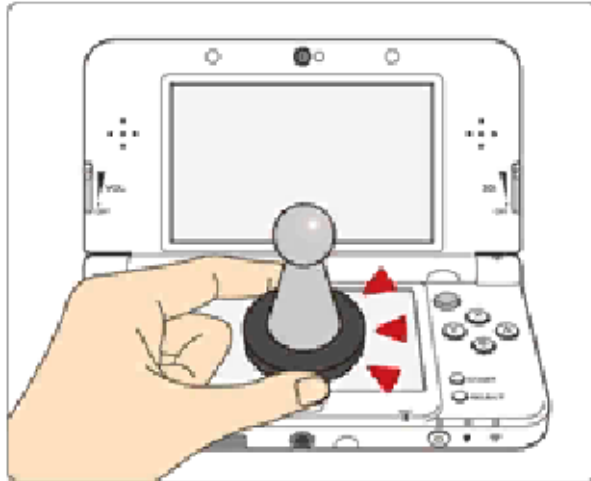
Featured Music
• Pyotr Ilyich Tchaikovsky, No. 02 March (from The Nutcracker)

CTR-P-BXLP-00

This software supports :amiibo: .
You can use compatible amiibo™
accessories by touching them to the
Touch Screen of a New
Nintendo 3DS/3DS XL system.

Your amiibo aren't just for show. You
can use NFC (near-field
communication) to connect them to
compatible software and play with
them in the game. For more
information, visit:
http://amiibo.nintendo.eu/

◆ Each amiibo can only hold game
   data for one software title at a
   time. In order to create new game
   data on an amiibo that already has
   data saved on it from another
   game, you must first delete the
   existing game data. You can do
   this by going to the HOME Menu
   ⇒ 🔧 ⇒ amiibo Settings.
◆ An amiibo can be read by multiple
   compatible software titles.
◆ If the data on your amiibo

becomes corrupted and cannot be restored, go to the HOME Menu ⇒ 🔧 ⇒ amiibo Settings and reset the data.

The Nintendo 3DS NFC Reader/ Writer is required to use amiibo with a Nintendo 3DS/3DS XL/ 2DS system.

IMPORTANT

A light touch on the Touch 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.

3 Information Sharing

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, QR Code™ patterns, etc.

Exchanging UGC

These are general precautions for exchanging UGC with other users. The extent of UGC exchange depends on the software.

● Uploaded content may be seen by other users. It may also be copied, modified and redistributed by third parties.
Once sent, you cannot delete such content or limit its usage, so be careful.

● Any uploaded content may be removed without notice. Nintendo may also remove or hide content which is considered to be unsuitable.

● When uploading content or creating content for upload…
- Do not include any information that can be used to identify you or a third party personally, such as your or a third party's name, email address, address or telephone number.
- Do not include anything which could be damaging or offensive to another person, or make

someone uncomfortable.
- Do not infringe on the rights of others. Do not use content owned by a third party or that displays a third party (photos, images, videos) without their permission.
- Do not include illegal content or any content which aids illegal activity.
- Do not include any content which violates public morality.

This software allows you to connect to the internet and post content to Miiverse™. For more details, see Miiverse (p. 19).

◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.
◆ To use Miiverse features, you must have already launched Miiverse and completed the initial setup.

This software supports Nintendo Network™.

Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

● If you post, send or otherwise make available any information or content through wireless communication please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others

may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

● Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.

● Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy

rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.

● Please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems, and online services for certain software may be discontinued.

5 Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

◆ For more information about Parental Controls, refer to the Operations Manual.

● Miiverse
Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing.

6 About this Game

In this side-scrolling action game,
you control Chibi-Robo, a helpful
10cm-tall robot who has to repel
an alien invasion. The pesky
Gyorians have their greedy eyes
set on Earth's resources, and it's
up to Chibi-Robo and his robotic
pal Telly to send them packing. In
order to complete your mission,
you'll join Chibi-Robo on an
adventure that'll take you all over
the world!

Choose a Save File

Choose the save file you want to use, and then select "Play" to start the game.

Select	◎/✛
Confirm selection	Ⓐ
Cancel	Ⓑ

◆ You can also touch options on the lower screen to choose and confirm selections.

Daily Fortunes

You can receive a fortune once a day for each save file. To receive one, simply choose the file you want to play, touch 🔲 , and then scan your Chibi-Robo amiibo.

◆ Please note that 🔲 will only be displayed if you've linked a Chibi-Robo amiibo to your copy of the game via amiibo Menu (p. 18).

Saving Data

Game progress will be saved automatically at certain points, such as when you clear or exit a stage.

Saving Figure Photos

Photos taken in the Figure Photo-Booth (p. 11) are saved to the SD card's DCIM folder as JPEG files.

Deleting Data

To delete a save file, choose that file from the file selection screen, and then select "Delete" on the following screen.

◆ Please be sure you want to delete the file before proceeding. Deleted data cannot be recovered.

● Do not turn the power off, reset the system or remove Game Cards/SD cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.

● Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

Move

◎ (left/right)

Crouch

◎ (down)

Jump

Press Ⓐ to jump. You can safely jump on certain enemies.

◆ When jumping on an enemy/ trampoline/etc., press Ⓐ as you land to jump even higher.

Roll

Press Ⓡ to roll in the direction you're facing.

Inspect

Press Ⓐ while in front of certain objects to inspect them.

Open Plug-Lock

To open a door or use a device that's locked with a Plug-Lock, stand in front of the door, press Ⓐ, and then rotate your system to the right, as shown on the screen.

When using this software, 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. Do not move the system with excessive force, as this could lead to injuries, damage to the product or damage to nearby objects.

The Chibi-Plug is a marvellously versatile accessory. It can be used to attack, perform special moves and pull items (p. 14) toward you. There are two ways to throw it: the whip lash and the zip lash.

Whip Lash

Press Ⓧ to quickly throw your plug sideways in the direction you're facing. Whip lashes can be thrown diagonally upward as well – simply aim upward with ◎ before you release Ⓧ.
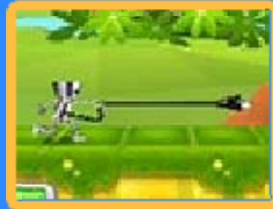
🌀 Spinning Jump

Press and hold Ⓧ to twirl your plug above your head. If you twirl it while in mid-air, you can hover for a short time.

Zip Lash

Press and hold Ⓨ to build up power, and then release all that energy in a powerful throw that can smash through large blocks. Once you've built up the necessary power, you can aim your throw in any direction. When using zip lashes, it pays to think about your plug's trajectory. What could you bounce your plug off, I wonder?

🔋 **While Holding Down Ⓨ**

Quickly adjust aim	◎
Fine-tune aim	✚
Cancel zip lash	Ⓛ

Plugging into Things

You can embed your plug into orange panels, light-blue panels and things that have sockets on them. Once you're plugged in, you can perform various actions by pressing Ⓐ/Ⓧ.

◆ Press Ⓑ to remove your plug from something once it's been attached.

Plug Jump

Press Ⓐ/Ⓧ while plugged into a vertical orange panel to zip over to it and flip onto the surface directly above it.
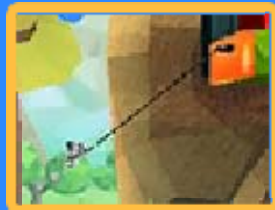
🟡 Swinging Jump

Press Ⓐ/Ⓧ while
plugged into a
horizontal orange
panel to hang down
from it. You can
then swing your body left and
right with ◎, and press Ⓐ/Ⓧ at
the right time to detach with a big
jump.

◆ While hanging from an orange
   panel, you can use ◎ (up/
   down) to adjust the length of
   your cord.

🟡 Carrying Objects

You can carry
certain objects that
have a socket on
them. In such cases,
plug into the socket
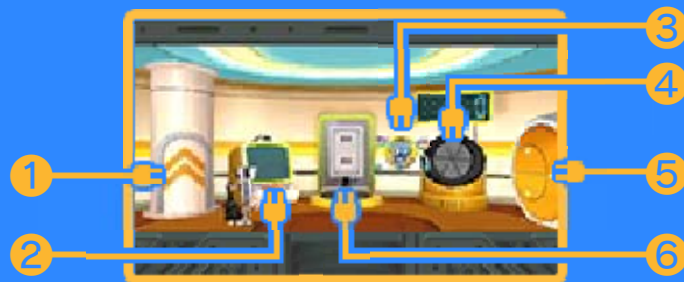to lift the object. To throw a
carried object, simply throw your
plug as usual.

◆ To drop a carried object,
   press Ⓑ.

This small spaceship serves as your base of operations.

Ground Floor

There are many helpful tools here that can help you prepare for your adventures. When you're ready to head out into the next stage, simply throw your plug at the exit hatch.

❶ Elevator

Ride this elevator to reach the first floor.

◆ The elevator becomes operational after your first use of the Chibi-Capsule vending machine (p. 18).

❷ Chibi-PC

Use this terminal to do things like purchase items from the Citrusoft Supply Depot and review stage information.

❸ Telly

Chibi-Robo's buddy Telly is ready to help you set up amiibo for use with this game.

❹ Generator

You can increase your supply of house watts here using trash you've collected in the stages (p. 14).

The Importance of House Watts

House watts are the watts stored in the Chibi-House. Chibi-Robo relies on these watts to keep himself running (p. 12).

❺ Exit Hatch

❻ Socket

Plug into this socket to recharge Chibi-Robo's personal supply of watts.

First Floor

Here you can view the figures you've collected (p. 18) and take photos of them.

◆ Figures can be acquired from the Chibi-Capsule vending machine.

❶ Figure Case

The figure case on the left contains your Chibi-figures. The figure case on the right contains your special figures.

❷ Figure Photo-Booth

Use this terminal to photograph your figures. You can also view the photos you've taken and post them to Miiverse here.

Guide Chibi-Robo through stages using your reflexes and wits. Take out enemies with the Chibi-Plug and interact with whatever you find along the way to help you make it to the end.

Points of Interest

Checkpoints

To activate a checkpoint, simply pass by it so that the flag appears. Once a checkpoint has been activated, it marks the point from which you'll restart, should you fall into a hole.

◆ Please note that if you respawn at a checkpoint, your cord length, as well as some items, will return to the state they were in when you activated that checkpoint.

🟡 Goal UFOs

Three UFOs appear at the end of each stage. To clear the stage, hit any one of them with your plug.

◆ The golden and silver UFOs disappear after a certain period of time.

◆ The UFO you hit affects your score and the number of turns you get at spinning the destination wheel (p. 17).

Watts and Game Over

Chibi-Robo's personal supply of watts depletes as time passes. Being hit by an enemy attack or falling into a hole will rapidly deplete this supply. If Chibi-Robo's personal supply of watts drops to zero, it's game over.

If you fail twice on the same stage, you can choose to spend moolah to clear that stage.
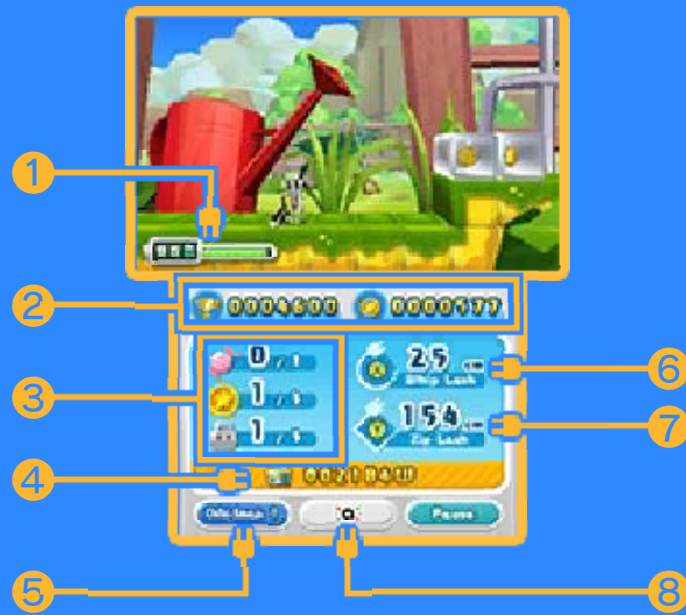
❶ Watts

Chibi-Robo's personal supply of watts.

❷ Current score and moolah (p. 14)

❸ Collectibles found

🍬 : Snacks (p. 14)
🪙 : Big coins (p. 14)
🧳 : Chibi-tots (p. 15)

❹ House watts

The remaining watts stored in the Chibi-House.

❺ Chibi-Smash

Touch this to use the special Chibi-Smash attack, which destroys every enemy on the screen.

◆ This appears only if you've received an especially lucky fortune.

❻ Current whip lash reach

❼ Current zip lash reach

❽ amiibo icon

Touch this icon, and then scan a linked Chibi-Robo amiibo to give Chibi-Robo a big power-up.

◆ appears if you've linked a Chibi-Robo amiibo to your copy of the game via amiibo Menu (p. 18).

Pause Menu

Press START or touch "Pause" on the lower screen to display the pause menu. This menu enables you to leave the current stage, change outfits and more.

Obtaining Outfits

Outfits can be obtained by rescuing lost aliens (p. 15). There are lots of different outfits to collect. Pick whichever suits your mood!

◆ Outfits are purely cosmetic. They do not change Chibi-Robo's abilities in any way.

Items

Red Boost-Ball

Extends the reach of Chibi-Robo's whip lashes and zip lashes.

Blue Boost-Ball

Extends the length of Chibi-Robo's zip lashes.

Yellow Boost-Ball

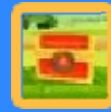Extends the length of Chibi-Robo's zip lashes to 300cm for a short period of time.

Moolah

There are three different denominations of moolah for Chibi-Robo to find during stages: small coins ( ), medium coins ( ) and big coins ( ).

🔑 Treasure Chest

Items such as coins and snacks can be found in these chests. Can you track down all of them?

🔑 Chibi-Battery

Small Chibi-Batteries give Chibi-Robo an instant 200-watt recharge. Large Chibi-Batteries give Chibi-Robo an instant 500-watt recharge.

🔑 Trash

Pick up trash by standing next to it and pressing Ⓐ. Once you get back to the Chibi-House, you can toss it into the generator to increase the Chibi-House's supply of watts.
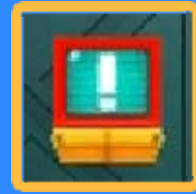
◆ To pick up the wreckage that sometimes appears when you defeat an enemy, simply touch it or hit it with your plug.

Interactive Objects

Storage Compartment

Embed your plug into the lid, and then give it a tug to release whatever is inside.

Socket

Recharge Chibi-Robo by standing next to one of these sockets and pressing Ⓐ.

◆ This uses house watts.

Vending Machine

The following items can be purchased from the vending machines that are found throughout stages.

◆ These items are consumed automatically when you have need of them. Once one is used, it vanishes from your inventory.

Spare batteries	An emergency power supply that restores half of Chibi-Robo's watts when his personal supply is fully depleted.
Emergency jets	A handy jet-propulsion pack that will activate if Chibi-Robo falls into a hole.

◆ You only get one emergency jet boost per fall. Use your jet time wisely, and make sure you'll land somewhere safe! |

Chibi-tots

These robots love to play games like hide & seek and tig, and they're always running around the place. Grab them by pressing Ⓐ.
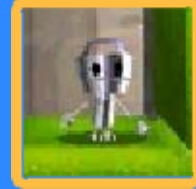
Catching Chibi-tots

Stun them by rolling into them or bumping into them in the air, and they'll stop moving for a certain period of time.

◆ You'll break a Chibi-tot if you hit it with your plug.

Toys

You can meet up with them when you enter a Toy Gate (🔘). Present them with the snacks they want and maybe something good will happen...?

Lost Aliens

They will show up in stages that you've already cleared. Deliver them safely to the rescue UFO to receive a gift of thanks, like coins or an outfit.

Rescuing Lost Aliens

1. Jab them with your plug and they'll move with you.

2. Stand on top of a mystery tower and twirl your plug.

3. Throw the alien into the Rescue UFO that comes along to successfully deliver it.

- The outfit you can obtain differs depending on the stage.
- If you've correctly entered an Outfit ID (p. 19), you will definitely receive the outfit from the Rescue UFO.

Chibi-Balloon

The balloon ascends
and moves along
automatically. Use
◎ to move Chibi-
Robo left and right
to cause the balloon to slow
down and descend.

◆ If the balloons come into
contact with an enemy, one will
pop. If all the balloons get
popped or if you run out of
watts, it will be game over.

Chibi-Skateboard

Embed your plug
into acceleration
panels and speed up
as you progress
through the stage.
You can jump by pressing Ⓐ.

◆ If the skateboard stops, if you
fall into a hole or if you run out
of watts, it will be game over.

Chibi-Sub

Progress using ◎, and press Ⓧ to throw your plug upwards. You can collect certain mines by plugging into their sockets, then fire them as torpedoes with Ⓐ.

◆ If you run out of watts, it will be game over.

Chibi-Wakeboard

You move forward automatically. Change lanes by moving ◎ up and down, avoiding obstacles along the way. Charge your watts by grabbing the green watt-balls, and speed up by grabbing the red boost-balls. Also, time your jumps off the ramp well (by pressing Ⓐ) and you'll execute a big jump.

◆ If you get caught on a ramp and your plug is removed, or if you run out of watts, it will be game over.
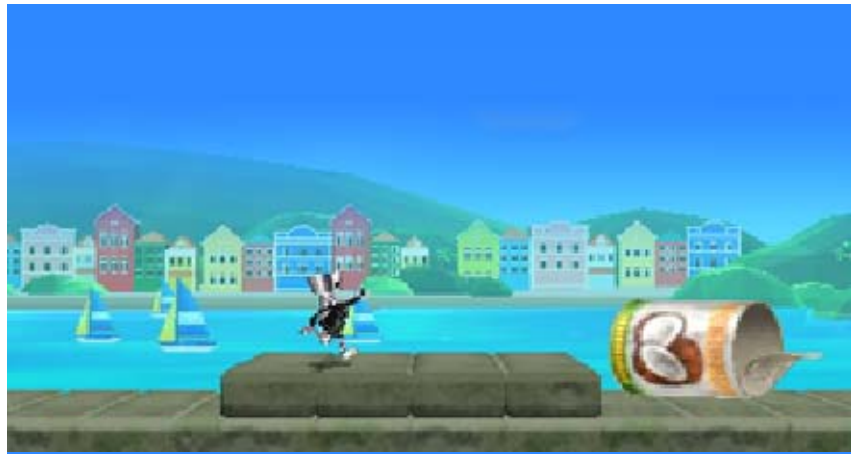
The next stage you play will be decided by the destination wheel.

Normal Destination Wheel

Spin the wheel with Ⓐ, then press Ⓐ again to stop it.

◆ The number of turns you get depends on which UFO you hit with your plug at the end of the previous stage. You'll get one extra turn for the Silver UFO, and two extra turns for the Gold UFO.

You can freely choose any stage in worlds where you've already defeated the boss.

🟡 Panel Shop

If you press Ⓧ before spinning the wheel, the shop screen will be displayed.

📋 Purchasing Panels

Use moolah to buy extra
numbered panels to temporarily
add to the wheel, in order to
increase the chance of the pointer
landing on your desired number.

Boss Destination Wheel

This becomes
available after
you clear all six
stages of a
world.

◆ You can get panels that cause
the boss to be weaker than
normal from the panel shop.

You can power up Chibi-Robo and obtain figures using a Chibi-Robo amiibo.

Chibi-Robo amiibo

You can access various features by linking a Chibi-Robo amiibo to your copy of the game, which can be done in the following ways:

- Select a save file from the file selection screen, and then select "amiibo Menu".
- Talk to Telly in the Chibi-House.

Important

Game data on a linked Chibi-Robo amiibo can only be read or written using the copy of the game that it's linked to.

◆ Game data on the Chibi-Robo amiibo will be deleted if you link it to any other software.

Daily Fortunes

Select a save file on the file selection screen, then touch [amiibo icon] . Scan your Chibi-Robo amiibo to receive your fortune.

◆ You can only receive one fortune per day for each save file.

Chibi-Capsule Vending Machine

Touch [amiibo icon] in the Chibi-House, then scan an amiibo, and the Chibi-Capsule vending machine will appear. Spend moolah to use the machine and get a figure.

Power Up

To transform into Super Chibi-Robo, touch [amiibo icon] and scan a Chibi-Robo amiibo while playing a stage. This will increase Chibi-Robo's speed, and his maximum watts will increase to 2000.

◆ You can only power up Chibi-Robo a limited number of times each day.

🏃 Level Up

Stage-clear scores can be written to the Chibi-Robo amiibo. Keep collecting points to level up your Chibi-Robo amiibo.

Benefits of Levelling Up

You'll get more gifts from the Chibi-Capsule machine, and be able to become Super Chibi-Robo more times a day.

Other amiibo

In the Chibi-House, touch [:a:] , then scan an amiibo to receive moolah.

◆ Other amiibo do not need to be linked to this software.
◆ Each amiibo can only be used to get moolah once per day.
◆ Other than the Chibi-Robo amiibo, scanning certain amiibo will add figures to the Chibi-Capsule vending machine.

You can share the following
screenshots with other players by
posting them to Miiverse:

- ・ Pictures you've taken of figures
- ・ Pictures of when you got
  snacks
- ・ Pictures of partial Outfit IDs

Outfit IDs

Some stages have their own five-
digit Outfit ID. Collect single
digits that others have posted to
Miiverse, and enter the full ID into
the Chibi-PC. Then when you
rescue a lost alien, you will
definitely receive an outfit.

Posting Partial Outfit IDs

When you obtain
an outfit by
playing the game,
you will get one
digit of the five-
digit ID, which you can then post
to Miiverse.

Partial Outfit IDs posted to Miiverse like this can be used by players who are keen to collect outfits.

◆ You don't get given a digit when you obtain an outfit by entering an ID into the Chibi-PC.

Using Outfit IDs

Piece together the full ID from the digits you've collected on Miiverse, enter them into the Chibi-PC and you will be guaranteed to find an outfit in that stage.

20 How to Contact Us

For product information, please visit the Nintendo website at: www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit: support.nintendo.com